

◇ RULEBOOK ◇



THE WITCHER

◇ ◇ ◇
PATH OF DESTINY

Dear Reader!

*If you are reading this, it means that you have mastered the skill of joining letters together into words and also that, indeed, a knowledgeable human you are. Surely, you are well familiar with my memoir, *Half a Century of Poetry*, and the stories contained therein, which depict the trials and tribulations of the famous Geralt of Rivia and his companions, amongst whom, I humbly believe, I was held near and dear, if not the nearest and dearest.*

I must admit that I have never been particularly surprised by the admiration for my work. After all, it is a story of destiny, love, and brotherhood, dictated by life itself. And I, an abject servant of poetry, merely used my talent to give people from all over the world a chance to familiarize themselves with the fate of my dear friend Geralt.

However, along with fame emerged false tales, which then were spread by word of mouth, mostly by those who, unlike you, my Dear Reader, are less cultured and never wanted to learn from my book what the true developments of the events were. It is understandable that subsequently people began to pass on what they had heard, often letting their imagination run wild.

Consequently, these stories eventually took on a life of their own, becoming distorted and mixed up. I heard them while frequenting taverns, incognito of course, since I rather don't pursue fame. From these stories, it appeared as if I had hunted striga in Vizima, that Vesemir, along with Triss Merigold and I, was tracking down a deovel, and other such tosh. At first, it angered me greatly, and I was ready to have a dispute with anyone who would unashamedly manufacture their own version of the stories. However, over time, it amused me more and more and sometimes even occupied my thoughts.

Reluctant to curb the genuine enthusiasm of those who loved the slightly tampered-with versions of my stories, I decided to jot down what I had overheard, occasionally making minor improvements to imperfect narratives, but accepting distortions and various inventions. Ultimately, I don't mind it at all, as long as it is done for fun and entertainment.

So, my Dear Reader, ensconce yourself and allow me to once again invite you to join me on a journey to the world of the White Wolf, in its new, unordinary form.

Dandelion



INTRODUCTION

GAME DESCRIPTION

The Witcher: Path of Destiny is a competitive 1-5 player tableau building card game where each of you becomes one of the characters taking part in the most iconic tales from The Witcher universe. But, depending on the actions players make during the game, the story will take sometimes surprising turns and will conclude differently to the original canon.

In The Witcher: Path of Destiny you are members of one team, but players compete to write their name in the story set before them. The player that has affected the story most is the winner – that character will be remembered as the main hero of the tale.

Choose a tale and see where destiny leads you.

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COMPONENT LIST



1 Playmat



68 Action cards



3 Tale Aid cards



3 Destiny tokens



1 Extra Experience token



2 Path tokens

Symbol tokens



40 Fight tokens



40 Magic tokens



40 Exploration tokens



40 Diplomacy tokens



30 Lost Symbol tokens

5 sets of Player components (Geralt, Yennefer, Dandelion, Ciri, Vesemir)
- each containing:



1 Side Quest card



1 Player board



5 starting Action cards



1 standee



4 Ability tokens



1 regular Experience marker



5 Player tokens - one is used as a Victory Point marker



1 golden Experience marker

COMPONENT LIST

SOLO Mode components



5 Solo Mode
Automa boards



2 Solo Mode cards



1 Solo Mode
Destiny token

The Edge of the World Tale components



23 Tale cards

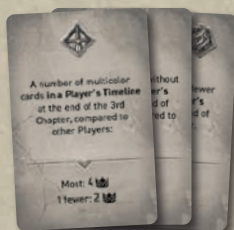


12 Extra Effort cards

Striga Tale components



23 Tale cards



12 Secret Objective
cards



6 Solo Mode Objective
cards



4 Requirement
cards



2 Special Symbol tokens

The Lesser Evil Tale components



23 Tale cards



32 Alliance cards



3 Alliance tokens

COMPONENTS DETAILS

SYMBOLS

There are four Symbols in the game. They represent effects of players' actions. Players gather Symbols in several ways, most often by playing Action cards with Symbols on them to their tableaus.



Magic

Diplomacy

Exploration

Fight

Symbol tokens are used to show Symbols that a player has gained as a result of any card effects, Abilities, or Tale special rules. Whether the Symbol is on an Action card or on a Symbol token, it counts for all its effects.

Some effects require the Player to lose a Symbol. The Player may either discard the Symbol token from their token pool, or use the Lost Symbol token (black circle with a white cross) to cover a matching Symbol on any of their Action cards in their Timeline - a tableau of cards (more on page 15).

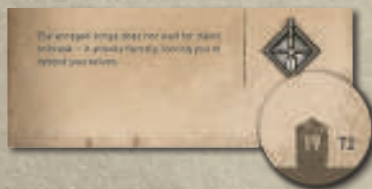
TALE CARDS



Each Tale consists of a set of Tale cards.

Players will go through some (not all) of those cards each time they play a given Tale.

