

Tab 1



The old roads are no longer safe. Villages rot beneath drifting fog. Forests whisper with the sound of teeth and claws, and the dead do not stay buried for long. Monsters stalk the land openly now. Born from curses and from blood rites and forgotten gods. Where they enter, hope withers, voices fall silent, and the moon watches without mercy.

In this age of ruin, Witch Hunters stand as the last line between mankind and extinction. Mutated, scarred, and hardened by ritual and pain, they hunt what others cannot face, trading blood for power and survival for vengeance. Every contract is a descent into darkness, where steel, alchemy, and spite are the only weapons that answer the screaming night.

Witch Hunter is a solo card game of brutal choices and desperate survival. Choose a Witch Hunter, choose an Aspect that defines your approach, shuffle their decks together, and face a Boss that threatens the land. Each battle is a race played defending a Town against rising Terror, where every wound sustained, every card played, and every sacrifice made makes the difference between cleansing the world or becoming another corpse beneath the soil. Try your luck against all 4x4x4x4 combinations!

COMPONENTS

- 4 double-sided Hunter dashboards
- 6 double-sided Boss dashboards
- 40 Hunter cards
- 40 Aspect cards
- 1 Brew card
- 3 double-sided Town cards
- 10 Fear cards
- 60 Boss Encounter cards
- 10 Basic Enemy Encounter cards
- 61 Tokens - 15x Damage (10x 1/3 & 5x 5/10), 15x Terror (10x 1/3 & 5x 5/10), 9x Potions (3 Blue, 3 Green & 3 Red), 7x Coins, 5x Brew, 5x Mask, 3x Curse
- 2 Track markers

SETUP

- (1) Choose a Witch Hunter and place the dashboard in front of you. Gather the 10 Hunter cards that belong to your Hunter. *(For your first game, play with Kael).* Choose an Aspect and gather the 10 cards in that Aspect. *(For your first game, play with the Crimson Vow Aspect).* Shuffle your 10 Hunter cards and 10 Aspect cards together to form your Draw deck and place it to the left side of your dashboard. Draw 5 cards, this is your starting Hand. Gather any other cards or tokens that belong to your chosen Hunter and Aspect. *(3 Curse tokens with Aveline, Brew card and 5 Brew tokens with Alchemical Bulwark Aspect).*
- (2) Choose a Boss to fight this game, set its Boss dashboard above your Hunter dashboard. *(For your first game, choose Mire Eater of Velen).* Gather the associated Boss Encounter cards, tokens and Track Markers. *(5 Mask tokens with The Skin Taker).* Gather the 10 Basic Enemy Encounter cards, shuffle them with the chosen Boss' 10 Encounter cards to form the Enemy Encounter deck. Then set the deck next to the Boss Dashboard. Set any tokens and/or Track Markers next to the Boss dashboard.
- (3) Choose a Town to fight in and place it underneath the Boss Dashboard with its "A" side face up. *(For your first game, choose Ravnbrook Village).*
- (4) Gather all of the Damage, Terror and Coin tokens and place them in a nearby General Supply.



CARD ANATOMY

HUNTER DASHBOARD

The Hunter Dashboard is a representation of the Hunter you are playing. It has your Hunter's name (A), their starting Health (B), an icon shared with the cards belonging to this Hunter (C), any abilities, actions or starting tokens they have (D), their backstory (E), and the recommended Aspect for your first few plays (F).



HUNTER CARDS

Your deck is made up of 10 Hunter cards and 10 Aspect cards. All cards in your deck share a similar anatomy.

