



# RULES REFERENCE GUIDE

## ❖ USING THIS DOCUMENT ❖

This guide is intended as a reference for all rules queries. Unlike the learn to play booklet, this guide does not teach players how to play the game. It is recommended that players first read the learn to play booklet in its entirety, then use this rules reference guide as needed during the game.

There are five major sections of this guide:

### **Glossary .....** pages 2–10

The majority of this document is the glossary, which lists detailed rules clarifications in alphabetical order by topic.

### **Epic Adventuring .....** page 10

This section presents an optional rule for players to enjoy an epic game experience.

### **The Witcher Lore.....** pages 11–14

This section delves into the lore of *The Witcher* world, offering important facts about the setting, characters, various races and groups that exist, and the relationships among them.

### **Index.....** page 15

This section contains a comprehensive list of topics and page numbers for players to reference throughout the game.

### **Quick Reference.....** page 16

The back page of this document lists the icons and other relevant information for players to refer to at a glance.

## STOP!

It is recommended that players begin playing *The Witcher Adventure Game* by reading the learn to play booklet in its entirety. Then, as questions arise during gameplay, players can refer to this guide. However, if players wish to learn and understand all of the game's nuances immediately, they may read this guide from beginning to end.

## THE GOLDEN RULES

The golden rules are fundamental concepts on which all other game rules are built.

- ✿ The rules reference guide is the definitive source of rules information. If something in this document contradicts information from the learn to play booklet, this guide takes precedence.
- ✿ If the rules text of a card or other game component contradicts information from the rules reference guide, the component-specific rules text takes precedence.
- ✿ If an effect uses the word “cannot,” that effect is absolute.
- ✿ The word “must” means the effect is mandatory, while the word “may” means the effect is optional.

# GLOSSARY

This glossary lists all gameplay terms and rules in detail.

If you are unable to find a topic in this glossary, check the index on page 15.

## ACTIONS

Performing actions is the primary way that heroes travel around the world, investigate possible leads, and complete quests.

- ❖ Only the active player can perform actions.
- ❖ A player can perform a maximum of two actions per turn.
- ❖ A player can only perform an action if that action's space is open, meaning that the action space is not occupied by either an action token or a wound token.
- ❖ A player cannot perform the same action twice during a turn.
- ❖ The available actions are listed on each hero sheet, and they are explained below in detail.
  - ◆ **Travel:** The player **either** moves his hero along one route **or** he moves his hero along two consecutive routes. Then, he receives lead tokens matching the number and color shown at his destination. Finally, if he moved along two routes, he draws one foul fate card and resolves it.
  - ◆ **Investigate:** The player draws one card from any one investigation deck and resolves it. Unless the player is instructed to keep the card, he places it faceup in its discard pile.
  - ◆ **Develop:** The player draws two cards from his development deck, chooses one to keep, and discards the other.
  - ◆ **Rest:** The player removes either **two** minor wound tokens or **one** severe wound token from his hero sheet.
  - ◆ **Brew (Geralt only):** Geralt places one common marker from the supply on **each** of his faceup **POTION** development cards.
  - ◆ **Prepare (Triss only):** Triss places one common marker on **one** of her faceup **SPELL** development cards.
  - ◆ **Sing (Dandelion only):** Dandelion takes two gold from the supply.
  - ◆ **Command (Yarpen only):** Yarpen chooses two of his companion cards to use. He reads the chosen cards aloud and resolves their effects.

**Related Topics:** Action Space, Locations, Movement, Regions, Routes, Turn Structure

## ACTION SPACE

- ❖ Each action has its own action space on a hero sheet.
- ❖ Action spaces with heart icons are woundable action spaces.
- ❖ When a hero suffers a wound, he places the wound token in any open woundable action space that does not already have a wound token.
- ❖ A hero can perform an action only if its action space is open.
- ❖ Only wound tokens or action tokens can occupy an action space.

**Related Topics:** Actions, Foul Fate, Locations, Movement, Regions, Routes, Wounds

## ACTIVE PLAYER

The player currently taking his turn is the active player.

## ADJACENT

- ❖ Two locations are adjacent if they are connected by a single route.
- ❖ Two regions are adjacent if at least one location in each region is connected by a single route.

**Related Topics:** Location, Region, Route

## BATTLES

The steps for fighting a battle are below:

1. Use any “at the start of battle” effects.
2. Resolve any “before rolling” effects.
3. Roll dice (battle dice and the hero’s set of hero dice).
4. Total the dice results obtained from this roll.
5. Modify the dice results in any of the following ways:
  - ◆ Spend 1 ♦ and 1 ✕ to produce 1 ♦.
  - ◆ Use development cards that can be used during battle.
  - ◆ Use good fortune cards that can be used during battle.
6. Compare the total ✕ against the enemy’s sword stat. If the number of ✕ are equal to or greater than the enemy’s sword stat, the hero’s attack is successful and he resolves the “successful ✕” effect. If the number of ✕ are less than the enemy’s sword stat, the hero’s attack fails and he resolves the “failed ✕” effect.
7. Compare the total ♦ against the enemy’s shield stat. If the number of ♦ are equal to or greater than the enemy’s shield stat, the hero’s defense is successful and he resolves the “successful ♦” effect. If the number of ♦ are less than the enemy’s shield stat, the hero’s defense fails and he resolves the “failed ♦” effect.
8. If the enemy is a monster and the attack is successful, the monster is defeated and its token is discarded.

- Some main quests have an enemy encounter. To complete these main quests, the hero must first be at the quest's location and spend the required resources. Then, he fights a battle against that enemy. Regardless of the battle's outcome, the hero completes the main quest at the end of battle.
- Some enemy effects state "suffer 'X' for each 'Y' you are short." This means the hero suffers the effect for each result X that he is under compared to monster stat Y. For example, the Striga's "Failed" effect states "suffer 1 O for each D you are short" and its shield stat is "5 D." If the hero obtains only 3 D, then he suffers (5 - 3 = 2) two O.
- Some enemies have a ritual stat (P). The ritual stat can appear instead of a sword stat or in addition to the sword and shield stat (see "Monsters" on page 5).
- Monsters that have a ritual stat (P) instead of a sword stat (S) are defeated and discarded if the ritual is successful.