Tale cards provide Players with a thematic introduction, organize the 3 Game Chapters (rounds), and contain different thematic endings. Tale cards are numbered and must **not** be shuffled. They should always be kept in order, corresponding to the number in the bottom corner of the card.



Symbols on Tale Cards

In each Chapter (round), Players will gather Symbols of 4 types. The Tale cards will show which Symbols are **Active** during a particular Chapter.



Active Symbols – indicated on the Tale cards are two out of four symbols that Players can gather during the game. After each Chapter, one (the Dominating one) awards Victory Points and the other (Non-Dominating) - Experience Points.

Non-Active symbols will not award any Victory or Experience Points.

Active Symbols are assigned the icons of arrows, one pointing to the left and the other pointing to the right.

The bottom part of the Tale card shows the Symbols that will be active during the next Chapter. This helps Players to prepare for the upcoming Chapter.



COMPONENTS DETAILS

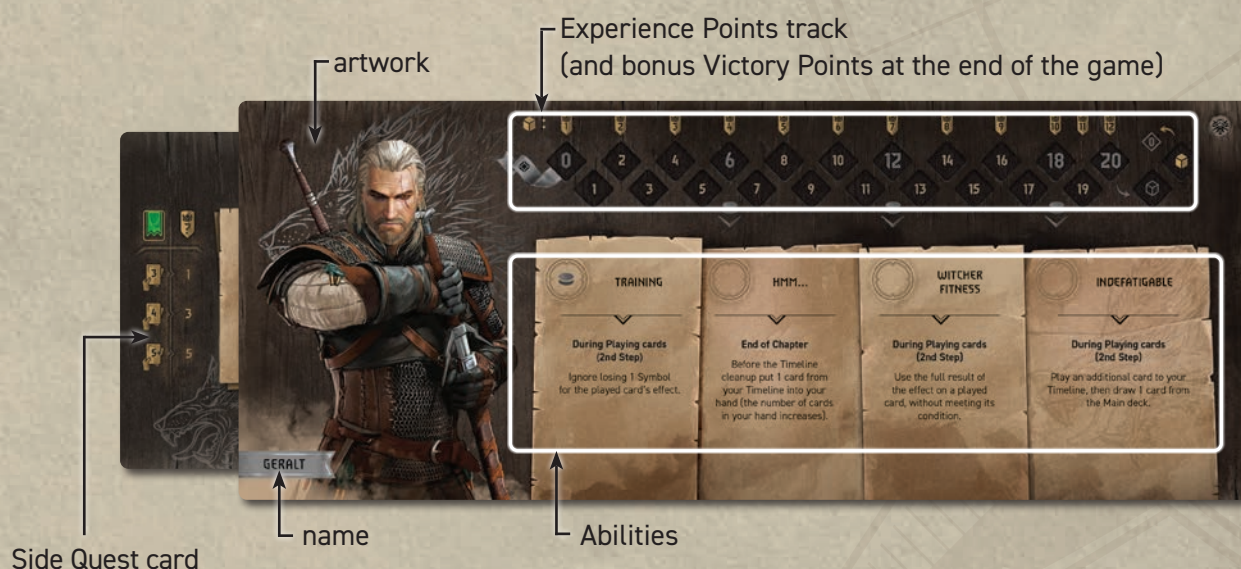
PLAYER BOARD

Each Player board contains the character's artwork & name, Abilities, and Experience Points track.

After reaching a certain point on the track, the corresponding Ability is unlocked and the Player may use it once per game (page 12–13).

Each character also has a special Side Quest Card (awarding end-game Victory Points, more on page 19) that should be slid under the Player board.

Side Quests remain visible during the game, and Players may inspect them freely.



ACTION CARD



Treat multicolor cards as having all the banners' colors simultaneously.



For all purposes, unless otherwise stated, the multicolor card always has all its colors.

GAME SETUP

1 PLACE THE PLAYMAT ON THE TABLE

The Playmat organizes the main play area; each Player should have space for their Player board as well as their Timeline - a tableau of Action cards played in one Chapter. Also ensure there is enough space for components specific to a particular Tale.

2 CHOOSE A TALE

You can choose any of the three Tales available in the base game. Each Tale has a difficulty level marked in their section in this rulebook. The difficulty level points to the complexity of the special rules in a particular Tale. ★ is the easiest, while ★★ ★ is the most complex.

2A Place the deck of Tale cards in the designated place on the Playmat. Place them with the cover face-up, like a book you are about to read.

2B Place the Destiny tokens and Path tokens next to the Tale cards. Place the Destiny token III on the bottom, then the token II and then, the token I on top.

2C The Tale also specifies the initial Player order on the Initiative track. Players will place their standees after choosing the Characters, with the Character highest on the Initiative being closer to the Tale cards.

If you want a smooth introduction for your first game, or when you teach it to new Players – we advise you to choose “The Edge of the World” Tale, but ignore the setup and rules for the Extra Effort cards and Side Quests.



GAME SETUP

3

PLACE THE CARDS...