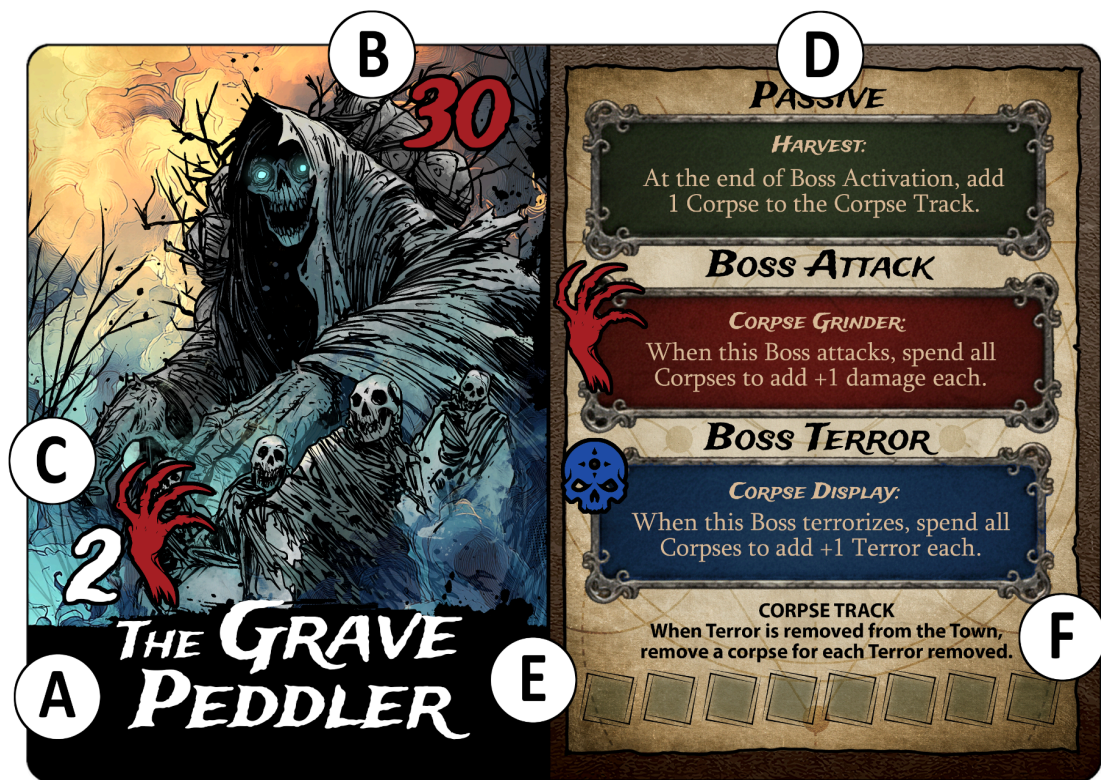
- (A) The cost to play the card.
- (B) The title.
- (C) The card type.
- (D) The text box with the effect of the card when played.

(E) An icon indicating which Hunter/Aspect the card belongs to.



BOSS DASHBOARD

The Boss Dashboard is a representation of the Boss you are battling during the game. It has your Boss' name (A), their starting Health (B), the damage they deal when they attack (C), any abilities, actions or starting tokens they have (D), a track that's used with their abilities (E), and rules for how to use the track (F).



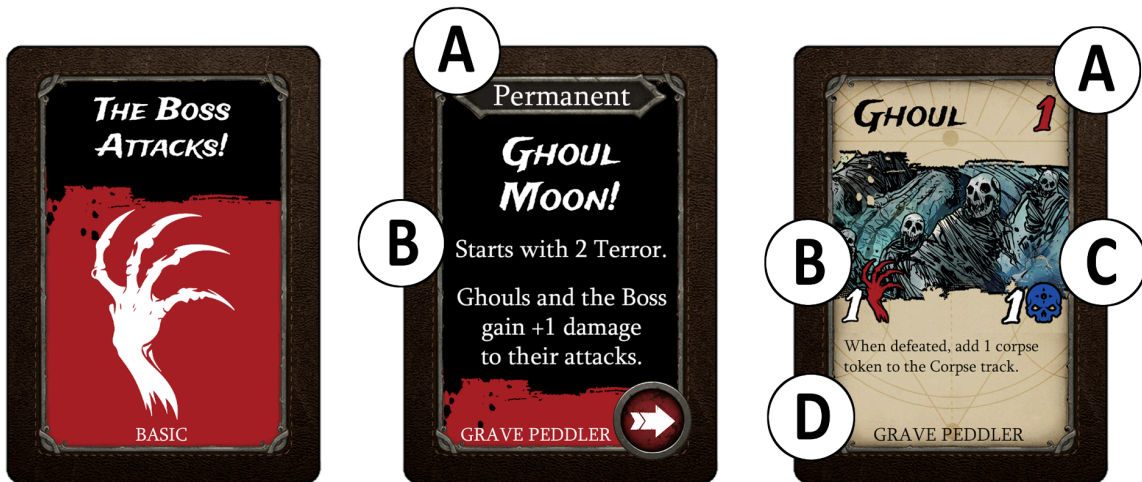
ENEMY ENCOUNTER DECK

The Boss' deck is made up of 10 Basic Encounter cards and 10 Boss-specific Encounter cards. Cards in this deck are drawn and resolved during the Boss Activation step of the Enemy Phase (see page ____).