**Related Topics:** Dice, Discarding, Monsters, Wounds

## COMPONENT LIMITATIONS

- There are no component limitations. If a player would take a component from the supply and it is depleted, he may use a suitable replacement (such as a coin or a bead).
- When a deck of cards is depleted, immediately shuffle its discard pile to form a new deck.

**Related Topics:** Supply

## DELAYED HEROES

- When an effect delays a hero, he must forfeit his next action. As a reminder, he lays the hero figure on its side. The next time he would perform an action, he stands the figure instead of performing that action.
- If the delay effect occurs during the player's first action this turn, he forfeits his second action of this turn.
- If the delay effect occurs during the player's second action this turn, he forfeits the first action of his next turn.
- If an effect instructs a delayed hero to become delayed again, he ignores this effect.

**Related Topics:** Spending, Turn Structure

## DEVELOPMENT CARDS

- Some development cards can have common markers (O) placed on them. These cards can have a maximum of three common markers on them at one time. These cards are not discarded when there are no tokens remaining on them.
- Development cards can be used only when specified on the individual card (e.g., "during battle," "once per roll," "when performing a travel action," etc.).
- Development cards that state "once per turn" can be used only on the active player's turn and only at times when he can perform operations.
- Common markers cannot be placed on development cards that do not have a "spend O from this card" effect.

**Related Topics:** Discarding, Traits

## DICE

- When an effect requires a hero to roll his hero dice, he rolls his entire set of hero dice.
- Battle dice are not hero dice; hero dice are not battle dice.
- When a player rerolls a die, he must use the new result.
- Most die faces produce one or more dice results. Each battle die has one die face that is blank, which produces no dice results (see "Quick Reference" on page 16).
- Heroes can spend dice results on development card effects.
- Some effects require the hero to roll his hero dice. He obtains a success by rolling **at least one die face** labeled as a "success" on his hero sheet.
- Some effects require die results that do not appear on all sets of hero dice. Those heroes have development cards that produce those results.
- A few cards show D or S icons. These icons represent the die face itself, not the result produced by that die face.

Below is a complete manifest of all the faces on each die.

Battle Die 1



Battle Die 2



Battle Die 3



Geralt Hero Die 1



Geralt Hero Die 2



Geralt Hero Die 3



Triss Hero Die



Dandelion Hero Die



Yarpen Hero Die



**Related Topics:** Battle, Quest Cards

## DISCARDING

Several effects instruct players to discard cards and tokens, which are handled differently depending on their type.

- ✿ **Development Card:** Place a discarded development card facedown at the bottom of its respective deck.
- ✿ **Quest Card:** Place a discarded quest card faceup in its respective discard pile near its deck.
- ✿ **Investigation Cards:** Place a discarded investigation card faceup in its respective discard pile near its deck.
- ✿ **Foul Fate Cards:** Place a discarded foul fate card faceup in the discard pile shown on the game board near its deck.
- ✿ **Good Fortune Cards:** Place a discarded good fortune card faceup in the discard pile shown on the game board near its deck.
- ✿ **Monster Tokens:** Place a discarded monster token facedown at the bottom of its respective stack.

## DRAWING

Several effects instruct players to draw, look at, or reveal cards (or tokens), each of which is explained below:

- ✿ When an effect states “draw” a card, the player takes the top card from the specified deck.
- ✿ When a player draws only one card, he typically resolves it. When a player draws more than one card, he often has a choice of which card he wants to resolve or keep.
- ✿ Some effects state “draw X additional cards.” The player draws that number of cards in addition to the cards already drawn, and he chooses one card from among all of those drawn cards.
- ✿ When an effect states “look at X cards,” the player draws that number of cards from the specified deck and looks at them secretly, being careful not to let any other players see them.
- ✿ When an effect states “reveal X cards,” the player draws that number of cards from the specified deck and flips them faceup so that all players can see them.

## ENCOUNTERING OBSTACLES

Monster tokens and foul fate tokens are obstacles that heroes encounter during the game.

- ✿ After a hero performs two actions and opts not to perform more operations, he encounters one obstacle in his region.
- ✿ To encounter a foul fate token, the hero discards the token, draws one foul fate card, resolves its effect, and then discards the card (unless otherwise specified).
- ✿ To encounter a monster token, the hero flips the monster token faceup if it is facedown and fights a battle against it.
- ✿ If there is a foul fate token and a monster token in the hero’s region, he chooses which of them to encounter.

- ✿ If he chooses to encounter a monster token, and there are multiple monster tokens in his region, he chooses which one of them to encounter. He may temporarily unstack the monsters—but not flip them—to check his options. It is important that the player leave the tokens’ facing (faceup or facedown) as is.
- ✿ If there are no obstacles in his region, he advances the war track by moving the war track marker clockwise one space. He takes the obstacle shown in that space of the war track and places it in his region’s obstacle zone.
- ✿ Some effects allow a hero to “ignore” an obstacle. A hero cannot choose to encounter an ignored obstacle. If, by ignoring one or more obstacles, a hero does not encounter an obstacle, then he does not advance the war track.

**Related Topics:** Foul Fate, Monsters, Obstacle Zones, Regions

## FOUL FATE

There are three parts that make up foul fate: foul fate spaces, foul fate tokens, and foul fate cards.