Shuffle the Main deck with Action cards and place it face-down on the designated spot on the Playmat. Then draw and place face-up a pair of cards from the top of the Deck on each of the designated spots (rows) on the Playmat, preparing a Pool of available Action cards' pairs.

- For 1, 2, and 3 Players – there are 4 spots available.
- For 4 and 5 Players – there are 5 spots available.

4

...EXTRA EXPERIENCE TOKEN...

Place the Extra Experience token next to the bottom available spot on the Playmat.

- For 1, 2, and 3 Players – on the fourth spot.
- For 4 and 5 Players – on the fifth spot.

5

...AND SYMBOL TOKENS

Place Symbol tokens on the table.



GAME SETUP

6 CHOOSE A CHARACTER

1. The Player who most recently read any "The Witcher" book chooses their Character first. Then, Players go in a clockwise order.
2. Shuffle all the Player boards face down. Deal 2 to the first Player, who then looks at them and keeps one, returning the other to the available pool.
3. Then the next Player repeats the process, and so on. In a 5-Player game, the last Player will receive the last remaining Character.
4. All Players get the corresponding Player Components, listed below.

PLAYER COMPONENTS

After choosing their characters the Players set up their Character components:

1 EXPERIENCE MARKERS

The Regular Experience marker is placed on the the 0 spot of the Experience Points track on the Player board. The Golden Experience marker is placed on the spot indicated on the right of the Track.

2 ABILITY TOKENS

1 is placed on the first Ability from the left, active side up (the side with an icon), which indicates the Ability is available from the beginning of the game. The remaining 3 are placed next to the Player board.

3 CHARACTER STANDEE

Used on the Initiative track, it is placed according to the Initiative shown at the beginning of the corresponding Tale's section in the rulebook.

4 PLAYER TOKENS

Use 1 as your Victory Point marker and place it on 0 of the Victory Point track. The remaining ones have no further use, unless a special rule says otherwise.

5 STARTING ACTION CARDS

They form your starting hand.

6 SIDE QUEST CARD

The Side Quest card is tucked under the side of the Player board face-up.



Initiative track



Victory Points track



7 TALE SETUP

Finish the Tale setup according to the rules described in the section dedicated to the selected Tale (p. 23–27).

GENERAL RULES AND TERMS

GAMEPLAY

The gameplay revolves around Tale cards that lead the gameplay through 3 Chapters, each of them divided into 3 Turns.



You will turn these cards, read the story, apply **special gameplay effects**, and end with one of different epilogues.

In each Chapter you collect Symbols on Action cards you play and tokens you gain. There are always two Active Symbols that you aim to gather – each one corresponds to either the light arrow pointing left, or the dark one pointing right.



An example of Active Symbols

The two remaining Symbols are called Non-Active Symbols (❏). Even though these do not bring any direct benefits, they can still be used by cards' effects or Player Abilities.



Non-Active Symbol



Non-Active Symbols for the earlier example

At the end of the Chapter, one of the Active Symbols will become the Dominating Symbol (played by the majority of Players), which earns you Victory Points and affects the story and its special rules. The other Active Symbol will become the Non-Dominating Symbol, which earns you Experience Points that help you unlock your special, unique Abilities, and award Victory Points at the end of the game.

The game begins with turning over the first card in the Tale card deck. It contains the introduction.



After reading the introductory cards, you may also need to read special rules for that Tale in the rulebook.

Once you finish that, turn over the next (or specified) card, as you would turn over a page in a book.



Some Tales may reference their specific rules. In this case follow instructions in the Tale's rules, and on its Player Aid card.

GENERAL RULES AND TERMS

GAINING VICTORY POINTS

Whenever a Player gains any Victory Points (), they move their token on the Victory Point track.



GAINING EXPERIENCE POINTS



Whenever the Player gains any Experience Points (), the Player moves their marker on the Experience Points track.



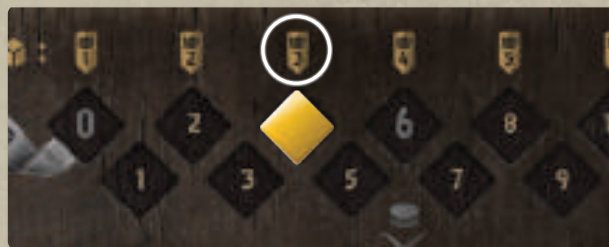
After the Player reaches or moves over a new Ability spot, they place the Ability token on it with the active side up (the side with an icon). The Ability is now available for the Player to use.



When the Player reaches the 20 Experience spot, they get a Golden Experience marker and place it on the 0 spot of the Experience track.



Any additional Experience they gain for the remainder of the game is tracked by the Golden Experience marker. It does not affect the Abilities in any way, but grants the Player additional Victory Points **at the end of the game**.



When the Player reaches the 20 Experience spot again, they do not move the Golden Experience marker anymore and cannot get any more Experience Points.

