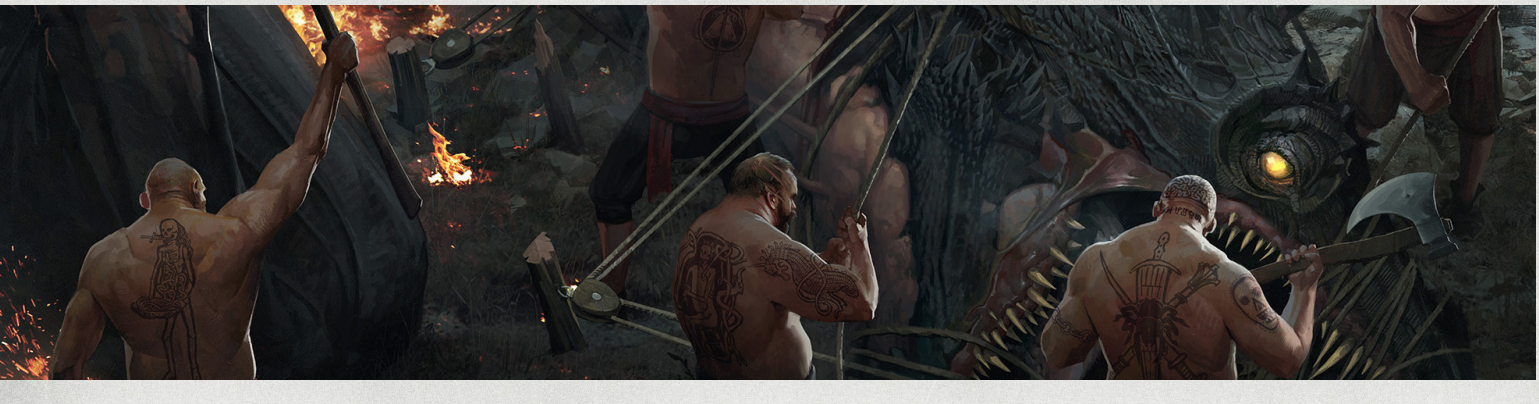
Roleplaying in the dark and dangerous world of *The Witcher*

THE WITCHER®

PONDSMITH & PONDSMITH

CD PROJEKT RED®



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PRODUCT: WI11001 ISBN: 1-891933-24-8
© R.Talsorian Games, Inc., 2018
P.O.Box 82922, Kenmore, WA USA 98028

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The World of the Witcher

"People," Geralt turned his head, "like to invent monsters and monstrosities. Then they seem less monstrous themselves. When they get blind-drunk, cheat, steal, beat their wives, starve an old woman, when they kill a trapped fox with an axe or riddle the last existing unicorn with arrows, they like to think that the Bane entering cottages at daybreak is more monstrous than they are. They feel better then. They find it easier to live."

–Andrzej Sapkowski, The Last Wish

The Witcher role playing game is set in a world of dark, adult fantasy where happy endings are rare and actions have consequences, often swift and brutal.

In the war-torn lands of the Continent, murder, assault, and theft are a daily threat and only the strong survive. Thieves run rampant and mercenaries are as numerous as the doctors who heal them or the priests who inter them. Only the bravest souls venture into the wilderness, where witchers armed with razor-sharp silver swords hunt monsters armed not only with tooth and claw but magic as well.

In the cities, the poor scrabble to survive in filthy tenements and the rich perch high above on the unstable towers of their power, some advised by clever mages constantly looking for the best opportunities. Humans reign supreme, save for a few small communities. Once-proud elves and dwarves are kept in hovels and executed daily, often for crimes they have not even committed. Hatred and fear fuel this great blaze, and most will continue feeding the fire 'til their last dying breath. There are no heroes, only people.

Whether you're a hard-bitten mercenary who lives from job to job never asking questions, or an idealistic bard traveling the land to spread some cheer and revelry in these dark days, you must fight if you want to survive in a world determined to break you. Though happy endings are rare, the darkness makes the joyful moments all the sweeter, and companionship is one of the greatest treasures that you can attain. For better or worse, this is your world.

Dark Fantasy, Witcher Style

If you took a look through the Table of Contents, you may have noticed that this book has a fairly large **Game Master's Guide**. All of that is dedicated to teaching new Game Masters (GMs) and helping long-time GMs run games in this dark and gritty world. The Witcher is a 'Dark Fantasy.' Unfortunately, all too often dark fantasy just gets boiled down to "fantasy where everyone dies and nothing good ever happens." That's not the case for The Witcher. Its strength as a world is contrasting dark and horrific danger with brief moments of genuine joy and revelry. So if you want to get a better idea for the setting of this TRPG or how a game in the world of The Witcher should go, head on back to the **World** section on pg.179 or the **Game Master's Guide** on pg.211.

Dice You'll Need

Luckily, the Witcher TRPG only needs two types of dice! You'll need ten-sided dice and six-sided dice to play the game.

Rodolf Kazmer

Evenin'. Name's Rodolf, and I'll be your salesman for this evenin'. Heh, formalities aside, if yer lookin' for a damn good bit of knowledge or a fair price on a piece of steel, yer lookin' at the right dwarf. Don't ya worry your little head about me turnin' on ya—got more in common with a rock than those damn Scoia'tael bastards. Even fought for the Temerian Lillies in the last two wars. That's right—you're lookin' at a bonafide Temerian arbalist. Heh, mighta even been decorated if it weren't for my damn commander. Anyhow, after the Second War wrapped up, went back to my first passion—coin. Heh, call us dwarves greedy as much as ya want but there's no denyin', nobody handles trade and coin like a dwarf. These days, with the war on for a ploughin' third time, I travel the Front supplyin' folks in need with war salvage at a reasonable price. Bit of information as well if they need it. Hell, scouted the back roads of the Mahakams, sailed the sea, even traveled with a witcher for a while. Name a place, I probably been there at some point. Name a person and I mighta met 'em.