- ✿ There are foul fate spaces next to each action space on a hero sheet and in each obstacle zone on the game board.
- ✿ Only one foul fate token can occupy each foul fate space.
- ✿ A hero draws a foul fate card when resolving a foul fate token or after moving along two routes during a travel action.
- ✿ To encounter a foul fate token, the hero discards the token, draws one foul fate card, resolves its effect, and then discards the card (unless otherwise specified).
- ✿ If a hero performs an action with a foul fate token next to it, he discards that foul fate token, draws one foul fate card, and resolves it immediately. After resolving the foul fate card, he discards it and finishes resolving the chosen action.
- ✿ If an effect instructs a hero to place a foul fate token in a region that already has a foul fate token, he places the foul fate token in an open foul fate space on his hero sheet.
- ✿ When an effect states “suffer 

**Related Topics:** Encountering Obstacles, Keeping Cards, Obstacle Zones

## GOOD FORTUNE CARDS

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- Good fortune cards provide various positive effects. A hero draws a good fortune card when resolving the consequences on a quest card and by various card effects.
- When a player draws a good fortune card, he looks at it and keeps it facedown in his play area for later use.
- Good fortune cards can be played or used only when specified on the individual card (e.g., “during battle,” “when you draw investigation cards,” etc.).
- Some cards state that they can be played “during your turn.” A player can play these cards only at times when he can perform operations.
- After resolving a good fortune card’s effect, discard it unless otherwise specified.

**Related Topics:** Discarding

## INVESTIGATION CARDS

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- Some investigation cards are setbacks, which generally cause a negative effect.
- Some purple investigation cards have the **VALUABLE INFORMATION** trait, and these cards have an effect that allows the hero to keep the card. There are other purple investigation cards with effects that trigger if the hero discards a **VALUABLE INFORMATION** card.
- Some blue investigation cards have traits (e.g., **AEN SEIDHE, NILGAARD, LODGE OF SORCERESSES**). A card with one of these traits counts itself while resolving its effect.
- If an effect states “if able,” the affected player is not penalized if he is unable to fully resolve the effect. For example, the blue investigation card “Zerikanian Assassin” states “Advance the war track and place 1 ⚧ on your travel action, if able.” If his travel action’s foul fate space is already occupied, he does not place a foul fate token, but he still advances the war track.

**Related Topics:** Dice, Drawing, Discarding, Keeping Cards, Tasks, Traits

## KEEPING CARDS

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- Some cards state “Keep this card until it is resolved.” The player keeps the card faceup in his play area until its effect triggers and resolves.
- Some cards state “Keep this card for its trait.” After resolving the other effects on this card, the player keeps the card faceup in his play area so that other effects can reference its trait.
- Some cards state “Keep this card until its task is resolved.” The player keeps the card faceup in his play area until the player resolves its task.
- Some cards with tasks also have traits. In order for players to track which tasks they have already completed, they must keep their completed tasks separate from their uncompleted tasks.

- When a player completes a task on a card that also has a trait, he still keeps the card faceup in his play area so that other effects can reference the trait. However, he cannot complete the task more than once.

**Related Topics:** Development Cards, Discarding, Foul Fate, Good Fortune Cards, Investigation Cards, Quest Cards, Tasks, Traits

## LEADS

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Heroes exchange leads for proof, which is the primary way to complete main quests and earn VP.

- A hero can receive leads in a few ways, including arriving at a location with lead icons, resolving an investigation card effect, or using a good fortune card.
- When performing a travel action, a hero receives lead tokens when arriving at the destination location. If a hero moves along two routes, he does not receive any leads from the location he passes through.
- If an effect instructs the hero to spend (or receive) leads without specifying a color, the hero may spend (or receive) any color lead.
- When a hero exchanges lead tokens for proof tokens, he must use the exchange rate shown on his hero sheet.
- Lead tokens can be exchanged only for proof tokens of the same color.
- When a hero exchanges lead tokens for proof tokens, he cannot exchange proof back to leads. The exchange only occurs from leads to proof.

**Related Topics:** Locations, Proof

## LOCATIONS

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Locations represent various cities and other important locales in *The Witcher* world.

- While a hero is at a location, his hero figure occupies one of the round spaces at that location.
- Each location has four identical spaces, allowing multiple heroes to be in the same location at the same time.
- When a player arrives at a location, he places his hero figure in any open round space at the location. Each space at the same location yields the same number and color of leads, so it does not matter which of the spaces he occupies.
- As an operation, players who are in the same location can trade leads and/or gold between one another.
- Three locations (Brokilon, Jaruga, and Ellander) provide no lead tokens to heroes who arrive there.
- Two locations (Duén Canell and Ellander) display a large heart icon below the location’s banner. This icon means that any hero who arrives at this location may either remove one minor wound or flip one severe wound to its minor wound side.

**Related Topics:** Actions, Movement, Regions

## MONSTERS

Monsters are vile creatures who roam the land, attacking the heroes without provocation.

- ❖ There are three types of monsters: bronze, silver, and gold. Each monster type has a different colored token template to identify its type.
- ❖ Monster tokens occupy the monster spaces of obstacle zones, which indicate the region the monster is in.
- ❖ Any number of monster tokens can occupy an obstacle zone; they stack on each other and order does not matter.
- ❖ When an effect places a monster in a region, it is placed facedown in the monster space of that region's obstacle zone, unless otherwise specified.
- ❖ When an effect requires a hero to place more monsters of a specific type than are available, he places as many monsters as possible, choosing which regions get the incoming monsters and which regions do not.
- ❖ When a hero encounters a facedown monster token, he flips it faceup and then fights a battle against it. Afterwards, if the hero does not defeat this monster, it remains faceup in its current obstacle zone.
- ❖ When there are multiple monster tokens in the same obstacle zone and a hero is checking for obstacles, he may temporarily unstack the monsters—but not flip them—to check his options. It is important that the player leave the tokens' facing (faceup or facedown) as is.
- ❖ If a hero achieves a successful attack against the monster, he defeats the monster and discards it.
- ❖ Some monsters, such as the Phantom or the Wraith, have a ritual stat (⌚) instead of a sword stat (⚔). During battle, the hero compares his ⌚ to the monster's ritual stat, following the same procedure used for comparing sword stat. If the ritual is successful, the monster is defeated and its token is discarded.