GENERAL RULES AND TERMS

USING CHARACTER ABILITIES

The Player begins the game with one Ability (first from the left) available to them.



Each Ability can only be used once per game and the Ability description indicates when it can be used.

If two or more Players want to use their abilities at the same time, they should be able to do that simultaneously. If there is a need to resolve them in a particular order, follow the initiative order on the Initiative track.



Initiative track

After using the Ability, the Player turns the Ability marker to the non-active side to show that it has already been used.



TURN STRUCTURE

Each Chapter (game round) is divided into 3 Turns, and each Turn is divided into 3 Steps:

1. Drafting cards
2. Playing cards
3. Placing the Destiny token

Some Tales may slightly modify the above structure. Details on such modifications are explained in the particular Tale's rules.

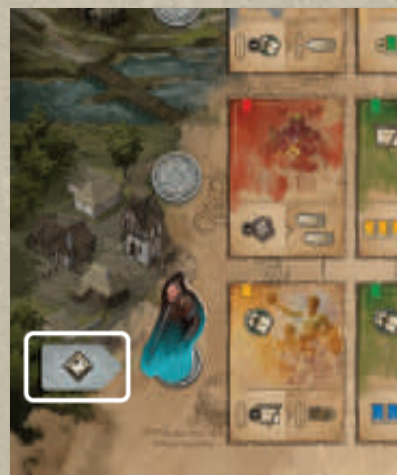
At the end of a Chapter, and before the next one, there are Tale cards to be read. Follow the instructions in them carefully.

The topmost spot can be chosen by multiple Players, and each subsequent Player places their standee below the others already present in that space. After placing their standee here, the Player draws 2 cards from the top of the Main deck.



If at any time the deck runs out, shuffle the entire discard pile and form a new Main deck.

All other spots can be chosen only by one Player each. Those spots have 2 face-up cards assigned to them.



The bottom spot also has a bonus – after the Player places their standee there, they immediately get one Experience Point (some Tales affect this rule).

After all Players have drafted their cards, move their standees back to the Initiative track, keeping their new order.

Then go to the Playing cards Step.



1. DRAFTING CARDS

Following the Initiative order (top to bottom), Players take their turns Drafting cards from the available pool.

- If this is not your first Turn in the game, discard the topmost pair of Action cards onto the face-up Discard pile next to the Main deck.
- Then, move all the remaining pairs of cards (if any) up, filling the topmost spots, and reveal new Action cards to refill the available spots in the Pool.
- The Player on the topmost Initiative spot moves their Standee to any available space and takes two corresponding Action Cards to their hand. Then the next Player chooses their cards, and so on.

TURN STRUCTURE



2. PLAYING CARDS

Each Player chooses 2 Action cards from their hand to play. Once the Player has chosen their cards, they hold them face-down, keeping their order, and waits for the other Players.



Once all Players have chosen their cards, they reveal them simultaneously and add them to their Timeline, resolving any effects.

Most cards show Symbols on the top left part of the card. These Symbols may match the Active Symbols on the Tale card or they may be Non-Active Symbols. The Symbols may also be gathered as Symbol tokens through various effects.

Many of the Action cards have an effect (effects are described in detail on the last page of this rulebook).

- Effects of the two cards **just added** to the Timeline are resolved one by one, starting from the card on the left.



- If the Player gains any Symbols, they place the corresponding token on the left side of their Timeline, thus creating their own Token pool.



- If the Player has to lose a Symbol, they may either choose to discard a Symbol token, or they use the Lost Symbol token to cover the proper Symbol on any card in their Timeline.



- Effects on played cards affect the Symbols in the Token pool, all the cards played earlier in the Timeline, as well as the card they are on. For example, if an effect refers to the Non-Active Symbol, and it so happens that the proper Symbol is present on this card, the Player may use it.



- If the Player is able to resolve the effect of the card, they must do so to the maximum extent possible.

Most effects are single use, but the result of the 1-3 multiple effect, depends on the level the condition is met (up to 3 times). Summary of icons can be found at the end of the rulebook.



After all Players have resolved the effects of the cards played, go to Step 3.

TURN STRUCTURE



3. PLACING THE DESTINY TOKEN

Based on the Symbols collected by all Players, the Destiny token with the current Turn number is assigned to one of the Active Symbols. Players will select the Left or Right Path to follow.

- Each Player counts the number of Active Symbols they have on the Action cards in their Timeline and in their Token pool, and announces which of the Symbols they have more of.
- If the Player has the same amount of both Active Symbols, they announce a tie.
- The Destiny token is placed on the Tale card corresponding to the Symbol the majority of Players have. If there is a tie among Players, do not place the Destiny token this Turn. Put it aside until the next Chapter begins.



Active Symbols matching the left Tale card will be referred to as , matching the right Tale cards - .

In the following examples refers to the Left Path and refers to the Right Path.