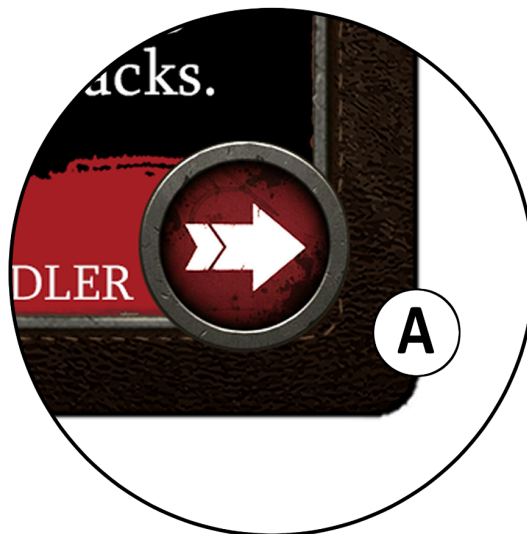
There are 3 types of Enemy Encounter cards; **Instant** cards, **Permanent** cards and **Minion** cards.

- (A) **Instant** cards are resolved immediately and discarded to a pile next to the Enemy Encounter deck. Instant cards can have various effects such as Attacks, adding Terror, discarding Attachments, placing Terror on Permanents, etc...
- (B) **Permanent** cards are labeled Permanent (A), they stay in play and start with an indicated amount of Terror (B). You may use effects that remove Terror to remove the Terror from these Permanent cards and discard them once they have no Terror.
- (C) **Minion** cards stay in play and will activate during the next step. They have Health (A), the damage they deal when they attack (B) and the amount of Terror they add to the Town when they activate (C), they might have additional effects in their text box that you must keep track of (D).

INSTANT PERMANENT MINION

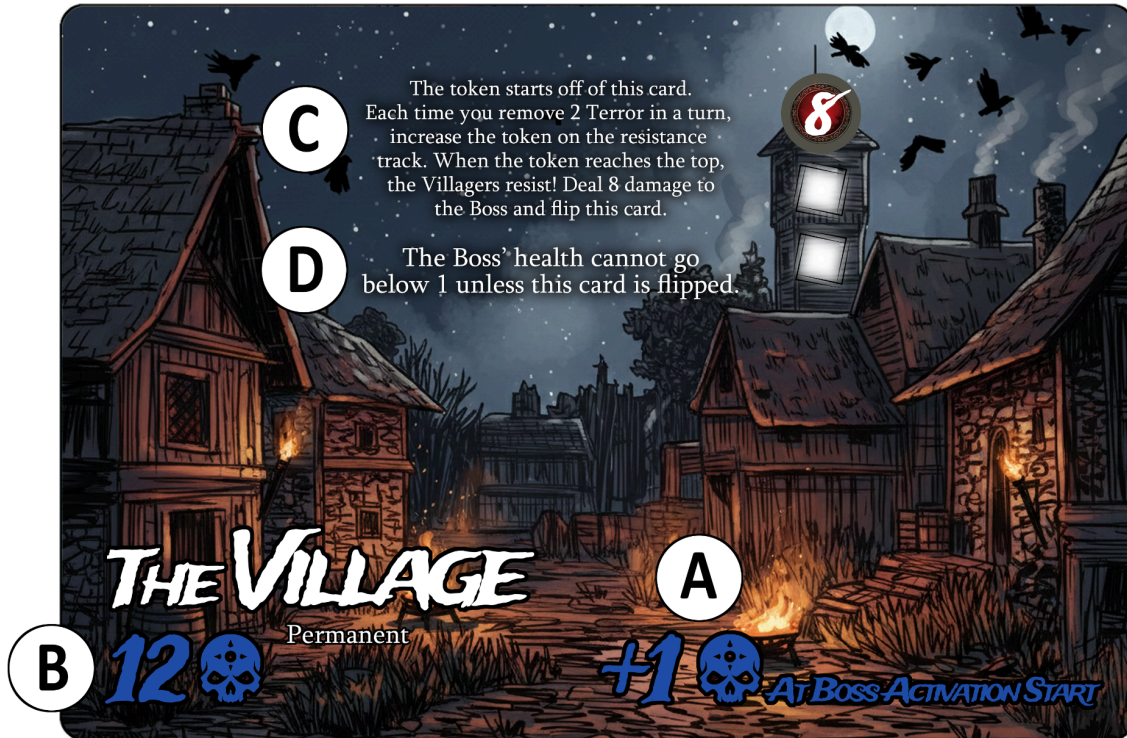


Some cards in the Enemy Encounter deck give the Boss an additional card draw or other effects, they will show this symbol (or similar symbol) in the bottom right of the card (A). If you draw one of these cards, resolve it as normal and then draw an additional Encounter card (or do whatever it says, add to boss track, heal the boss, etc...). This may happen multiple times in a row, there is no limit to the amount of times the Boss can activate or resolve cards.