**Related Topics:** Battle, Encountering Obstacles

## MOVEMENT

Heroes travel to various locations by moving along routes.

- ❖ A hero can move by performing a travel action or some other effects.
- ❖ A hero cannot move along the same route twice during the same action.
- ❖ A player receives leads at a location only after moving during a travel action.
- ❖ To move along the sea route connecting Novigrad and Duén Canell, a player must first spend two gold.
- ❖ To move along the sea route connecting Duén Canell and Cintra, a player must first spend one gold.

**Related Topics:** Actions, Locations, Quest Cards, Routes

## OBSTACLE ZONES

Obstacle zones hold any obstacles affecting the region.

- ❖ There are six obstacle zones located along the left side of the game board. Each obstacle zone relates to a single region, displaying that region's color and symbol in its banner.
- ❖ Any number of monster tokens can occupy a monster space.
- ❖ Only one foul fate token can occupy a foul fate space.

**Related Topics:** Encountering Obstacles, Foul Fate, Monsters

## OPERATIONS

Operations are things that a player can do on his turn that do not require an action. A player may perform any number of operations in any order before or after each of his actions.

- ❖ Only the active player can perform operations.
- ❖ The available operations are explained below in detail.
  - ❖ **Exchange Leads for Proof:** The player exchanges a number of lead tokens for one proof token from the supply according to the exchange rate shown on his hero sheet. He can only exchange lead tokens for proof tokens of the same color.
  - ❖ **Complete a Side Quest:** The player fulfills the requirement for any side quest shown on his quest card. He earns VP equal to the number shown in that quest space and places one common marker in that space to mark that quest as completed.
  - ❖ **Complete a Support Quest:** The player spends the resources shown for a support quest on the quest card of an opponent in the same location as the player. The supporting player earns 6 VP and the owner of the quest card earns 3 VP. The owner also places one common marker in his support quest space to mark it as completed. **A player can perform this operation only if he is in the same location as an opponent.**
  - ❖ **Complete a Main Quest:** The player fulfills the main quest requirement by spending the indicated resources. If the main quest description contains an enemy encounter, he fights a battle against that enemy. Regardless of the battle's outcome, he completes the quest. He earns VP equal to the number shown to the right of the quest requirement. Then, he resolves the consequences stated on the card and flips the quest card facedown. Next, he draws two cards from his hero's quest deck, chooses one to keep, and discards the other. **A player can perform this operation only if he is in the main quest location.**
  - ❖ **Trade Resources:** The player trades leads or gold with any hero in his same location. Players can negotiate the terms of the trade, but they must both agree to those terms before trading. Players can trade leads or gold for promises of future assistance, but these promises are not binding.
  - ❖ **Bribe a Friend (Dandelion only):** The player spends one gold to place one common marker on one of his faceup FRIEND development cards.

**Related Topics:** Actions, Good Fortune Cards, Leads, Proof, Quest Cards, Turn Structure

## PLAY AREA

- Each player has his own play area, which contains the following items: hero sheet, development deck, faceup development cards, completed (facedown) quest cards, current (faceup) quest card, other faceup cards (investigation, foul fate, or good fortune), unused action tokens, and collected tokens (gold, leads, proof, etc.)
- When an effect instructs a hero to “spend” a certain number of resources, he takes those resources from his play area and returns them to the supply.

**Related Topics:** Keeping Cards, Spending

## PROOF

Heroes require proof to complete various quests.

- Heroes obtain proof by performing an operation to exchange leads for proof, using the exchange rate on their hero sheet.
- After a hero exchanges leads for proof, it is permanently a proof; he cannot convert proof back to leads during the game.

**Related Topics:** Leads, Quest Cards, Spending

## QUEST CARDS

- A quest card is completed when the player completes the main quest on his quest card.
- Players keep completed quest cards facedown.
- Each hero can draw quest cards only from the quest decks shown on his hero sheet.
- When a player completes his third quest card, he does not draw new quest cards.
- If the main quest description contains an enemy encounter, the hero fights a battle against that enemy. Regardless of the battle’s outcome, he completes the quest.
- Side quests can be completed in any order.
- Some side quests require a player to defeat a monster. Because battles occur at the end of a player’s turn, the player immediately completes that side quest after defeating the monster, without performing an operation.
- Some side quests require the player to “go to” a specific location. These “go to” side quests are the only location-specific side quests. A player can complete **all other types** of side quests regardless of his current location.  
  
**“Go to” side quest icon**
- If a player chooses to keep a new quest card that has a side quest requiring him to “go to” the location that he is currently in, he may complete that side quest without leaving that location.
- The support quest can be completed only by an opponent.
- When a player completes an opponent’s support quest, the supporting player earns 6 VP (the number in parentheses in the support quest space) and the player who owns the quest card earns 3 VP.

**Related Topics:** Battles, Discarding, Keeping Cards, Operations, Support Chart, Victory Points

## REGIONS

- There are six regions, and each one is identified by a color and symbol on the banner of each location.
- Each region corresponds to one obstacle zone, located along the left side of the game board. The region’s color and symbol are shown in the banner.

Below are images of the banners from different regions.

### Gray Region



Adjacent to: Purple, Red

### Purple Region



Adjacent to: Gray, Green, Red

### Red Region



Adjacent to: Gray, Purple, Green, Yellow, Blue

### Blue Region



Adjacent to: Red, Yellow

### Yellow Region



Adjacent to: Red, Green, Blue

### Green Region



Adjacent to: Purple, Yellow, Red

**Related Topics:** Adjacent, Movement, Encountering Obstacles, Obstacle Zones

## ROUTES

Routes connect the various locations around the board.