Example 1

Player 1 had 3 and 0 which means majority

Player 2 had 1 and 2 which means majority

Player 3 had 1 and 2 which means majority

Player 1 had a majority of . Player 2 and 3 had a majority of . Since two Players had a majority of , place the Destiny token on the **Right Path**.



Example 2

Player 1 : 2 , 3

Player 2 : 2 , 1

Player 3 : 4 , 1

Player 4 : 0 , 5

Players 1 and 4 had a majority of , Players 2 and 3 had a majority of . Place the Destiny token **on the side** (there is a tie among Players).



Example 3

Player 1 : 4 , 5

Player 2 : 4 , 4

Player 3 : 6 , 2



Players 1 and 3 chose different Symbols, and Player 2 has a tie between theirs. Place the Destiny token **on the side**.







TURN STRUCTURE

2-Player exception

In a 2-Player game, only when placing the Destiny token, treat all the Action Cards still left on the Playmat as a 3rd Player. Count all the Symbols on the cards (not using any effects) and then determine where to place the Destiny token.

Player 1 : 1 , 2 

Player 2 : 3 , 0 

Symbols on the available face-up cards : 0 , 1 



Place the Destiny token on the **Right Path**.



THE END OF THE CHAPTER

After the third Turn, the Chapter ends.

GAIN VICTORY POINTS AND EXPERIENCE POINTS

The Dominating Symbol is determined: the Symbol that has more Destiny tokens is Dominating. The other Symbol is Non-Dominating.



If both Symbols have an equal number of Destiny tokens, the Symbol with the higher-numbered Destiny token is Dominating.

On the rare occasion that no Destiny tokens were placed during the Chapter (all three Turns ended with a tie between Players), the topmost Player on the Initiative Track chooses the Dominating Symbol. It does not need to be the Symbol they have the most of.

Each Player gets 1 Victory Point for each Dominating Symbol they have - in their Timeline visible on cards, and in their Token pool.

Each Player gets 1 Experience Point for each Non-Dominating Symbol they have.

Diplomacy is the Dominating Symbol, Fight is the Non-Dominating Symbol. A Player gathered 3 Fight and 4 Diplomacy.



They gain 4 Victory Points and 3 Experience Points.

GAIN PATH TOKENS

The Player with the highest number of Symbols corresponding to the left Tale card receives the Left Path token. Resolve a tie according to the Initiative track. Do the same for the Right Path token.

These tokens provide Players with bonuses, described on the Tale cards.

CLEAN UP TIMELINES AND KEEP CARDS FOR THE NEXT CHAPTER

Players discard all tokens (Symbols and Lost Symbols) from their pools.

Players perform the following step simultaneously and reveal the chosen card(s) at the same time.

- After the 1st Chapter, each Player chooses any 1 Action card from their Timeline to keep and discards all the remaining ones. The chosen card is placed as the first card played for the next Chapter.
- After the 2nd Chapter, each Player chooses any 2 Action cards from their Timeline to keep and discards all the remaining ones. They don't need to keep the card chosen after the 1st Chapter. The chosen cards are placed in a freely chosen order as the first cards played for the next Chapter.

If any of the kept cards has an effect that can be applied, it is resolved immediately.

CONTINUE TO THE FOLLOWING TALE CARD

Put all Destiny tokens aside. The bottom of the Tale card with the Dominating Symbol points the Players to the next Tale card that has to be read.



Players flip through the Tale until the appropriate card is revealed.

GAMEPLAY

Different Paths have a varying story and special gameplay effects.

Read the Tale cards, apply all the effects (Players discard the Left and Right Path tokens after any bonuses are awarded). Stop reading when the Tale card asks you to prepare the next Chapter.

THE END OF THE GAME

After the 3rd Chapter, Players do not discard any cards from their hands and Timelines, or Symbols from their Token pool, until they reach the epilogue of the Tale.

Players read the Tale card that describes:

- final scoring
- determining the winner of the game
- the final act in the story

FINAL SCORING

1. After the 3rd Chapter, Players gain Victory Points, Experience Points, and Left/Right Path Tokens normally, depending on the amount of Active symbols gathered (1 Victory Point for each Dominating Symbol, 1 Experience Point for each Non-Dominating Symbol).
2. Players score Victory Points for Side Quests. Each Player shows cards in their hand and compares them to the condition on their Side Quest.



3. Players score Victory Points according to the last spot reached by their Golden Experience marker on the Experience Points track. If the Player has not gained

PREPARE THE NEXT CHAPTER

Unless the Players reached the end of the Tale, a new Chapter begins. Read the Tale cards which describe what happens next in the Tale and which Symbols are Active. You may start the first Turn of the next Chapter.

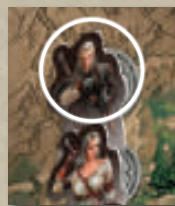
at least 20 Experience Points, they get no Victory Points. (See "Gaining Experience Points, page 12"). In the following example, the Player gains 8 Victory Points.