–Rodolf Kazmer

The Origins

No one knows how the Continent came to be, though every religion has some opinion on the subject. All we know is that the Continent has been here since long before the time of elves, dwarves, and humans. In the beginning there were only gnomes, scattered widely across the land. Soon enough they'd be joined by the stout and hardy dwarves, who took to the mountains. No one can really agree on where the dwarves came from, though many assume that they split from a subterranean society that had existed for centuries prior to their emergence.

For a while the dwarves and gnomes lived in peace, sharing a continent which was effectively all theirs. Some time after the emergence of the dwarves, however, another player came to the field. A vast ship appeared off the coast of the Continent, carrying a people known as the Aen Seidhe, elves from another realm. The Aen Seidhe were part of a series of scouting groups who left their homeland seeking refuge in another realm where they could escape an event known most as "The White Frost". The Aen Seidhe found the Continent suitable and the dwarves and gnomes didn't care much either way. As long as the Aen Seidhe didn't cause trouble they didn't care. From time to time there were border disputes but the three elder races managed to live in relative harmony for many centuries. Until the Conjunction.

The Conjunction

The Conjunction of the Spheres changed the way the world functioned forever. Many different realms collided with one another, creating rifts through which hundreds upon hundreds of creatures spilled out. The reasonably mundane world of the gnomes and dwarves was suddenly filled with creatures of all shapes and sizes as well as a mystical force that came to be known as "Chaos" or "Magic". Unfortunately, with very little ability to manipulate the forces of magic and little preparation to fight the monsters that came through the conjunction the gnomes, dwarves and elves, as well as many other displaced races such as the reptilian vran, the beaver-like werebbubbs, the short and stout halflings, and the first humans were plunged into a strange, dangerous, and uncertain time period. This uncertainty would last for many generations.

The Race War

The first humans who came to the Continent appear to have died out quickly as far as Northern historians can discern. There are plenty of possible reasons, but no one can really find any evidence of what wiped them out. Some theorize that the Nilfgaardians and many of their provincial neighbors are the result of more successful human colonies that chose to work closely with the Elder Races rather than fearing them, but until Northern and Southern historians are able to cooperate more closely there's no way of knowing. The humans that would settle the North were exiles, ruffians, and warriors who landed on the coast of the Continent on great ships from some other land across the sea. While they did work with the Elder Races for a time, the drive to expand soon became their main focus and war spread across

the North like fire. Non-humans were pushed farther and farther back into the hills as the humans claimed more and more land.

Unfortunately, the only ones capable of putting up much of a fight against these war-born humans were the elves and the dwarves who both had little interest in fighting the humans at first. The dwarves remained primarily in their mountain keeps, which the humans didn't really want and didn't dare to venture into for fear of monsters and rock slides. The elves, meanwhile, believed that the humans would simply burn themselves out like their precursors. Some speculate that there may have been ulterior motives among the elves as well—it has been noted that the presence of humans somehow helps elves produce offspring, a process that has always been troublesome for the long-lived race. By the time the Aen Seidhe rallied their troops it was too late—they had lost too much ground to make a comeback and the Continent belonged to the humans.

This early conflict laid the grounds for today's human-dominated North. Centuries of bitter feelings, culminating in non-humans aiding the South in the Nilfgaardian Wars, created what we have today: a brutally racist and bigoted North, which treats any race that isn't human as an inferior species, and non-human rebel factions like the Scoia'tael, who do the same to humans. In the end, this leaves the North solidly divided between humans and non-humans. Mostly.

Witchers & Monsters

Witchers were created centuries ago to save humans from monsters. They were a brotherhood of mutants, rigorously trained for years and sent out every spring to wander the Continent, hunting monsters and saving the local townsfolk from curses. While many people were thankful to see a witcher when they needed help, the bizarre and frightening nature of witchers (as well as their secrecy and penchant for neutrality in politics) often got them in trouble, and still does. This became especially true a few centuries into their existence.

Witchers' sole reason for living is to hunt monsters and break curses; their training makes them extremely efficient. In a way, they did their work too well. Witchers, and their silver and meteorite blades, made many species of monsters extinct. And as monster species fell one by one, and monsters became less and less common, witchers began to lose their purpose. Even with very little work in monster slaying and curse breaking, witchers still often refused to work as assassins or mercenaries. This aggravated the kings of the realms—soon, they saw witchers as more dangerous than helpful. By the 1250s monsters were so rare that many species had fallen into mythology—no more than fairy tales to frighten children. It was rare for anyone to see so much as a ghoul, let alone a fiend or a grave hag. The common folk's fear transferred onto the mutants who had once been their protectors. One by one, the once-proud Witcher Schools were assaulted and destroyed by the same humans that they protected.

Brandon of Oxenfurt

I, Brandon of Oxenfurt, came from very humble beginnings, having been the eighth child of a cobbler in Oxenfurt. I learned that there was a better life for me than being a cobbler if I attended classes at the University. At the age of 8 I used my few crowns to make unsolicited bread deliveries to a random student in desirable classes. As no student turned down free food, I was admitted to the class and then managed to sit inconspicuously and listen. Professor Eudarius of the History Department caught on quickly but allowed me to sit in his classes as long as I brought him bread. I was a quick and stealthy child, so that was not a problem. And so began my rapid ascent to scholarly fame. At age 10 I was copying manuscripts. By 14 I was writing papers for history students and then blackmailing them for money to buy books. By the age of 16 I had written my first controversial paper on the descent of Nilfgaardians from the Black Elves. When I started to teach classes at 16 my compatriots grew jealous, but I knew it was the price of greatness. Today I am the head lecturer in History at Oxenfurt University.

–Brandon of Oxenfurt

Living Through It

Likely your character will remember (or at least have hazy impressions of) the First and Second Northern Wars. Any male character above the age of 24 probably fought in these conflicts, or at least had to avoid conscription. Perhaps most interestingly, if your character is older than 43 and comes from one of the Nilfgaardian provinces, it's likely that you remember what it was like before you were part of Nilfgaard. Once again, depending on the province, you may have memories of fighting the Nilfgaardians and eventually losing.

