



DESTINIES

WITCHWOOD



Rulebook
EXPANSION

Introduction

Long ago, a pact was made with the Dwellers of the Wood. By the rules of this agreement, men must keep to their villages and paths, scattered throughout the vast forest like embers of light. What lies beyond belongs to other, older masters – creatures of ancient magics who look unkindly upon trespassers. Despite this pact, daring souls explore the woodland labyrinth in search of treasures, adventures and secrets. Welcome to Witchwood.

Components

Item Cards

55



45

Map Tiles

1

Rulebook

12

Destiny Cards



Bound by Fate Cards

12



Miniatures

14



The Campaign

The Witchwood expansion comes with 4 scenarios, forming a campaign that should be played in the suggested order. Some of the players' actions will carry over into the next scenarios, changing how they unfold. We recommend playing the whole campaign with the same group of players, but it's not mandatory. While the scenarios are linked together and each unveils the next steps of a bigger plot, each scenario is a separate story; knowledge of previous scenarios will not give a player any unfair advantage.

Game Flow

The Witchwood campaign follows all the rules of Destinies. Please refer to the base game rules on how to set up and play the game. Below we present the new unique features of the Witchwood story.

Point of Interest Option - Maze

Some Points of Interest might lead you into a labyrinth of twisting forest paths, where you will have to choose your way whenever the paths split. Some paths may lead to a dead end, but in each labyrinth there are multiple rewards to be found. Try to remember the path you chose, so that next time you can explore different paths of the maze... or seek out the solution elsewhere. Correct paths through most mazes can be found somewhere in the scenario.



Travel

Submaps

To represent the vast woods separating the isolated pockets of relative safety, players will often have to travel between separate smaller maps. Travel to other maps is possible only through some items and Points of Interest with names prefixed with Path. Remember that apart from giving you the access to travel, Paths will also contain a variety of other interactions, as any regular Point of Interest would.



Point of Interest Option - Travel

Whenever you interact with a Point of Interest that allows you to travel, choosing this option will send you on your way. The player selects their destination and embarks on a journey that may take the rest of their turn. At first, the list of destinations may be short, but as more locations are discovered, it might expand considerably. Keep in mind that each travel point is connected to only a few of the closest locations, so remembering where various paths lead can give you an edge in your search for victory.

Encounters

Travel through Witchwood is a dangerous affair. Any time a player travels, they may happen upon an encounter. Some encounters force the players to test their skills in order to avoid dire consequences; others can be wholly beneficial.

Encounter Type - Traveling Merchant

During their travels through the wilderness, players will sometimes encounter traveling merchants. In such cases, they will be asked to set up a new Trade Stack. The Trade Stacks of traveling merchants are set up next to the map and marked by a single trade token that does not correspond to any trade tokens currently on the map. Traveling merchants can be revisited only when the player encounters them again during another travel.

Credits



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