4. Some Tales have their own, special Victory Points scoring condition.

DETERMINING THE WINNER OF THE GAME

After awarding Victory Points, the Player with the most Victory Points is declared the winner.



If there is a tie, the Player higher on the Initiative track wins.

THE FINAL ACT IN THE STORY

Read the Tale cards until you reach the Epilogue. The winner of the game will be remembered as the main hero of the story. To change the path of destiny, play again and see what new ending you reach and who the hero will be!

SOLO GAME

All three Tales allow the Player to challenge themselves in a Solo Mode against a virtual opponent called Automa.

Set up the game as you would for a regular 2-player game, with the changes described below and on the Tale specific Solo Rules cards.

SETUP

Set up Player Components for 1 Player according to the regular rules. Replace the second Player board with an Automa board of any of the remaining characters. Take 1 Solo Mode Destiny token and place it nearby. Place Automa's Experience markers and the matching Victory Point token according to the standard rules. Follow the Tale Initiative order when placing standees on the Initiative track. Put the rest of Automa's Character's components back in the box.

Experience Points track
(and bonus Victory Points at the end of the game)



DIFFICULTY LEVEL

Choose a difficulty level and place the Regular Experience marker on the indicated spot on Automa's Experience Points track.

JUST THE STORY	0
NORMAL	2
STORY AND SWORDS	4
BLOOD AND BROKEN BONES	6
DEATH MARCH!	8

GAMEPLAY CHANGES

At the start of each Chapter, Automa gains Symbols:

- Flip the Solo Mode token in the air a number of times, corresponding to the Chapter's number. Automa gains the corresponding Symbols.
- Each Automa board shows 2 Symbols (the Character's areas of expertise). Automa gains 1 Symbol token for each of these, matching any Active Symbol.

AUTOMA'S SPECIAL ABILITIES

Automa has 2 Special Abilities. They are not one-time use, and activate whenever the condition is met.

The first Special Ability is active from the beginning of the game and describes how Automa gains Experience Points.

After Automa reaches the 8th Experience Point, put its Regular Experience marker on a corresponding spot above the second Special Ability to make it available (exception: the Death March! difficulty level makes it available from the beginning). Place the Golden Experience marker on the 0 spot.



DRAFTING CARDS

When Automa drafts cards from the pool, it selects the pair of cards with the biggest number of Active Symbols (ignoring card effects).

In case of a tie, Automa drafts the pair of cards higher in the available Action Cards pairs pool.

If there is no pair of cards with at least 1 Active Symbol available, Automa draws 2 cards from the Main deck.

Automa immediately plays the drafted cards to their Timeline. Automa ignores all effects on Action cards.

In the following examples  and  are the Active Symbols.

SOLO GAME

Example 1

Automa selects the pair of cards with the most (2) Active Symbols.



Example 2

There are two pairs with the most (1) Active Symbols. Automa selects the topmost pair.



PLACING THE DESTINY TOKEN

After the Player plays their cards, flip the Solo Mode Destiny token in the air. The result shows which Active Symbol is added to Automa's Token Pool.

The Destiny Token for the Turn is assigned to the Active Symbol Automa has the most of.

If there's a tie between Automa's Active Symbols, place the Destiny token aside.

GAINING EXPERIENCE AND VICTORY POINTS

At the end of each Chapter, Experience and Victory Points are awarded according to standard rules (both to the Player and Automa).

Automa doesn't receive Path tokens.

GLOSSARY

Abilities - 7, 12, 13

Action cards - 7, 15, 28

discarding - 18

drafting - 14

multicolor cards - 7

playing - 15

Experience Points

unlocking an Ability - 7, 12

gaining - 12, 18

scoring - 12, 14

Initiative

order - 14

starting - 10

Path - 6, 11, 16, 17

Path token - 18

Scoring - 12, 18, 19

Side Quest - 7, 19

Symbols - 6

Active, Non-Active - 11, 16

Dominating, Non-Dominating - 18

gaining - 15

losing Symbols - 6, 15

Symbol tokens - 6, 15

Tale cards - 6, 8, 11, 18

Timeline - 15, 18, 19

GAME STRUCTURE SUMMARY

GAME SETUP

◆ choose a Tale

◆ choose Characters



1ST CHAPTER

◆ read the Tale cards

◆ Play 3 Turns:



Drafting cards

◆ refill the spots

◆ choose cards in the Initiative order

◆ move Characters back to the Initiative track



Playing cards

◆ choose 2 cards in hand

◆ reveal and play them on your Timeline

◆ resolve cards' effects



Placing the Destiny token

◆ determine the most frequent Active Symbol for each Player

◆ determine the majority of Players with one of the Active Symbols

◆ place the Destiny token

The End of the Chapter

◆ determine the Dominating Symbol

◆ gain Victory Points and Experience Points

◆ give Left and Right Path tokens

◆ clean up Timelines

Read the Tale cards

◆ award bonuses for Left and Right Path tokens



2ND AND 3RD CHAPTER



THE END OF THE GAME

◆ score Side Quests, Experience Points

◆ score Tale-specific conditions

◆ determine the winner

◆ read the Epilogue

TALES SPECIAL RULES

THE EDGE OF THE WORLD

STARTING INITIATIVE ORDER

-  Letho
-  Triss
-  Ciri
-  Yennefer
-  Geralt
-  Regis
-  Dijkstra
-  Yarpen
-  Dandelion
-  Vesemir

The Initiative Order lists always include all released Characters. This Core Game includes Geralt, Yennefer, Dandelion, Ciri, and Vesemir.