At first this relieved the commonfolk, but that would soon change. Many people speculate that wiping out or driving away all of the witchers eliminated the only natural predator of the remaining monsters. Such species have now come back from near extinction. More and more monsters are being spotted around the world, and witchers are needed yet again. Unfortunately most of them are dead. Those that aren't have largely abandoned the witcher's life to avoid lynch mobs and execution.

The Nilfgaardian Wars

The Nilfgaardian Wars, also known as the Northern Wars by most, encompass several wars through which the country of Nilfgaard expanded across the Continent, absorbing around 16 other countries and forming an Empire that has had no equal in the history of the known world. Unfortunately, Nilfgaard also became known for its brutality over the course of these wars.

Technically the wars began decades ago with Nilfgaard's absorption of Ymlac and Rowan, two smaller neighbors. However most people point to the year 1239, when Nilfgaard marched into Ebbing under the command of a Usurpator who had killed the previous emperor and exiled his heir, Emyr. While the Empire had absorbed five countries by this point, this invasion launched a massive campaign that conquered six regions, nearly tripled the size of the Empire, and brought them to the borders of what we know as the Northern Kingdoms. With Emyr var Emries' restoration as the true Emperor of Nilfgaard, the Nilfgaardian Wars that everyone talks about began. Nine years ago in 1263, Nilfgaard invaded the country of Cintra, starting the First Nilfgaardian War. The combined armies of the Northern Kingdoms repulsed Nilfgaard, but after a short interregnum, Nilfgaardian subterfuge pushed the leaders of the Northern Kingdoms to secretly instigate the Second War in hopes of catching Nilfgaard before they were prepared. This backfired, and Nilfgaard conquered much of the North before another combined effort from Northern monarchs pushed the Empire back. Now, just three years after the end of the Second Nilfgaardian War, the armies of Nilfgaard yet again storm the Northern Kingdoms, having already weakened the North through sabotage and assassination. Things look dark for the Northern Kingdoms at the moment.

The Continent
Dragon Mountains
Kovir
Mountains
Kaedwen
Blue Mountains
Redania
Cemeria
Cidaris
Brokilon
Verden
Brugge
Sedden
Hedirn
Loria
Cintra
Amelle
Mountains
Angren
Nazair
Mettina
Gheso
Ebbing
Maecht
Gemmeria
Etolia
Nilfgaard
Vicovaro
Korath
Desert
Cirdochair
Mountains
Hakland
Zerrikania
Great Sea
North Sea
Sedna Abyss

Timelines

The Witcher TRPG picks up shortly after the events of the second Witcher video game, *The Witcher: Assassin of Kings*. This leaves the world in a strange place. Due to the branching nature of the video games, the Witcher world has multiple credible timelines. You don't necessarily have to bother with these timeline changes based on where you set your campaign, but if you care about the different outcomes of key choices in the Witcher video games you can find a list of their timeline effects in the **Game Master's Guide** on pg.232.

The Larger History

There's a lot of history in the world of The Witcher, and most of it takes place in the novels by Andrzei Sapkowski, the original creator of the Witcher franchise. I highly recommend reading them, but you can also go the **World** section on pg.179 to get some basic world history and more detailed information on any of the countries we talk about in the course of character creation.

Recent History From Rodolf Kazmer

Ah hell. Things haven't been so good lately. Heh, guess that's an understatement. When I finished out the Second Northern War, I headed home to Maribor for a pint or fifty and a bevy of cheap whores. Didn't really surface for a few months. Turns out a lot can happen in a few months, and the world keeps turnin' no matter how drunk ya get. Scoia'tael, Knights of the White Rose, talk of the ploughin' Wild Hunt. Swear, I don't believe in any of the 'end times' bull-crap the priests peddle, but the last two years've damn near convinced me.

Plagues & Mutants
(The Witcher 1)

Travel in an' outta Temeria as much as possible. May be a dwarf but I'm Temerian, born and bred. Little over a year ago all hell broke loose behind the walls of Vizima, the capital. A witcher I've been travelin' with said it all started with some group of renegades raidin' the Wolf Witchers' keep, Kaer Morhen. Assassin named the Professor and a rogue mage called Azar Jahved, along with a bunch of low-life bastards. Now a witcher's one hell of an opponent but it's rare anybody walks out of a fight outnumbered ten to one. The bastards made off with a bunch of magic tinctures and whatnot. Heh, meanwhile the Catriona Plague breaks out for a third damn time, hittin' Vizima like a wave of death.

Don't know all the details myself, but the plague stirred up the worst folks in Vizima. The Salamandra drug ring got bolder, 'n' tensions between the human Order of the White Rose and the non-human Scoia'tael got worse. In the middle of this the famed Geralt of Rivia, one of the last witchers, is galavantin' around chasin' the scum that raided his keep. In the end, everythin' went to shite when the head of the White Rose, Jacques De Aldersburg, let loose a bunch of damn mutants he created usin' witcher mutations. Heh, turns out he'd paid the Professor and Azar to bring him the witchers' secrets. Who knows what was goin' through the mad bastard's mind? Anyhow, as Geralt and De Aldersburg faced off, King Foltest of Temeria returns from campaign to set the streets of Vizima right again. With De Aldersburg dead an' the whole mutant problem sorted, things calmed down for a bit—save for King Foltest appointin' Geralt of Rivia bein' as his personal guard for savin' His Highness from some assassin in his own throne room.

Betrayal at Loc Muinne
(The Witcher 2)

Give it some time and trouble always rears its damn head again, though. Just last year while crusadin' to bring home his bastard heirs, King Foltest of Temeria was cut down by the Kingslayer, who'd already taken the head of Demavend of Aedirn. At the time nobody knew who the Kingslayer was. People assumed it was none other than Geralt of Rivia, the man found with Foltest's corpse. At the time I was headin' south for Lyria and Rivia, but I heard about how Geralt of Rivia escaped his cell in LaValette Castle and disappeared.

