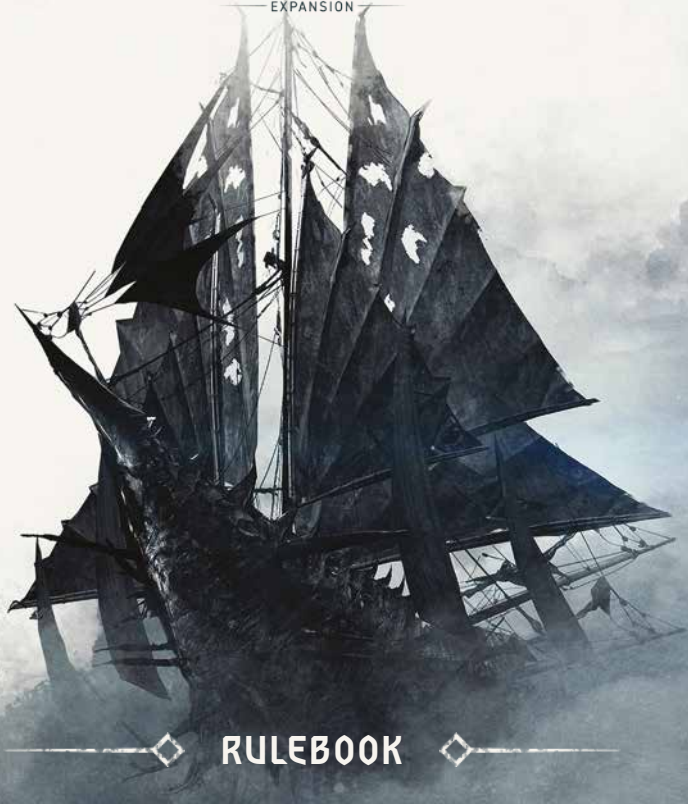


THE WITCHER[®]

PATH OF DESTINY

NAGLFAR

EXPANSION



RULEBOOK

INTRODUCTION

If you know legends about the Wild Hunt, you know that Naglfar is their ship, a demonic vessel that is said to be built by demons from the fingernails and toenails of the dead. Eredin and his companions use Naglfar to travel through dimensions.

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1 Naglfar miniature

WILD HUNT

EXPANSION



4 Broken Sextant cards

LEGENDARY MONSTERS

EXPANSION



4 Naglfar cards



2 Wild Hunt
Legendary Monster
cards

NAGLFAR IN THE WILD HUNT EXPANSION

The Wild Hunt called for help! Naglfar arrives with its crew to help Generals. With its support, pushing a General back will be much harder. At the same time, Players will receive Broken Sextant cards to make Naglfar's navigation more difficult.

SETUP

Follow the Wild Hunt expansion setup rules, with the following additions:

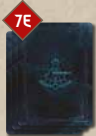
7D

Place Naglfar Miniature next to the Generals playmat.

7E

Shuffle the 4 Broken Sextant cards and remove one from the game. Place the rest face-down in a pile next to the Generals playmat.

GAME SETUP



THE WILD HUNT STEP

Naglfar

Naglfar moves between the Threat tracks, depending on the cards played by the Wild Hunt. It's placed on banners above Threat tracks. When Naglfar is present on a Threat track, it protects the corresponding General:

- Heroes cannot Defeat the General (cannot move him down or draw his Weaknes card),
- the Wild Hunt cannot gain  from the Banner's bonus.

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STRATEGIC WITHDRAWAL

Before Defeating a General, Players check if he is protected by Naglfar, and if so:

- the General cannot be Defeated (stays on the same space),
- Heroes draw the topmost Broken Sextant card and resolve one of its effects:
 - discard it for its immediate effect,
 - or keep it in play for its permanent effect.

After the last Broken Sextant card is drawn and resolved, remove Naglfar miniature from the game and ignore any rules referring to it. Permanent Broken Sextant effects stay in play.

GAMEPLAY

Example:



Players played enough cards to Defeat a General, but he is protected by Naglfar. Heroes only draw a Broken Sextant card.

ADVANCEMENT

After the General's movement and resolving all its effects, the Wild Hunt moves Naglfar.

The Wild Hunt Player checks the color of the last card in their Timeline and moves Naglfar to the corresponding Threat track, placing the miniature above the topmost space, on the banner.

GAMEPLAY

If a multicolor card is the last in the Timeline, the Wild Hunt chooses one of its colors to move Naglfar (may be different than the one chosen to move a General).

Example:



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During the Advancement, the Wild Hunt moves **Imlerith** by one space and chooses **Eredin** to move by 1 space (treats the multicolor card as green). The Wild Hunt gains 2 🍀 from Threat track bonuses.



Imlerith is protected by Naglfar and the Wild Hunt would gain no 🍀 for advancing him further.

The Wild Hunt chooses not to move Naglfar (treats the multicolor card as red).

GAME SETUP

NAGLFAR AND THE WILD HUNT IN THE LEGENDARY MONSTERS EXPANSION

The Naglfar expansion allows you to play a full co-op mode against the Wild Hunt! Eredin and his crew become a Legendary Monster with dedicated cards, special abilities, and powerful skills that move Naglfar from one player to another, thwarting their actions. It won't be easy to defeat the Wild Hunt, especially since they will be assisted in the fight by the Naglfar ship's warriors!

SETUP

When playing against the Wild Hunt, follow the Legendary Monsters expansion setup rules, with the following changes:

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CHOOSE A MONSTER

place the Wild Hunt Legendary Monster cards on the playmat

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MONSTER SPECIFIC SETUP

shuffle the 4 Naglfar cards and remove one from the game. Place the rest face-down in a pile next to the playmat. Reveal the top card.



DRAFTING AND PLAYING CARDS

When the Wild Hunt activates and moves to an occupied spot, the Player there puts Naglfar on their board to mark they are followed by Phantom Riders.

GAMEPLAY

In the following Playing cards Step the Player with Naglfar has a chance to defend themselves by playing cards of a certain color, or suffer consequences.

After Playing cards Step, the Player with Naglfar on their board checks the last 2 cards in their Timeline.



If the colors match the ones shown on the Naglfar card, the Player returns its miniature to the Legendary Monster card.



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Example: *The Player successfully defends and removes Naglfar from their board.*



If they do not match, the Player resolves the effect of the Naglfar card.

THE END OF THE CHAPTER

Discard the revealed Naglfar card to the box. Reveal the next card from the top of the pile.

This game was created and brought to you by Go On Board and CD Projekt RED, their employees and collaborators. For full credits see the core game rulebook.

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