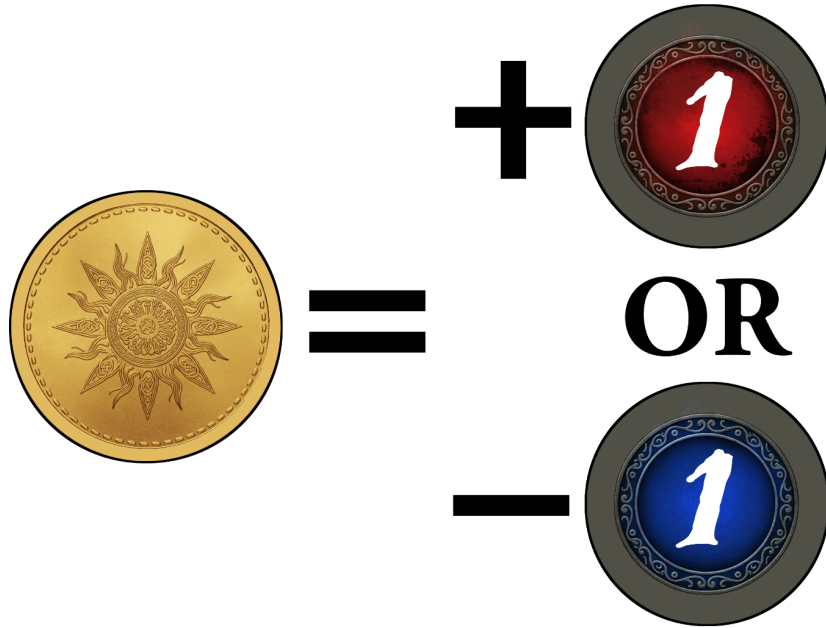
TOWN CARD

You will play with one Town in play. Each round Terror is added to the Town based on the value in the bottom right (A). If Terror ever meets or exceeds the maximum Terror value on the bottom left (B) then the Town is overrun with Terror and you immediately lose the game. Some Towns have a condition to be flipped to their other side (C). If that condition is met then you immediately flip the Town card and any Terror currently on the Town remains on the Town. Some Towns require that you flip them in order to defeat the Boss (D).



COINS

You may spend coins when you play cards or take actions. A coin will add +1 damage to an effect that deals damage or will remove 1 additional Terror when spent with effects that remove Terror. (EXAMPLE: A card does 2 damage to 2 different enemies, you spend 2 coins to have it deal 4 damage to 1 of the enemies and 2 damage to the other.) When you spend coins, they are returned to the supply. You may only hold 3 coins at a time. If an effect allows you to also gain a coin, and you are currently full, you may arrange the effects in an order that benefits you. (example: A card effect allows you to gain a coin and remove Terror. You may gain the coin first and spend it to increase the amount of Terror removed, or if you are currently at your 3 coin limit, you may first remove the base amount of Terror and spend coins, then gain the extra coin from the effect.) You may never at any time have more than OR spend more than 3 coins at a time.



DAMAGE & TERROR TOKENS

Damage tokens are used to track damage on your Hunter, the Boss and on Minions. Terror tokens are used to track Terror on the Town and on other Permanents and Minions or other card effects.



CURSE TOKENS

Curse tokens are used by the Hunter Aveline. They have specific uses based on Aveline's cards and abilities, but can also count towards generic tokens needed for card effects when using the Arcane Veil Aspect.



BREW TOKENS AND BREW CARD

The Alchemical Bulwark Aspect uses an additional Brew Card that sits under the Hunter Dashboard and uses Brew tokens to track their current Brew strength used with their cards. Some cards from the Aspect give you Brew, you then place that amount of Brew tokens on the Brew card. Some cards in the Aspect also get more powerful or give you more options depending on the amount of Brew you have. At the end of the Hunter Phase, if you have 5 Brew tokens on the Brew card, you must remove all the tokens and start over from 0.



MASK TOKENS

Mask tokens are used by the Boss The Skin Taker. They have specific uses when placed onto Villager Minion cards. The Villager Minions make The Skin Taker more powerful if they have a Mask token on them.



GAMEPLAY

Each round of Witch Hunter consists of 2 phases; The Hunter Phase and the Enemy Phase. Rounds will continue until either you defeat the Boss or the Enemies defeat you.

HUNTER PHASE

During the Hunter Phase, you will be playing cards and taking any indicated actions on your Hunter Dashboards or other components in play that have actions available.

PLAYING CARDS:

You start your turn with 5 cards. You will be playing these cards to do a variety of things including; Dealing damage, removing Terror, healing your Hunter, drawing more cards and more. There is no limit to the number of cards you can play on your turn.

Any time you play a card, you must pay its cost. In order to pay, discard the indicated number (A) of other cards from your hand. When cards are discarded for cost or any other effect, they are placed into your discard pile to the right side of your Hunter dashboard (B).