- ✿ Each location is connected to at least one adjacent location by a route.
- ✿ To move along the sea route connecting Novigrad and Duén Canell, a player must first spend two coins.
- ✿ To move along the sea route connecting Duén Canell and Cintra, a player must first spend one coin.
- ✿ There are a few routes that intersect with each other. Locations that are connected by an intersection are adjacent to one another. For example, the locations of Dol Blathanna, Vengerberg, Ellander, and Shaerrawedd are all adjacent and connected to one another.

**Related Topics:** Actions, Adjacent, Locations, Movement, Regions

## SPENDING

- ✿ When an effect instructs a hero to “spend” a certain number of resources, he takes those resources from his play area and returns them to the supply.
- ✿ If an effect states “spend ⚒” without specifying a color, the hero may spend any color lead.
- ✿ When a hero uses a development card that states “spend 1 ⚒ from this card,” he takes one common marker from that card and returns it to the supply.
- ✿ If an effect requires a hero to “spend” more resources than he has, he must spend as much of that resource as possible.
- ✿ If an effect offers the player an option, the player can choose only one of the options that he is capable of fulfilling. For example, the foul fate card “Bushwhacked” states “Spend 2 ⚒ or fight a battle!” If the affected player does not have 2 leads, he must fight the battle.

**Related Topics:** Dice, Leads, Play Area, Proof

## SUPPLY

- ✿ The supply holds cardboard components that do not belong to any player, and it exists as a “bank” for all players to take or return resources as instructed by effects.
- ✿ If a player would take a component from the supply and the supply is depleted, then he may use a suitable replacement (such as a coin or a bead).
- ✿ When an effect states “place a common marker,” the player takes one common marker from the supply and places it where indicated.
- ✿ When an effect instructs a player to “receive” a token, he takes it from the supply and places it in his play area.

**Related Topics:** Play Area, Spending

## SUPPORT CHART

The support chart displays each hero’s current support quest.

- ✿ When a player keeps a new quest, he moves his hero token to the banner that corresponds to his new support quest’s type.
- ✿ When a player’s support quest is completed, he removes his hero token from the support chart.

**Related Topics:** Operations, Quest Cards

## TABLETALK

- ✿ Players can openly discuss possible deals for trading or supporting other players’ quests at any time during the game.
- ✿ Players cannot converse with one another in secret; all communication must remain public for all players to hear.

**Related Topics:** Quest Cards, Trading Resources

## TASKS

- ✿ Some investigation cards contain a task. Heroes keep these cards faceup in their play area as a reminder of what the task’s requirements and rewards are.
- ✿ Unless tied to an action or otherwise specified, a player can complete a task only when he can perform operations.
- ✿ Players must keep uncompleted tasks separate from completed tasks to track which tasks they have completed.
- ✿ A task can be completed only once.
- ✿ When a task requires a player to perform an action, he fully resolves the action and then receives the reward.
- ✿ Some investigation cards contain traits as well as tasks. After completing a task on one of these cards, the hero keeps the card faceup in his play area to benefit from the effect of the card’s trait.

**Related Topics:** Discarding, Investigation Cards, Keeping Cards, Traits

## TRADING RESOURCES

- ✿ As an operation, the active player can trade resources with other players in his same location.
- ✿ Other players can trade resources only with the active player.
- ✿ Leads and gold are the only resources that players can trade.
- ✿ Players can arrange a trade for promises of future assistance; essentially, one player can trade an actual resource to another player in exchange for that player promising to trade him an actual resource at a later time.
- ✿ Any promises of future assistance are not binding.

**Related Topics:** Operations, Tabletalk

## TRAITS

- ❖ Some development and investigation cards have traits.
- ❖ Traits are identified by their formatting: bold and small caps (for example, “**AEN SEIDHE**”).
- ❖ Traits have no inherent effects on their own.
- ❖ Effects often refer to cards by their trait. For example, “Receive 1 blue **Q** and 1 additional blue **Q** for each **NILGAARD** card you have.”
- ❖ When a player is resolving an investigation card whose effect refers to a trait, he counts the traits on all of his investigation cards, including the card being resolved and cards with incomplete tasks.

**Related Topics:** Development Cards, Discarding, Investigation Cards, Keeping Cards, Tasks

## TURN STRUCTURE

A detailed breakdown of the turn structure is as follows:

1. Perform any number of operations.
2. Perform first action of the turn.
3. Perform any number of operations.
4. Perform second action of the turn.
5. Perform any number of operations
6. Encounter one obstacle in your region; if no obstacles are in your region, advance the war track.

**Related Topics:** Actions, Encountering Obstacles, Operations

## VICTORY POINTS

- ❖ Players track their victory points (VP) on the VP track along the outer edge of the game board.
- ❖ There are several ways during the game for the players to earn VP, including completing quests and defeating monsters.
- ❖ When a player earns VP, he moves his VP marker forward on the track a number of spaces equal to the amount of VP he earned.
- ❖ When a player loses VP, he moves his VP marker backward on the track a number of spaces equal to the amount of VP he lost.
- ❖ A player cannot go below 0 VP.
- ❖ If an effect references “the hero with the most VP” and there is more than one hero tied for the most VP, the active player chooses which tied hero suffers the effect.
- ❖ A player can earn more than 80 VP. If he does, he continues tracking his VP by returning to the beginning of the track. For example, when a player has 79 VP and he hears 3 VP, he moves his VP marker to the “2” space on the track, which represents that he has 82 VP.

**Related Topics:** Quest Cards, Winning the Game

## WAR TRACK

The war track gauges the turmoil caused by the Nilfgaardian Empire, and it populates the board with various obstacles.

- ❖ When a player encounters obstacles at the end of his turn, if there are no obstacles in his region, he advances the war track instead.
- ❖ When an effect advances the war track, the active player moves the war track marker clockwise one space. Then, the active player resolves the effect of that war track space:
  - ◆ **Monster:** He draws one monster of the indicated type and places it **facedown** in his region.
  - ◆ **Foul Fate:** He places one foul fate token in his region.