Not too long later there's a sightin' of him in the little backwater of Flotsam on the Pontar River, killin' some big ploughin' beast they call a kayran. Heh, turns out Geralt was on the trail of the Kingslayer, but

stopped to do his duty and help the ignorant bastards. All the while the Pontar Valley—Upper Aedirn, the Loremark, whatever ya wanna call it—is bein' claimed by King Henselt of Kaedwen, Prince Stennis of Aedirn, and some revolutionary called Saskia, or the Virgin of Aedirn. Heh, whole of the east's goin' to war for the Valley and this Saskia's leadin' a rag-tag force of non-humans to take the valley as a safe haven for themselves. Don't really know what happened with that whole situation but I know what happened next pretty damn well. Was headed up to the old ruin of Loc Muinne—the remainin' Kings of the North were holdin' some big summit to determine the future of the North. I wish to all hell I'd been caught up along the way though.

My friend, that summit was the beginnin' of the ploughin' end. As the kings are bickerin' and graspin' and whatnot, a damn dragon comes outta the sky. Turns out the Lodge of Sorceresses, who'd been actin' as royal advisors for all these years, were pullin' the rug out from under their kings! With a dragon they'd enthralled (gods know where), they attacked Loc Muinne. A lot happened that day. Chaos was the only king behind those walls. Eventually, Geralt of Rivia, the master witcher himself arrived on the scene. While the rest of Loc Muinne sorted itself out and counted its dead he tended to the dragon. Last I saw him, he and the beast crashed in the woods outside Loc Muinne.

Folk say he returned and the dragon didn't. Seems only fittin'—lone dragon's no match for a legend like that. Yet again, he'd come on the trail of the Kingslayer. Folk say the Kingslayer and the Lodge of Sorceresses were connected, that they'd hired a renegade witcher by the name of Letho of Gulet to assassinate the kings and leave the land easy pickin's for the Lodge. Geralt and the Kingslayer faced off, from what I hear. But that wasn't the end. Just the beginnin'. A few weeks later...Nilfgaard stormed the shores of the Yaruga and the Third Northern War started. Turns out that the Kingslayer had been a double agent. Sent to 'work for' the Lodge by the Emperor of Nilfgaard. Heh, all a plot to weaken the North for a Nilfgaardian Invasion.

World's Fallin' Apart

(Months Before The Witcher 3)

Now, here we are. Heh, I'm out of the fightin' game but an old merchant can still be useful to rebel forces lookin' to fight the black ones. Nilfgaard's stormed all the way up to Vizima and things are lookin' grim. The age of Skelliger naval defense ended with the death of King Bran. King Radovid of Redania's decided to go to war with his neighbors in Kaedwen and burn mages rather than help Temeria and Aedirn turn Nilfgaard back. On top of that, the plague's still ravagin' the countryside, and people are even talkin' about spottin' the Wild Hunt in the skies.

The War

Right now, the world of The Witcher is falling apart. In just a few months, the events of *The Witcher 3: Wild Hunt* will start playing out and things will get even stranger. But at the moment the biggest thing going on is the Third Northern War. This war makes an amazing backdrop for almost any story. You can be running from the frontline, fighting in the major battles, smuggling gear to resistance fighters, or any number of other things. The only thing you'll have a hard time doing is ignoring it. The Third Northern War changes just about every facet of Northern life and even manages to affect the Nilfgaardians in the far south, who are drafted to fight and must pay increased taxes to fund this massive endeavor.

Geralt of Rivia

INT	6
REF	14
DEX	10
BODY	8
SPD	9
EMP	3
CRA	5
WILL	8
LUCK	3

STUN	8
RUN	27
LEAP	5
STA	40
ENC	80
REC	8
HP	55
VIGOR	7

Geralt of Rivia, Eh? Well there's a hero if I ever hearda one. Ya see witchers ain't too highly thought of around these parts, but Geralt of Rivia's different. Most witchers don't get involved in our affairs. Just sorta pass through town, kill some monsters here and there then move on their way. Heh, hard to get to likin' someone who only shows up to kill and leaves when the killin's done. Geralt on the other hand, this whoreson's name's been on everybody's tongues from Kovir to Nilfgaard. Name a major event in the last few decades and this guy's probably been there. Fought at the battle of Brenna against the black ones, was part of the destruction of Stygga Castle in Nilfgaard—swear he's either lookin' for trouble or he's the unluckiest man alive, heh. Last few years it's been gettin' worse. First off, the whorseon died! Aye, now that's one hell of a trick ain't it? Folks say Geralt of Rivia was killed in Rivia by some blighter named Rob. Course even that can't keep this witcher down, and just a bit later he's back huntin' for a bunch of criminals who raided his home in the Blue Mountains. Leaves Geralt in Vizima where he's gotta clean up the whole mutant mess Jaques De Aldersburg brought down on the city. Then, just last year, Geralt's put on the block for the murder of King Foltest of Temeria, only to escape and go on a hunt for the real killer. Winds up at the summit at Loc Muinne where all hell breaks loose again. There's a dragon and rebel mages, and the whole thing comes down to Geralt again. Guy can't catch a break. Either way. Here he's wanderin' the North lookin' for his lost lady love, Yennefer of Vengerburg and some lass with ashen hair. Wish the best of luck to him.

–Rodolf Kazmer

Skills	
Awareness	9
Riding	4
Spell Casting	8
Alchemy	5
Brawling	6
Dodge/Escape	10
Wilderness Survival	9
Swordsmanship	11
Athletics	10
Small Blades	9
Melee	7
Deduction	8
Crossbow	6
Stealth	8
Intimidation	9
Physique	6
Resist Coercion	8
Resist Magic	6
Endurance	10

Key Skills	
Witcher Training	10
Meditation	10
Magical Source	10
Heliotrope	6
Iron Stomach	8
Frenzy	8
Transmutation	6
Parry Arrows	10
Quick Strike	8
Whirl	8