You have these 5 cards in hand, you decide to play Beast Fang Strike. You must discard 3 other cards from your hand to play Beast Fang Strike.

- When resolving a card, resolve it as it reads, top to bottom, you may not rearrange the order of text on the cards (cards that give you a “Choose” option, effects may be chosen in any order. Ex: You play Sleight of Hand and discard 2 cards, you may choose to gain 2 coins and then deal 3 damage, adding the coins to make it 5 damage.). You only have to resolve as much of the card as you are able.
- If you ever have a card effect that reveals or draws more cards than are currently in your deck, shuffle your discard pile first (placing a Terror on the Town) and continue resolving that effect.

There are 5 types of cards in your deck; Attack cards, Ability cards, Attachment cards, Reaction/Defense cards and Reaction/Attack cards.

For the most part, Attack, Ability and Reaction cards are immediately resolved and discarded when played and Attachment cards stay in play below your Hunter Dashboard.

- Reaction cards have a condition for when they can be played and that condition is usually met outside of the Hunter Phase (ex: “When you are dealt damage…”).
- Attack cards can be used to target any enemy (unless otherwise indicated). Each source of damage must be assigned to a single enemy (**example: a card says “Deal 5 damage”, that damage must be dealt to a single enemy.**)
- Some cards remove Terror. Terror removed can be removed from multiple cards at once.
- Cards that interact with tokens (such as Aveline or Arcane Veil cards) do not include damage tokens.

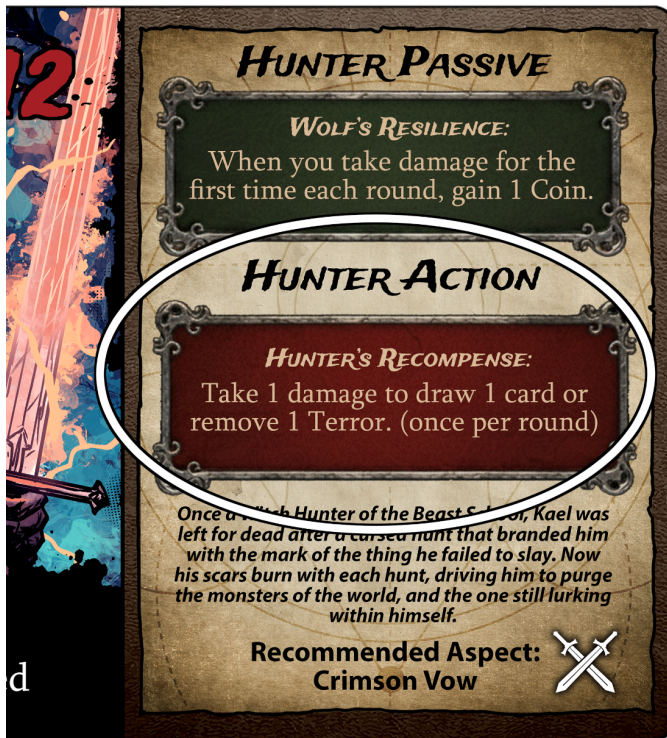


For a detailed description of each card, see pages (____ - ____).

TAKING ACTIONS:

Your Hunter Dashboard and other components may have printed actions that you can take on your turn. You may take these actions in any order, and before or after playing any cards. In short, you may play cards and take actions in any order you choose. Some of these actions will specify that you may only take

them once per turn.



END OF HUNTER PHASE:

When you have finished playing cards and taking actions, the Hunter Phase has ended. Any cards left in your hand may be saved or discarded, then draw back up to 5 total cards in your hand. If at any point you need to draw cards, and you have no cards in your draw deck, first: **place a Terror on the Town**, then: shuffle your discard pile and form a new draw deck. Continue drawing cards from your newly formed deck. Check for any other game effects that happen "When the Hunter Phase ends" and apply those effects. **(NOTE: Anytime your deck runs out and you have to reshuffle to draw, you must first place a Terror on the Town.)**



Anytime you have to draw cards and your draw deck is empty, you must first place one Terror on the Town and then shuffle your discard pile into a new draw pile.

ENEMY PHASE

The Enemy Phase is broken into 3 steps; First, Terror will be placed on the Town. Second, the Boss will activate against you. Lastly, each Minion will activate against you.

TERROR: Add Terror to the Town equal to the value shown (A) on the Town card. If the Terror Threshold (B) is ever met or exceeded, you immediately lose the game.



BOSS ACTIVATION:

(1) Resolve any “At the Start of Boss Activation” effects. If there are multiple, you may choose the order which they resolve.