**Related Topics:** Encountering Obstacles, Foul Fate, Monsters, Obstacle Zones

## WINNING THE GAME

When a player completes his third quest card, he finishes his current turn. Then, each other player takes one more turn, after which the game ends. The player with the most VP at the end of the game wins.

In case of a tie, follow these tiebreaker rules:

1. The tied player who completed the most quest cards wins the game.
2. If there is still a tie, the tied players exchange their proof tokens back to lead tokens (following their heroes’ exchange rates), and the tied player who has the most total lead and gold tokens wins the game.
3. If there is still a tie, the tied player whose final turn ended earliest wins the game.

**Related Topics:** Victory Points



## WOUNDS

- ✿ There are two types of wounds: minor wounds (○) and severe wounds (◎).
- ✿ Severe wounds are more harsh than minor wounds. Severe wounds have no special game effect other than to require a hero to exert more effort healing his wounds.
- ✿ Wound tokens can only occupy action spaces with a heart icon, which are called woundable action spaces (travel, develop, investigate, and hero-specific actions).
- ✿ Only one wound token can occupy a woundable action space.
- ✿ When a hero suffers wounds, he takes the indicated wound token from the supply and places it in any woundable action space on his hero sheet that does not already contain a wound token.
- ✿ While a wound token occupies an action space, the hero cannot place his action token in that action space, so he cannot perform that action.
- ✿ When a hero suffers a wound after having already performed an action, he may place the wound token in an action space that is occupied by an action token.
- ✿ If all of his woundable action spaces are occupied by wound tokens, the hero **must** perform the rest action as his next action.
- ✿ If a hero suffers a wound and all of his woundable action spaces are occupied by wound tokens, he does not place a wound token on his hero sheet. Instead, he loses 2 VP for each wound token that he cannot place on his sheet.
- ✿ Heroes cannot die. If they suffer more wounds than they can sustain, they lose VP as noted in the point above.
- ✿ A hero can remove wounds in several ways, including by performing the rest action, entering a location with a heart icon, and some card effects.
- ✿ Locations that display a heart icon below the banner allow a hero who enters there to either remove one minor wound or flip one severe wound to its minor wound side.

**Related Topics:** Actions, Battle, Dice, Locations, Monsters

## YARPEN

- ✿ During setup, Yarpen takes the four companion cards and places them faceup in his play area.
- ✿ Companions stay faceup in Yarpen's play area, and he can use their effects during the game. They are not development cards, and they cannot be discarded from his play area.
- ✿ When Yarpen uses two of his companions during the command action, he can choose the order in which he resolves their effects.
- ✿ Each time the Yarpen player draws quest cards, he chooses either the combat (red) deck or the diplomacy (purple) deck and draws cards from that deck.
- ✿ Yarpen's hero sheet shows two spaces on his artwork. These spaces represent Yarpen's armor, and they are additional spaces for Yarpen to place wound tokens.
- ✿ When Yarpen performs a rest action, he can remove a wound token from one of his armor spaces.
- ✿ Yarpen cannot place foul fate tokens in the armor spaces on his hero sheet.
- ✿ Yarpen obtains a success if he rolls **either** of the die faces shown on his hero sheet.



Armor space



Yarpen obtains a success  
on either of these die faces



Yarpen **does not** obtain a success  
on the single dodge die face

**Related Topics:** Quest Cards, Wounds

## EPIC ADVENTURING

Before starting the game, players must all agree if they want to use this optional rule.

Players need to complete five quests instead of only three. When a player completes his **fifth quest card**, each other player plays one more turn, after which the game ends. The player with the most VP at the end of the game wins.

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# THE WITCHER LORE

## THE WITCHER WORLD: PAST & PRESENT

Before the Conjunction of the Spheres, an interdimensional cataclysm that struck fifteen hundred years before the present moment, the world was inhabited solely by nonhuman races—elves, dwarves, and other beings now long forgotten. It is they who first built magnificent cities, gave birth to high culture, and made the first steps toward enlightenment. After the cataclysm, everything changed. It is said the Conjunction of the Spheres not only first introduced human beings to this world, but also brought potent magic and bloodthirsty monsters to it as well. Creatures like ghouls, bruxae, and graveirs infested more and more land, killing settlers and destroying everything in their path. Century by century, the known world slowly ceased to exist and a new order was born, one where humans, short-lived, energetic beings with a thirst for expansion, conquered the high races of the olden days.

Yet monsters continued to plague mankind, and so the witches were created as a counterbalance, as predators for post-Conjunction beasts with no ecological niche. Taken in as children and subjected to mutations and grueling training, the few who survived the ordeals then roamed the land as elite monster hunters, a monk-like caste plying a trade leaving no room for family, home, or even emotions. Though they strove to stay out of interhuman disputes and kill only unthinking evil, the witches failed to gain the sympathy of the common folk, who avoided them whenever possible. Time passed, and what was once cautious distaste turned to fear and loathing. Witchers became a necessary evil, as unwanted as the monsters they were forged to kill. Their numbers thinned, their schools emptied, and the teachings and arcane lore used to train new adepts faded from disuse. Now, only a handful of witches remains. Among them is the legendary Geralt of Rivia.

The world of *The Witcher* today is still far from a peaceful place. Kingdoms fight over territory, resources, and glory: the independent realms of the North are under constant threat from the southern Nilfgaardian Empire, led by Emhyr var Emreis, a merciless and powerful leader. Dangerous corners still exist where monsters run rampant and many dark secrets remain to be discovered. In the midst of all this, a band of heroes leap into the fray to face their greatest adventure.