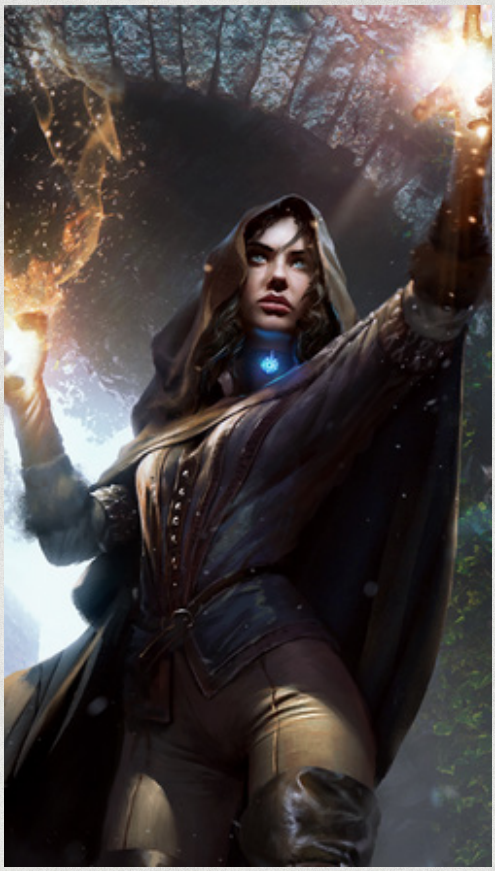
Magic
Yrden Sign
Quen Sign
Aard Sign
Igni Sign
Axii Sign
Magic Trap Sign
Active Shield Sign
Aard Sweep Sign
Fire Stream Sign
Puppet Sign

Gear			
Wolf (Steel Relic)	Moonblade (Silver Relic)	Poniard	Raven's armor (Relic Armor)
Throwing knives (x5)	Hand crossbow	Crossbow bolts (x20)	Exploding bolts (x5)
Belt pouch	Grapeshot bomb (x3)	Samum bomb (x3)	Thunderbolt potion (x3)
Swallow potion (x3)	Wyvern decoction	Katakan decoction	Hanged Man's Venom oil
Alchemy set	Horse w/ saddle (Roach)	Bandolier	Witcher medallion

Yennefer of Vengerburg

Don't know I've ever met anyone who likes Yennefer of Vengerburg. Then again ya don't really need people to like ya to get things done or to get their respect, heh. If you're lookin' for the ploughin' pinnacle of sorceresses, ya found her. They say Yennefer trained under the head-mistress of Aretuza herself, Tessaia de Vries. Guess ya combine that with a ploughin' will of iron and a superiority complex the size of the Sedna Abyss and ya get one hell of a mage. Mostly ya just hear stories about Yennefer. Stories of her castin' spells with just her feet, which is apparently really something, or using mind control to get her way. Folk say her and Geralt of Rivia met in Rinde when she was usin' her magic to try an' tame a goddamned Djinn. Heh, leveled the whole city, but apparently she held it for a good while. Folk say that's when the two of 'em fell in love and they been on an' off ever since. Say on and off since folk also say every few years they have one hell of a rollickin' fight and go off to opposite sides of the Continent for a few years before comin' back to each other and givin' it another shot. Can't blame 'em though. Heh, I've had lovers like that. Funny thing is, accordin' to my sources she died just like Geralt. Same place too. Exerted too much magic tryin' to heal Geralt in that pogrom and died in Rivia. And yet here we are, hearin' word about a woman who seems to fit her description, ridin' just ahead of the front line as the Nilfgaardians come stormin' up from the south. Some people even taken to calling her the Lady of War or the Woman in Black or somethin' equally daft. Say she's an ill omen. That the war'll come to your town if ya see her.

–Rodolf Kazmer



INT	10
REF	8
DEX	6
BODY	7
SPD	5
EMP	6
CRA	8
WILL	10
LUCK	7

STUN	8
RUN	15
LEAP	3
STA	40
ENC	70
REC	8
HP	40
VIGOR	25

Skills	
Human Perception	10
Spell Casting	10
Hex Weaving	10
Ritual Crafting	10
Persuasion	7
Charisma	5
Riding	7
Courage	10
Social Etiquette	8
Seduction	10
Grooming & Style	8
Staff/Spear	4
Resist Magic	10
Resist Coercion	10
Education	9
Awareness	6
Endurance	5
Dodge/Escape	8
Stealth	8

Magic
Dispel
Glamour
Teleportation
Telepathy
Alzur's Thunder
Stammelford's Earthquake
Standing Portal
Mental Command
The Eternal Itch
Magical Barrier Ritual
Telecommunication Ritual

Key Skills	
Magical Training	10
Scheming	10
Grape Vine	8
Assets	9
Reverse Engineer	6
Distillation	7
Mutate	8
In Touch	10
Immutable	8
Expanded Magic	8

Gear			
Crystal staff	Stilletto	Halfling protective doublet	Double woven trousers
Gemstone amulet	Ritual pouch	Fifth essence (x10)	Infused dust (x6)
Chalk (x8)	Makeup kit	Alchemy set	Perfume potion (x1)
Sterilizing fluid (x5)	Numbing herbs (x5)	Horse w/ saddle	Writing kit
Hand mirror	Perfume	Journal	Satchel

Dandelion

INT	7
REF	4
DEX	7
BODY	4
SPD	6
EMP	10
CRA	4
WILL	8
LUCK	10

STUN	6
RUN	18
LEAP	3
STA	30
ENC	40
REC	6
HP	30
VIGOR	0

Never had the pleasure myself of meetin' the famous bard Dandelion. Heh, course I ain't a comely young lass or a gambler's debt collector. Nobody really knows where Dandelion came from. Heh, he's just Dandelion, master poet, constant companion to Geralt of Rivia, and on-again-off-again lecturer at Oxenfurt University where he studied. Probably better traveled than even me at this point. Really made his bones on traveling with and immortalizin' the famous witcher Geralt. Don't really know when the two of them started travelin' together but they've been one hell of a pair. Now if ya believe the tales Dandelion tells, he and Geralt travel around the North solvin' problems and what not. Important part is, the hero of the stories is usually Dandelion, helped out by his loyal friend, Geralt of Rivia. Heh, now I've talked to their friend Zoltan Chivay, and he says that ain't exactly how it works. Geralt's the hero and Dandelion tends to be, heh, more of a tag-along. But they get along well enough from what people say. The bard's probably one of the witcher's only real friends. And he can be handy in a pinch, 'specially when it comes to courts and charisma. Hear he even worked for Temerian Intelligence for a while. These days I hear Dandelion's up in the north in Novigrad. Passed through a few weeks ago and talked with Zoltan. Turns out Dandelion inherited the old Rosemary & Thyme, hell of an old brothel with some fine lasses. Lookin' to turn it into a cabaret from what Zoltan says. Heh, guess it makes sense, a bard's gotta have a place to perform, and with the war on it ain't to safe to be a travelin' poet.