YOUR FIRST PLAY!

This Tale can be played with no special rules added. That is the best way to learn and introduce new Players to the game. To do so, simply ignore the Extra Effort rules described below.

CONTENTS

12 Extra Effort cards (4 for each of the 3 Chapters)
23 Tale cards

SETUP

Place 1 random Extra Effort card for each Chapter face-up next to the playmat.



PLAYING CARDS

Extra Effort cards show a condition Players may fulfill after the Playing Cards Step.

After Playing cards, Players receive a bonus if colors of the Action cards in their Timeline allow them to create a sequence indicated on the Extra Effort card for the current Chapter, but only if **at least 1 of their cards played this Turn is a part of the sequence.**



Multicolor cards are considered as one card of any of their color.



Note that a card can be used to complete one sequence and to start another one in the next turn.

THE END OF THE CHAPTER



At the end of the Chapter, flip the Extra Effort card for the current Chapter face-down.

TALES SPECIAL RULES

STRIGA

STARTING INITIATIVE ORDER

-  Letho
-  Geralt
-  Vesemir
-  Ciri
-  Regis
-  Yarpen
-  Triss
-  Yennefer
-  Dandelion
-  Dijkstra

Tale note: Striga story is called "The Witcher" in the book.

CONTENTS

- 12 Secret Objective cards
- 6 Solo Mode Secret Objective cards
- 23 Tale cards
- 4 Requirement cards
- 2 Special Symbol tokens

Secret Objectives contain information about the additional Victory Points scoring at the end of the game. Depending on the 3 Chapter's Dominating Symbol, 2 out of 4 Secret Objective will be revealed. Players will be able to peek at some of the Secret Objective Cards during the game to gain an advantage.



This card is resolved if the Fight Symbol is the Dominating Symbol after the end of the 3rd Chapter.

This card is resolved if the Magic Symbol is the Dominating Symbol after the end of the 3rd Chapter.



This card is resolved if the Fight, Diplomacy, or Exploration Symbol is the Dominating Symbol after the end of the 3rd Chapter.

This card is resolved if the Magic, Diplomacy, or Exploration Symbol is the Dominating Symbol after the end of the 3rd Chapter.



SETUP

Randomly choose one Secret Objective card of each type and place the 4 cards on the table face down. Place one random Requirement card next to each Secret Objective card.



PLAYING CARDS

After the Playing Cards Step, if a Player meets a requirement of any Requirement card (has anywhere in their Timeline 3 cards in a given color), they can peek at the corresponding Secret Objective card. If more than one Player meets the requirement they all can look at the card.

The Player gains 1 Experience Point and also places their Player token on the left side of the Requirement card to show that from now on they can look at the Secret Objective card at any point during the game.



TALES SPECIAL RULES

From now on, the requirement is 4 cards in a given color and any Player places their tokens on the right side of the Requirement card. There is an additional reward of 2 Experience Points for doing so.



THE END OF THE GAME

Flip face-up two Secret Objectives cards that match the Dominating Symbol. Score Victory Points following the rules on the cards.

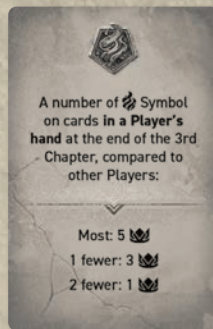
The other two Secret Objectives remain face-down and do not provide any Victory Points.



If Magic was the Dominating Symbol, only the Secret Objective cards with Magic on the back are resolved.

Players don't need to have their tokens placed on the Requirement card to score the corresponding Secret Objective. Tokens are only used during the game to peek at the face-down Secret Objective cards.

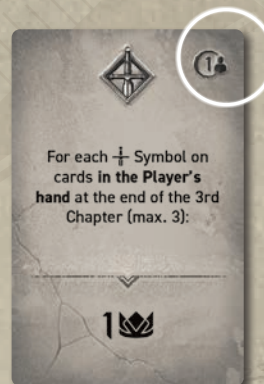
The top section of the Secret Objective card describes the type of cards the Players need to collect in their Timeline or hand at the end of the 3rd Chapter. They either provide the same amount of Victory Points to all Players who meet the condition, or check who has the most of cards or Symbols.



In this case, the Player (or Players) who has the most Symbol on cards in their hand scores 5. If any Player(s) has 1 Symbol fewer – they score 3. Any Player(s) who have 2 Symbols fewer scores 1. Players need to have at least 1 shown Symbol or card to score any points for these conditions.