***The Witcher Adventure Game*** is set on the Continent, a world torn by strife and injustice. It is a land of opportunity, where mercy is a commodity rarely seen in abundance, and a place where gold buys life. You either fend for yourself and strive, or live a life of fear and misery, dependent on the whims of others. This harsh realm harbors no heroes or heroines, only men and women making tough choices in pursuit of complex agendas, forced by changing circumstances to help enemies or hinder friends, to let the innocent die or the guilty live.

With its many races and kingdoms, the Continent is a place where a multitude of cultures and interests collide, often causing turmoil and deadly conflict. Humans reign supreme here, but their plans are often challenged by elves, dwarves, and creatures of magical origin. During your adventures in this world, you'll hunt monsters, aid factions, tip the scales in local power struggles, and deal with problems both small and of a broader, geopolitical nature.

***The Witcher Adventure Game*** casts you as one of four distinct and memorable characters and throws you into a whirlwind of adventure. As Geralt, Triss, Dandelion, and Yarpen you must navigate a world rich in quests, intrigue, and mysterious forces, calling on your character's arsenal of unique skills and your own cunning to achieve the ultimate goal—victory over others.

Will your adventure be one of danger and quick rewards at your opponents' expense, or will you decide to pursue a more measured path with the potential for even greater rewards if all goes well? In ***The Witcher Adventure Game***, the choice is yours.



# CHARACTERS

## GERALT OF RIVIA – MONSTER HUNTER

Geralt of Rivia—a witcher, a wandering soul in search of his next problem. He is a man who's seen as many caves and trolls as he has kings, queens, and courts. Witchers are mutants, trained from early childhood for one task: to protect the peoples of the Continent from the innumerable foul creatures that inhabit it.



There are several schools of witchers, represented by the different medallions their members wear around their neck. The wolf medallion Geralt bears warns him of impending danger or nearby magic by gently vibrating. In recent years, the witcher caste has dwindled down to only a handful of active hunters; with so few of them left, the world is beginning to resemble the times before witchers came to be.

Geralt possesses superhuman reflexes and strength, and his sword fighting skills are second to none. Like every witcher, Geralt fights with two swords: a silver sword, dedicated to combating monsters and creatures of magical origin, and a steel one, primarily used to deal with ferocious animals and the occasional bandit who thinks he can best a master swordsman. Using witcher Signs and special potions, he can tip the scales of any battle in his favor. Being a witcher, Geralt's main occupation is slaying monsters, but he won't hesitate to prove a (usually bloody) point when humans or non-humans try to stand in his way. Geralt strives to maintain his witcher neutrality, but he will sometimes lend a hand to others, even if it drags him into the middle of some mess. Witchers are known for being cold and emotionless due to the mutations they undergo, but Geralt's process must have gone differently, for he is capable of feelings and emotions and a surprising amount of empathy toward others. Living in a world where morality is a concept known mostly to those who aren't hungry, the famous witcher of Rivia remains one of the few beacons of hope...if you have the orens to hire him.

## DANDELION – ROGUISH BARD

Julian Alfred Pankratz Viscount de Lettenhove, better known as Dandelion—a minstrel, poet, and lecturer at the Oxenfurt Academy, and also the best friend of Geralt of Rivia. His love of women, spirits, and the sound of his own voice is constantly getting him into trouble and then providing him the means to get out of it. Those who underestimate him commit a grave error—this seemingly harmless bard is capable of unmatched feats of intellect and diplomatic maneuvering. A friend to kings, and a lover to the most influential women in the realm, one word from his lips can carry more power than an army of tin-plated brutes—provided it's not interrupted by a wine-scented belch.

Thanks to his vast network of contacts, Dandelion rarely engages in combat. He has others to do the dirty work for him. To fuel his vagabond, yet lavish, lifestyle, the minstrel needs a hefty amount of cash; therefore—when he's not drinking—you'll frequently see him giving concerts and also providing that extra special encore for the ladies in the audience. Be it a slap on the cheek or a fat purse, the man always gets his share. Dandelion is a force of chaos and serendipity, the only person that can turn a hopeless situation into a surefire success...and the other way around.

He finds silver linings where others see only dark clouds; yet, frequently to his own peril, he can't keep his mouth shut when silence is worth far more than twice his weight in gold.



# CHARACTERS

## YARPEN ZIGRIN – DWARVEN WARRIOR

First impressions can be quite deceiving, especially when they involve Yarpen Zigrin. The stocky dwarf is a veteran warrior and famed dragon-hunter, tough as a Mahakam-forged blade and many times as deadly. He's also a dwarf of few words, and can be painfully direct...to the point of being a real plougher at times. But it is a grave error to dismiss him as a mere blunt weapon, unfit for battles requiring diplomatic skill as much as a strong axe arm. What he lacks in terms of a silver tongue he makes up for in honesty and a broad sense of humor most often deployed over a bottle of mead—or five. Any adversaries he doesn't win over with a night of drink and dirty limericks, he can pummel into submission while they shake off the hangover the next morning. This combination of brawn and *bonhomie* has earned Yarpen the allegiance of a band of dwarven fighters, and has even been known to secure him the help of sorceresses and witchers in his hunts for legendary beasts and stockpiles of treasure.

The two things that make Yarpen Zigrin a truly formidable asset in any war effort or adventure is the respect he commands among his kind and the gear he and his kin bring along on the road. The leader of a band of dwarves, Yarpen has the capacity to issue orders to his posse, greatly extending his tactical options.

Yarpen's other strength is his proficiency in wielding and using any kind of battlefield hardware one can imagine: battle hammers, daggers, swords or axes—if it can be deployed on the battlefield, he can definitely use it to instill fear in the hearts of his and his friends' enemies.