–Rodolf Kazmer

Skills

Chaisma	10
Deceit	9
Performance	10
Language: Elder Speech	8
Language: Dwarven	8
Human Perception	9
Persuasion	8
Streetwise	9
Fine Arts	10
Seduction	10
Social Etiquette	7
Dodge/Escape	7
Grooming & Style	8
Gambling	6
Stealth	5
Education	7
Business	4
Pick Locks	5
Deduction	5

Key Skills

Busking	10
Return Act	9
Raise a Crowd	8
Good Friend	8
Fade	6
Spread the Word	7
Acclimatize	6
Posion the Well	9
Needling	8
Et Tu Brute	7

Magic

NONE

Gear

Poniard	Halfling protective doublet	Double woven trousers	Lute
Encrypted book of lovers	Cologne	Spirits	Fashionable clothing
Writing kit	Journal	Gwent deck (The North)	Secret pocket
Belt pouch	Invisible ink	Makeup kit	Hand mirror
Loaded dice	Thieves' tools	Map of the Continent	Flint & steel

Zoltan Chivay

Zoltan Chivay. Oh boy. Met this old sod a few years ago after the Second Nilfgaardian War and had a few drinks over some old war stories. Turns out we've got a pretty similar history, but then again most dwarves in the North do, heh. Spent some time in the military working with the humans, spent some time on the road as a mercenary, eventually wound up in the trade business. Seems us dwarves are just destined to crack skulls or count coin, heh. Either way, started out, travelin' with a band out of Mahakam, where he met up with Geralt of Rivia, makin' fast friends with the witcher and his companions. Hear they traveled together for a while. When the Second Nilfgaardian War came up he joined up with the Mahakaman Volunteers at Brenna. Heh, probably servin' just a few miles out from my Arbalist Corp. After the war he said he was lookin' to settle down and get married. Courted some young dwarven lass by the last name of Brekenrigg, but it didn't turn out and he went on his way, travelin' with Dandelion to raise his spirits. Last few years, old war dog's been all around the North, fightin' with the Scoia'tael in Vizima, helpin' Geralt hunt down the King Slayer, defendin' the elderfolk in the Pontar Valley. Finally gettin' around to settlin' down in Novigrad, last few months. Dandelion and him got a brothel in Novigrad and they're looking to turn it into some high-flyin' cabaret or something. Guess if they've got the head for business and Dandelion can write all the songs, they could make out pretty well for themselves. Gonna have to play ball with the criminal element of Novigrad though. Swear half that city's run by mobs.

–Rodolf Kazmer

INT	7
REF	8
DEX	7
BODY	10
SPD	5
EMP	7
CRA	7
WILL	9
LUCK	6

STUN	9
RUN	15
LEAP	3
STA	45
ENC	125
REC	9
HP	45
VIGOR	0

Skills

Charisma	8
Small Blades	5
Education	6
Language: Elder Speech	8
Language: Nordling	9
Streetwise	9
Business	9
Persuasion	8
Human Perception	7
Gambling	7
Resist Coercion	8
Swordsmanship	8
Melee	9
Endurance	10
Fine Arts	6
Intimidation	9
Brawling	8
Crossbow	6
Physique	8

Magic

NONE

Key Skills

Well Traveled	10
Options	8
Hard Bargain	8
Promise	7
Rookery	9
Insider	8
Treasure Map	6
Well Connected	9
Fence	6
Warrior's Debt	5

Gear

Dwarven axe	Poniard	Vicovaro blade	Crossbow
Crossbow bolts (x20)	Double woven gambeson	Double woven trousers	Fine art's tools (Jeweler)
Writing kit	Journal	Satchel	Dice poker board
Flint & steel	Horse w/ saddle	Cart	Bedroll
Saddle bags	Bullseye lantern	Merchant's tools	Gwent deck (The North)

Triss Merigold

INT	9
REF	7
DEX	7
BODY	5
SPD	5
EMP	8
CRA	7
WILL	9
LUCK	6

STUN	6
RUN	15
LEAP	3
STA	30
ENC	50
REC	6
HP	30
VIGOR	21

Triss Merigold used to be the sorceress advisor to King Foltest of Temeria. Fine enough mage from everything I heard, but her real claim to fame's her relationship with Geralt of Rivia and her connection to the Lodge of Sorceresses. S'pose we'll get the easy part out of the way first, heh. Geralt's had this long on-and-off-thing with Yennefer for years now and at some point, Triss, who's Yennefer's old school pal, gets warm for Geralt. Course Geralt's pretty much Yennefer's man over half the time, but to the whole rest of the world Geralt and Yennefer are a god calamity waitin' to happen. So Triss thinks it won't be too bad if she snags the witcher when he's fed up with Yennefer and roamin' the world. Seduction happens here and there, maybe a bit of magic, and now Geralt's got Yennefer sometimes and Triss the other times. Don't hurt that after his "death," turns out Geralt's got no memories of his past and so he winds up with Triss, since Yennefer's gone or dead or what have ya. It's all a nightmare waitin' to happen, heh. But besides her romantic life it's her connection to the Lodge of Sorceresses that sets this mage apart. Triss's a skilled mage—even made a spell, "Merigold's Hailstorm"—and was part of the secretive cabal of sorceresses that commited treason against the North. Now, she wasn't in on the treason from what I know, but she's got ties to all those lasses. Heard a rumor lately that she's in Novigrad, gatherin' up all the mages and students from Aretuza to head north for Kovir. Maybe after workin' with the ones who put the Northern mages in danger she's lookin' to save the rest while she still can. Heh, hope so. Definitely some mages that need to die, but not all of 'em.