SOLO MODE

Replace 6 Secret Objective cards with Fight and Magic on their back with the Solo mode ones.



THE LESSER EVIL

STARTING INITIATIVE ORDER

-  Dandelion
-  Vesemir
-  Yarpen
-  Dijkstra
-  Regis
-  Geralt
-  Yennefer
-  Letho
-  Ciri
-  Triss

In this scenario, the Player who has the most Dominating Symbols doesn't receive a reward; instead, they suffer a penalty as described on the Tale cards. That Player's character has had the biggest influence on choosing the Evil. Lesser, but still Evil.

For the Player with the most Non-Dominating Symbols, there are no changes; they still receive a reward.

CONTENTS

- 23 Tale cards
- 32 Alliance cards
- 3 Alliance tokens

SETUP

Replace the Extra Experience token with the Renfri/Stregobor Alliance token.

Place Renfri Alliance token and Stregobor Alliance token in a random order at the next spots from the bottom on the playmat. Shuffle and place the Alliance cards in two face-down decks corresponding to Renfri and Stregobor nearby.



DRAFTING CARDS

When a Player picks a spot next to an Alliance token, they must also draw an Alliance card from the corresponding deck.

Renfri/Stregobor token allows the Player to choose the deck to draw a card.

Players keep their Alliance cards next to their Player board, face-down, but may look at their cards at any time.

At any point of the game, a Player may only have 3 Alliance cards of each side. If they ever draw a 4th one, they immediately must discard down to 3.

THE END OF THE CHAPTER

After placing the last Destiny token for the Chapter, the Dominating Symbol also corresponds to the side of the conflict (Renfri or Stregobor) who the Players are supporting.

If the left Path is Dominating, all Players reveal and apply the effects of all Renfri Alliance cards they have.



If the right Path is Dominating, all Players reveal and apply the effects of all Stregobor Alliance cards they have.

After resolving the effects of revealed Alliance cards, they are discarded.



The Alliance cards of the unresolved side stay face down next to the Players' boards for the next Chapters.

TALES SPECIAL RULES

THE END OF THE GAME

Discard all face-down Alliance cards without any effect.

Losing Experience Points

When playing this Tale, some effects may cause Players to lose Experience Points. In that case, move the marker on the track to the left.

Losing Experience Points past the spot unlocking an Ability does not cause the Player to lose that Ability. Re-gaining Experience Points to the spot unlocking an already used Ability does not refresh it to use again.

THE ALLIANCE CARDS MAY HAVE THE FOLLOWING EFFECTS

Gain 1 Experience Point



Lose 1 Active Symbol to gain
2 Active Symbols of a different type



Gain 1 shown Active Symbol



Lose 1 Non-Active Symbol
to gain 2 Experience Points



ACTION CARDS EFFECTS

A card with an effect affects:

- itself,
- all previous cards in the Timeline,
- all Symbols in the Token pool.

The result of the card's effect is applied only if its condition is met.



condition result

A condition may require:

- having a specific Symbol or card color,
- the loss of a specific Symbol.

The Player must always apply the effect of the played Action card, to the maximum possible extent. They may not forfeit it.

In contrary to a single effects, the result of the 1-3 multiple effect is variable and depends on the level the condition is met.



If the effect removes any Symbol, The Player chooses any corresponding one, discarding Symbol tokens or marking Symbols on cards with Lost Symbol tokens. Note: if the condition requires the player to have the exact number of Symbols or colors indicated, and the player exceeds it, the player does not meet the condition.

condition	description	result	description
	Lose a Symbol (e.g. Exploration).		Gain 3 Experience Points.
	Lose 1/2/3 Symbols (e.g. Exploration).		Gain 1/2/3 (depending on the level the condition is met) Experience Points.
	Lose 1/2/3 Non-Active Symbols.		Gain 1/2/3 (depending on the level the condition is met) Active Symbols corresponding to the Left Path.
	Have 2 or more cards of a specific color (e.g. red) in your Timeline.		Gain 1/2/3 (depending on the level the condition is met) Active Symbols corresponding to the Right Path.
	Have 3 or more cards of a specific color (e.g. red) in your Timeline.		Gain 2 Active Symbols corresponding to the Left Path.
	Have exactly 1 card of a specific color (e.g. green) in your Timeline.		Gain 2 Active Symbols corresponding to the Right Path.
	Have exactly 2 cards of a specific color (e.g. red) in your Timeline.		Gain 1 of each Active Symbol.
	Have 1/2/3 cards of a specific colour (e.g. green) in your Timeline.		Gain 2 shown Symbols (e.g. 2 Fight).
	Have 1/2/3 Non-Active Symbols in your Timeline.		Gain 1/2/3 (depending on the level the condition is met) Symbols (e.g. Fight).
	Have 2 or more Non-Active Symbols in your Timeline.		Gain shown Symbols: 1 Fight, 1 Exploration, and 1 Magic.