(2) The Boss typically has only 1 activation, but it may gain additional activations from other effects in the game. For each activation the Boss has, draw and resolve a card from the Enemy Encounter deck. (Fully resolve that card before drawing any others, including any “draw another card” effects.) Draw and resolve an additional card for each Encounter card showing the “draw another card” symbol (___). If at any point you need to draw an encounter card, and there are no cards in the encounter deck, shuffle the encounter discard pile and form a new encounter deck. Continue drawing and resolving cards from the newly formed deck.

The Boss activates and reveals one card, it's a Terrorize card. The card has an additional activation icon...

The second activation reveals a Minion which immediately gets put into play. The Minion has text that says the boss gets an additional activation...

Of course, it's an Attack card...

ATTACK: When the Boss draws an Attack card, it deals damage equal to its base Attack (A), plus any additional damage from cards and/or track effects (B). You may play Reaction cards to prevent damage/deal damage back (C).



The attack cards makes both the Boss and Minions attack...



The Bosses base attack damage is 2, it adds 3 damage for its Corpse Track ability and removes the track marker as described in th ability.



The Ghoul Minion also attacks for its base attack of 1.



You play a Reaction card to deal 3 damage back to either the Boss or Minion in this case.

(3) Resolve any "At the End of Boss Activation" effects. If there are multiple, you may choose the order which they resolve.



The Boss has a passive "At the end of Boss Activation" ability, it places 1 new Corpse on the Corpse Track.



MINION ACTIVATION: After the Boss activates and Enemy Encounter cards have been drawn, all Minions that are currently in play will activate (including Minions that were just put in play from the Boss activation).

When a Minion activates, it deals damage equal to its base Attack value (A) (plus any additional damage from card effects), and adds Terror to the Town equal to its Terror value (B). Some Minions have special abilities in their text box that affect the game (C).



2 Minions are in play during Minion Activation, so each will activate and deal damage and add Terror to the Town. Together they would deal a total of 3 damage and add 2 Terror.

Play continues this way until you defeat the Boss or until you have been defeated by damage or the Terror takes hold of the town.

GAME END

The game ends in one of three ways. Either you win by defeating the Boss, or you lose by being defeated, or you lose by Terror overrunning the Town.

BOSSSES

THE GRAVE PEDDLER

The Grave Peddler adds Corpses to the Corpse Track on its Boss Dashboard (A). It has a passive ability that adds a Corpse at the End of the Boss Activation (B). It will spend these Corpses from the Corpse Track both to add extra damage when it Attacks, or add extra Terror when it Terrorizes. The Corpses are tracked using a Track Marker.

Some cards in The Grave Peddler's Encounter deck will add and remove Corpses to the Corpse Track as well (C) & (D).



BRIDE OF THE FROST MOON

Bride of the Frost Moon adds Ice to the Ice Track on its Boss Dashboard (A). It has an ability that adds Ice when it Terrorizes (B). It also will remove Ice from the Ice track when you play a card that removes Terror (C). As Ice accumulates on the Ice Track, so do negative effects (D). These effects are cumulative, so multiple negative effects can be active at a time depending on where the Ice marker is on the Ice Track. Ice is tracked using a Track Marker.

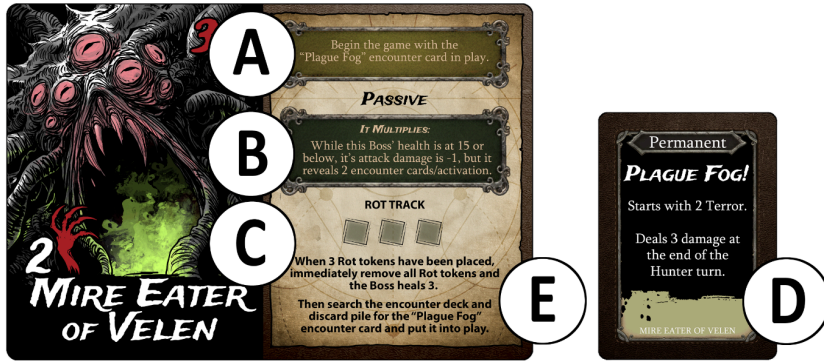
Some cards in Bride of the Frost Moon's Encounter deck will also add Ice to the Ice Track (E). Bride also has a few more Terrorize cards (F) to increase the amount of Ice.



MIRE EATER OF VELEN

Mire Eater of Velen starts with the Plague Fog Encounter card in play (A). It has a passive ability where if its health is ever at or below 15, it deals 1 less damage per attack, but it draws 2 Encounter cards for each activation (B).

Rot is added to the Rot Track (C) by the Encounter card Rotted Ground (D). If at any time the Rot Track has 3 Rot, immediately remove all Rot and heal the Boss for 3. THEN search the Encounter deck and discard pile for Plague Fog and put it into play (if it's not already in play). Shuffle the Encounter deck if you searched for it (E). Rot is tracked using a Track Marker.