–Rodolf Kazmer

Skills	
Human Perception	7
Spell Casting	10
Hex Weaving	8
Ritual Crafting	9
Persuasion	7
Charisma	8
Courage	8
Riding	5
Social Etiquette	9
Seduction	9
Grooming & Style	9
Staff/Spear	5
Resist Magic	10
Resist Coercion	7
Education	9
Awareness	8
Leadership	8
Dodge/Escape	8
Stealth	6

Magic
Dispel
Teleportation
Standing Portal
Diagnostic Spell
Aenye
Merigold's Hailstorm
Tanio Ilchar
Urien's Shelter
Hydromancy Ritual
Telecommunicaton Ritual
The Hex of Shadows

Key Skills	
Magical Training	10
Scheming	6
Grape Vine	6
Assets	7
Reverse Engineer	7
Distillation	6
Mutate	4
In Touch	8
Immutable	7
Expanded Magic	6

Gear			
Crystal staff	Dagger	Halfling protective doublet	Double woven trousers
Ritual pouch	Fifth essence (x4)	White myrtle petal (x4)	Pearl (x4)
Lunar shards (x2)	Berbercane fruit x2)	Gemstone amulet	Makeup kit
Perfume	Alchemy set	Satchel	Wives' tears potion (x2)
Talgar's tears (x2)	Pantagran's elixir (x2)	Perfume potion (x2)	Hallucinagen (x2)

Vernon Roche

Next to John Natalis, Vernon Roche is the best human I've ever had the fortune of knowin'. When I was servin' in the Temerian military this man was the one to be. Head of the Blue Stripes, Foltest's own special forces. Heh, probably wouldn't pick me out as an admirer bein' that his group handled the Scoia'tael out in the Temerian wilderness, but hey, not every non-human loves the Squirrels. No, Vernon Roche was a real inspiration for me. Stalwart as a ploughin' brick wall, quick as a whip, and so loyal I'd say he'd probably fight the whole ploughin' black army single-handedly if he had to. Don't know much about where he came from but old army pals say he rose through the ranks pretty quick, made it to special forces and took control pretty soon after. Back before Foltest's assassination, if Temeria needed somethin' done right they sent in the Blue Stripes and it'd get done. Hell, I can't say they weren't ruthless, but when you're dealin' with the kinds of foes we are ya need a son of a bitch to put the enemy in their place. The thing about Vernon Roche is, he always did it for Temeria. Killin' hostages, torturin' enemies, poisonin' camps. All for the good of his country. Heh, didn't do it for the fun of it or to make a point like the black ones. Heard his whole group got executed by that mad bastard Henselt during the siege of Vergen but after the chaos at Loc Muinne I lost track of him. Think he's back in Vizima with Commander Natalis, fightin' the black ones. Then again I heard a rumor about him join' up with the special forces in Redania, the Redanian Reds, so he could keep an eye on the heir to Temeria, Anaïs. Wherever he is, Temeria sure as hell needs him.

–Rodolf Kazmer

INT	7
REF	9
DEX	8
BODY	8
SPD	6
EMP	4
CRA	5
WILL	9
LUCK	4

STUN	8
RUN	18
LEAP	3
STA	40
ENC	80
REC	8
HP	40
VIGOR	0

Skills	
Brawling	7
Swordsmanship	8
Melee	9
Crossbow	8
Small Blades	7
Wilderness Survival	6
Courage	10
Physique	6
Intimidation	9
Dodge/Escape	8
Leadership	8
Tactics	9
Awareness	8
Resist Coercion	9
Riding	5
Streetwise	4
Athletics	6
Stealth	6
Endurance	8

Magic
NONE

Key Skills	
Tough As Nails	10
Extreme Range	7
Twin Shot	6
Pin Point Aim	4
Bloodhound	7
Booby Trap	6
Tactical Awareness	7
Fury	8
Zweihand	9
Shrug It Off	8

Gear			
Mace	Poniard	Kord	Crossbow
Crossbow bolts (x20)	Broadhead bolts (x10)	Bodkin bolts (x10)	Lyrian leather jacket
Armored trousers	Steel armor enhancements	Belt pouch	Chlorophorm (x2)
Rope	Grappling hook	Flint & steel	Waterskin
Rations	Gwent deck (The North)	Pitons (x5)	Bedroll

Iorveth

INT	7
REF	9
DEX	10
BODY	7
SPD	8
EMP	4
CRA	5
WILL	8
LUCK	4

STUN	7
RUN	24
LEAP	4
STA	35
ENC	70
REC	7
HP	35
VIGOR	0

Ugh, the Scoia'tael problem ain't an easy one to solve and here's a fine example. Iorveth's a commander of one of the Scoia'tael commandos of the Pontar River. From what I hear he's a pretty charismatic leader if you're a downtrodden son of a bitch with nowhere to go and no one to trust. He ain't as focused on unitin' the elderfolk and humans as he is on gettin' his vengance on the humans and takin' back the world for the Elder Races. Guess that makes sense considerin' what folk know of his background. Turns out, this revolutionary leader used to be part of the Nilfgaardian Army. Heh, guess he got sick of the abuse in the North and went down to Nilfgaard where he managed to join up with the Vrihedd Brigade, one of most feared cavalry units on Nilfgaard, also all elves. Serves the Nilfgaardians for a while and makes a place for himself in the higher ranks. But after the Second War the Nilfgaardians are forced to hand over the Vrihedd as part of the war reparations. Bunch of 'em get executed and thrown into the Pass of the Hydra but Iorveth and a few others escape. Now he's back in the North leadin' his band of rebels to take their vengeance on the humans and reclaim the "Glory Days." Heh, worst part is, he's well trained in Nilfgaardian battle tactics, so even Vernon Roche's Blue Stripes can't take him down for good. I heard he was at the siege of Vergen but who knows. Things are so chaotic over there I have no idea what's goin' on. Speakin' as a dwarf, I understand where the mad bastard's comin' from. Ain't like I've never seen my share of oppression. But killin' more humans ain't gonna solve it. Maybe he'll have more luck in the Pontar Valley.