## TRISS MERIGOLD – CUNNING SORCERESS

In the world of *The Witcher*, only a select few talented and highly trained individuals can wield magic. As casting every spell requires knowledge, time, and diligent preparation, only

the most adept in the mystic arts are proficient enough to use them on the battlefield. One such individual is Triss Merigold, considered to be among the most powerful members of the Lodge of Sorceresses, a secret organization of prominent female mages. Depending on whether the sorceress is your ally or your enemy, she can either annihilate you in a shower of flames or heal you in your hour of need. A dear friend to Geralt of Rivia and the personal advisor of King Foltest of Temeria, ruler of one of the richest kingdoms in the North, she has played a key role in the most important events of recent Northern history.

Triss's power comes from knowledge, and whether it entails spying on others through her magical devices or using raw force to extract the information she needs, she always finds a way to get to the heart of the matter. Most of her spells take time to prepare but, given the proper momentum, she's an unstoppable force that can break through any obstacle in her path. Using her intellect and magical prowess, Triss is able to bend the rules in her and her party's favor, which will frequently come in handy during the numerous adventures to come.



# NOTABLE PEOPLE, GROUPS & ORGANIZATIONS

## THE EMPIRE OF NILFGAARD

Led by Emperor Emhyr var Emreis, also known as the White Flame Dancing on the Graves of his Enemies, the Nilfgaardian Empire is the most powerful state in the known history of

the Continent. With the Emperor's appetite for constant expansion, the southern superpower is a constant threat to the kingdoms located in the north. Nilfgaard's booming economy and superior army make it a force to be reckoned with. Nilfgaardians believe in lineage and racial purity, which makes them hated

and feared by the free peoples of the Continent—only those born within its original borders are considered true citizens. However, once conquered by the Empire, as long as you serve its greater goals and remain obedient, you're more than likely to live to see another day. Nilfgaard's dominant religion is the cult of the Great Sun, which is reflected by the sun symbol on the Empire's coat of arms. Although the Emperor does not officially condone other beliefs, as long as no one mixes their gods with current political affairs, peoples acquired via the Empire's expansions are free to pray to whatever they want.

## DIJKSTRA

Sigismund Dijkstra, better known simply as Dijkstra, is a master spy and head of special forces for the kingdom of Redania, a wealthy country located in the North. Extremely tall, balding, and big boned, the man could be easily mistaken for one of those wealthy royal entourage types who do nothing but roam around courts with a glass of wine, oblivious to the brutal political dynamics playing out in the background. Like any spy, Sigismund won't hesitate to use any manner of dirty trick to achieve his goals or forward his agendas. Dijkstra is known to dislike Geralt of Rivia: the men crossed paths in

the past and, as a result of that encounter, the former ended up temporarily crippled, which—combined with the witcher besting the spy—added injury to insult. However, Geralt and Dijkstra, cold professionals both, also harbor respect for each other's achievements in their respective fields of work.



## THE LODGE OF SORCERESSES

The Lodge is a secret organization consisting of female mages, founded and led by Philippa Eilhart—a powerful sorceress and former advisor to the king of Redania, Vizimir II. The Lodge consists of several powerful sorceresses whose aim is to keep the peace between the kingdoms and to preserve magic so that it might one day flourish again. To achieve their goals, the Lodge seeks to place members of the sisterhood on thrones or rule by influencing kings from the shadows. Secretly meeting in Castle Montecalvo, the home of Philippa Eilhart, the Lodge of the Sorceresses was responsible for several major events, such as securing peace in the war with the Nilfgaardian Empire. The sisterhood is actively searching for Cirilla, Geralt's adopted daughter, as they believe her offspring hold the key to unleashing even greater magical power upon the world.



## THE SCOIA'TAEL

Terrorists or freedom fighters? Squirrels, or Scoia'tael as they call themselves in the Elven tongue, is a common name for various nonhuman splinter groups that forcefully oppose the racial inequality resulting from maltreatment by humans on the Continent. Their name comes from their lifestyle: living in forests and frequently changing locations, these small communities are highly mobile and always ready to strike when no one expects them. Consisting mainly of elves, the Scoia'tael also harbor members of other races, such as dwarves and halflings. A typical unit is formed by joining several members of a given group; the larger ones, with a few dozen members, were generally task-oriented, put together for a specific mission. The objectives of such groups vary

from assassinations and battlefield diversions to trade route harassment and espionage. The Scoia'tael's symbol is a squirrel tail attached to their hats or other parts of their garments. As for their political affiliation, the group was once allied with the Nilfgaardian Empire, and in return Emhyr var Emreis provided the Elves with their own country, Dol Blathanna—then forced the Free Elves to disown the Scoia'tael as war criminals, leaving them to fend for themselves in a hostile North.



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FANTASY  
FLIGHT  
GAMES



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# QUICK REFERENCE

## TOKENS & ICONS

NAME	IN-TEXT ICON	TOKEN
FOUL FATE		
MINOR WOUND		
SEVERE WOUND		
RED LEAD	red	
BLUE LEAD	blue	
PURPLE LEAD	purple	
GOLD		
COMMON MARKER		
MONSTER		

## DICE

NAME	DIE FACE	RESULT(S) PRODUCED
SWORD		
SHIELD		
DODGE		
RITUAL		
WITCHER SIGN		
DOUBLE SWORD		
DOUBLE SHIELD		
DODGE & SHIELD		
SWORD & DOUBLE SHIELD		
BLANK		(NONE)

## LIST OF OPERATIONS

- ✿ Exchange Leads for Proof
- ✿ Complete a Side Quest
- ✿ Complete a Support Quest
- ✿ Complete a Main Quest
- ✿ Trade Resources
- ✿ Bribe a Friend (Dandelion only)

## STEPS OF BATTLE

1. Use “at the start of battle” effects.
2. Resolve “before rolling” effects.
3. Roll dice.
4. Total the dice results.
5. Modify the dice results (spending dodge, using development cards, etc.).
6. Compare against the enemy’s sword stat, which results in either a “successful ”
7. Compare against the enemy’s shield stat, which results in either a “successful ”
8. If the enemy is a monster and the attack is successful, the monster is defeated.