THE BEAST OF HOLLOW PINES

The Beast of Hollow Pines starts with 2 Beasts in play (A). As Beasts are defeated, they will add Rage to the Beast Rage Track (B). The more Rage on the track, the more damage the Boss deals when it attacks. If at any time the Beast Rage Track has 6 Rage on it, you immediately lose the game (C).

The Boss' Encounter deck is mostly full of Beasts and cards that let the Boss and all Beasts Attack more.



THE LANTERN WITCH OF CROOKED MARSH

The Lantern Witch of Crooked Marsh starts with a deck of Fear cards shuffled and set next to its Boss Dashboard (A). It gives you Fear cards to slow down your turns. Fear cards are given to you in various ways such as the Fear track (B) (for every 3 damage on the Boss, add a Fear to the Fear Track), and many cards in the Boss' Encounter deck. Fear is tracked using a Track Marker.

When you are given Fear cards, they get shuffled into your deck. When you draw them, they count toward your hand size and may not be used for cost or discard effects. The ONLY way to get rid of Fear cards is to choose to do the action printed on the card during your turn (C). The Fear card will then immediately be shuffled back into the Fear deck.



THE SKIN TAKER

The Skin Taker starts with 5 Mask tokens in its supply (A). Its passive ability places a Mask token on each Villager Minion (to a maximum of 5) in play at the start of the Boss Activation (B).

While a Villager has a Mask token they have additional effects in their text boxes that get more powerful when they have a Mask token (C).

The Skin Taker's Encounter deck is all Villagers.



HUNTERS

KAEL

Kael wants to get bonuses from taking damage. Most of his cards and abilities get better if you've taken damage during the Round/Turn that you've played them. His recommended starting aspect is Crimson Vow.

LYSA

Lysa uses her abilities to discard cards and get bonuses. Most of her cards and abilities get better if you have discarded cards, or prompt you to discard cards to gain better effects. Her recommended starting aspect is Silent Tactician.

SERRIN

Serrin wants to manipulate Coins to gain bonuses. Most of his cards and abilities get better if you are able to spend Coins. His recommended starting aspect is Alchemical Bulwark.

AVELINE

Aveline wants to put Curse and other tokens onto enemies to get better effects. Most of her cards and abilities get better if there are Curse and other tokens on the enemy cards you are interacting with. Her recommended starting aspect is Arcane Veil.

ASPECTS

All aspects can be used with any Hunter. The starting recommendations are not mandatory. Feel free to mix and match Hunters and Aspects as you please.

CRIMSON VOW

The Crimson Vow Aspect gives you bonuses for taking damage. Most of the cards get better if you have taken damage in the Round /Turn you play them.

SILENT TACTICIAN

The Silent Tactician Aspect asks you to discard cards to gain bonuses and effects. Most of the cards get better when you discard cards.

ALCHEMICAL BULWARK

The Alchemical Bulwark Aspect uses an extra card that is put into play at the start of the game, the Brew Card, and 5 Brew tokens that are set aside at the start of the game. Cards in this aspect give you Brew tokens, which you will put onto your Brew Card to track your current Brew Count. Cards will also give you bonuses based on your current Brew Count.

ARCANE VEIL

The Arcane Veil Aspect lets you place Coins and other tokens onto enemy cards and gives you bonuses if there are tokens on enemy cards. Most of the cards get better if there are more tokens on the enemies.

POTIONS

You can play with the backside of the Hunter Dashboard which uses a Potion token mechanic. If you play with this side you will be trying to complete tasks to gain access to Potion tokens which will give you one-time effects and abilities to utilize while you play.

At the start of the game shuffle the 3 Blue Potion tokens and place the stack on the Blue Potion spot on your Hunter Dashboard. Do the same for the 3 Green Potion tokens and the 3 Red Potion tokens.

If at any time you complete the task listed next to a token stack, take the top token of that stack and turn it over. You may keep this token for the remainder of the game and use it at any time during your turn. When you use a Potion token, return it to the box.



Remove up to 2 tokens from a Boss Track.



Draw 2 cards.



Remove up to 2 Terror from a card.



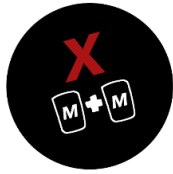
Look at the top 3 cards of the Enemy Encounter deck. Return them to the top or bottom in an order of your choice.



Take 3 Coins from the supply (remember your max is 3).



Discard any number of cards from your hand, then draw twice that many cards.



Defeat up to 2 Minions.



Discard any number of cards from your hand, then deal that amount of damage to a single target.



Deal an additional 3 damage with any effect that would deal damage.

DIFFICULTY MODULES

You can modify any of your games of Witch Hunter with 1, 2, 3 or all 4 of these modules. Adding a difficulty module will add more of a challenge to your games and you can mix and match as you please. At the start of your game, choose to include any of these options:

BACK OF THE BOSS: You can flip the boss for a quick increase in difficulty.

BOSS HEADSTART CARDS: You can give the Boss a headstart by shuffling and revealing 1 of these cards. Follow the instructions on the top and bottom sections of the card. (In a 2 player game, perform the top section for each player and double the starting Terror on the Town).

ELITE BASIC ENCOUNTER CARDS: You can swap the regular Basic Encounter cards for this set of 10 Elite Basic Encounter cards. Just shuffle these with the chosen Boss' Encounter cards.

ELITE MINION CARDS: You can choose any number of Elite Minions at random and either swap these with the regular Minions in the chosen Boss Encounter set, or you can just add any number to the deck.. Shuffle the chosen Elite Minions with the rest of the Encounter cards.

2 PLAYER VARIANT

You can play with 2 players, here are the changes to the rules.

SETUP: Each Player controls their own Hunter. Choose a different Hunter and Aspect and shuffles their own separate decks. Agree which Hunter will be the first player for the entirety of the game.

HUNTER PHASE: Starting with the first player each round, players will take their full Hunter turn. Any components referencing the "end of the Hunter turn" will trigger at the end of each player's turn. After both players have taken their turns, both players draw up to their hand size and play proceeds to the Enemy Phase.

ENEMY PHASE:

- The amount of Terror added to the Town at the start of the Enemy Phase is doubled (+2 is now +4). (show graphic of corner of Town card)
- The Boss will activate against each player starting with the first player. Any attack effects for an activation happen to the current player.
- If the boss has extra activations due to an ability or game effect, then it has extra activations against each player.
- Any Minion cards that are drawn will go in front of the current player instead of next to the Town. That Minion is now considered "engaged" with that player. All attacks from that Minion will be directed toward the engaged player.
- Once both players have completed Boss and Minion activations, the round is over. Play proceeds back to the Hunter Phase with the first player taking their turn.

BOSS HEALTH: The Boss' health is doubled and must still be brought to 0 to win (30 becomes 60).

HUNTER DEATH:

- If one player is defeated, the other player still continues playing.
- The Boss' health remains where it is currently.
- The amount of Terror added to the Town at the start of the Enemy Phase is no longer doubled.
- The Boss and Minions will now activate only against the remaining player.

INTERACTIONS BETWEEN PLAYERS:

- During the Hunter Phase, players may use potions to benefit the other Hunter at any time. (their own turn or the other player's turn).
- Players have their own Coin pool, and can hold a maximum of 3 each.
- During the Hunter Phase, players may use coins to enhance the other Hunter's damage and Terror removal cards and abilities. When using coins, players may combine coins from each other's pools, but may still only use a maximum of 3 at a time.
- During the Hunter Phase, players may deal damage to Minions engaged with the other Hunter. (Minions with "Warden" must be defeated before either Hunter may deal damage to the Boss.)
- During a player's turn, they may play cards that heal in order to heal the other Hunter. Any effects on those cards that say "you/your" still apply to you, the Hunter playing the card.
- During the Enemy Phase, players may play "Defense" cards to defend during an enemy activation against the other Hunter. Any effects on those cards that say "you/your" still apply to you, the Hunter playing the card.

DECKBUILDING VARIANT

You can add some of the player cards not being used into your game! In this variant you will be adding cards to your deck from round-to-round. This variant can also be used when playing with 2 Players.

SETUP:

- Each player chooses a different Hunter and Aspect and shuffles their own separate decks.
- Gather any remaining Aspects (3 in solo, 2 in 2 Player) and shuffle all those cards together to form the Market deck.
- Place that Market deck somewhere in the play area.
- Reveal 4 cards from the Market deck face up and put them in a row next to it. This is called the Market.

ACQUIRING CARDS:

Each round you will get to add 1 card from the Market to your deck.

- At the end of the player phase, before you draw your new hand of cards, choose and add 1 card from the Market to your hand. Replace the card taken with a card from the Market deck.
- Then draw up to 5 to end the phase.
- (In a 2 player game, after both players have taken their turns, each player in turn order will choose and add 1 card from the Market to their hand, replacing any cards as they are taken.)

- You may spend a Coin to replace all cards in the Market with new cards from the Market deck. Place all the discarded cards in a face up discard pile next to the Market deck. (You may only do this once.)
- (In a 2 player game, each player may do this once before they choose a card.)

Once a card is added to your deck, there is no way to remove it (or any other cards), so choose wisely!.