–Rodolf Kazmer

Skills	
Brawling	7
Swordsmanship	8
Melee	8
Archery	9
Small Blades	7
Wilderness Survival	8
Courage	10
Physique	4
Intimidation	9
Dodge/Escape	9
Leadership	6
Tactics	6
Awareness	9
Resist Coercion	8
Performance	5
Riding	6
Athletics	7
Stealth	8
Endurance	7

Key Skills	
Tough As Nails	10
Extreme Range	8
Twin Shot	9
Pin Point Aim	8
Bloodhound	7
Booby Trap	6
Tactical Awareness	4
Fury	7
Zweihand	6
Shrug It Off	6

Magic
NONE

Gear			
Elven zefhar	Arrows (x20)	Elven burrowers (x20)	Vrihedd cavalry sword
Dagger	Scoia'tael armor	Flute	Rope
Grappling hook	Belt pouch	Flint & steel	Waterskin
Rations	Pitons (x5)	Cooking tools	Surgeon's kit
Satchel	Bow sheath	Sterilizing fluid (x5)	Numbing herbs (x5)

Letho of Gulet

Sometimes people ask, whaddya do with a soldier when there's no war? Heh, in my case I went back to my real callin', coin. A lot of soldiers are only soldiers 'cause it pays. Witchers on the other hand—oh boy. Can't really go back to bein' a normal son of a bitch when you've been through everything a witcher goes through. Not even thinkin' about the fact that nobody'll trust ya since your'e a mutant. Nah, when nobody's hirin' ya to kill monsters, ya kill humans. There's a rumor that Letho and his King Slayers were working for Nilfgaard, to kill off all the Northern Kings and weaken the North. Emperor offered to bring back the Viper School if they did it from what I hear. Either way, Letho of Gulet's gonna go down in history as the Kingslayer. Assassinated Demavend of Aedirn on his damn party boat, killed Foltest of Temeria at the siege of La Valette castle, and he woulda gotten Henselt of Kaedwen at his camp at the siege of Vergen but his men got interrupted, some say by Geralt of Rivia. Can't say anything about the whoreson myself. Sounds like your average, stoic witcher. What I can say is, he may still be out there. He and Geralt faced off at Loc Muinne but nobody can agree whether Geralt killed the sorry son of a bitch. Apparently the two had some history, traveled together for a while before Geralt lost his memory. Some folks say they fought the damn Wild Hunt together. Seems crazy to me though. If he's still around, the Kingslayer's probably hidin' out. Wanted across all of the North and there's no way the Emperor of Nilfgaard's gonna keep his word and give the Vipers a home in Nilfgaard. Just another pawn in Emperor Emyr's damn chess game."

–Rodolf Kazmer

INT	7
REF	12
DEX	10
BODY	12
SPD	8
EMP	2
CRA	5
WILL	8
LUCK	5

STUN	10
RUN	24
LEAP	4
STA	50
ENC	120
REC	10
HP	50
VIGOR	7

Skills	
Awareness	9
Deduction	5
Spell Casting	6
Alchemy	6
Brawling	6
Dodge/Escape	10
Wilderness Survival	8
Swordsmanship	11
Athletics	9
Small Blades	10
First Aid	5
Human Perception	8
Disguise	6
Stealth	9
Intimidation	9
Physique	10
Resist Coercion	9
Resist Magic	6
Endurance	10

Magic
Yrden Sign
Quen Sign
Aard Sign
Igni Sign
Axii Sign
Magic Trap Sign
Active Shield Sign
Aard Sweep Sign
Fire Stream Sign
Puppet Sign

Key Skills	
Witcher Training	10
Meditation	10
Magical Source	10
Heliotrope	5
Iron Stomach	6
Frenzy	7
Transmutation	7
Parry Arrows	10
Quick Strike	9
Whirl	6

Gear			
Dwarven cleaver	Poniard	Torrwr	Witcher medallion
Blizzard potion	Golden oriole potion	Swallow potion	Werewolf decoction
Grave hag decoction	Arachas decoction	Northern wind bomb (x3)	Devil's puffball bomb (x3)
Throwing knives (x4)	Brigandine	Armored trousers	Alchemy set
Black venom (x3)	Chlorophorm (x3)	Bandolier	Horse w/ saddle

Mechanics

Having already seen the title characters laid out you may be confused about the various statistics, abilities and items presented. We'll be going over all of this in the next several chapters and will explain how you to determine these values for your own character.

Creating Your Own Character

What is a Character?

In the *Witcher* TRPG, your character is the person you inhabit while playing in the game. While it is often a good idea to start out playing characters that are similar to yourself, your character can be just about anybody you want.

Character Creation

The process of building your character is simple, but with a lot of choice and variation so you can make your character as unique as possible. You create your character in seven steps:

1. Pick Your Race

Determine what race you want to play. This is an important step because your race determines both your special abilities and how the average person will react to you.

2. Run a Lifepath

The second step to creating your character is to roll up a **Lifepath**. This series of rolls determines not only what your character is generally like and what they value, but also creates their history. Though this is an optional step, it allows you to flesh out your character and play a game of chance to get bonuses from significant life events. However, in addition to making friends and gaining boons you may also find enemies and incur disadvantages.

3. Pick Your Profession

After you know what race you are and what your life was generally like, you can choose a profession to enter. Your profession will give you a set of **skills**, starting gear and a special **Skill Tree**.

4. Pick Your Statistics

Once you have figured out what you do for a living, you then need to figure out what your core abilities are. Your **statistics** are there to represent the core attributes of your character. How tough they are, how smart they are, how fast they are and so on.

5. Select Pick-Up Skills

After you have picked your stats you can choose your **pick-up skills**. These are skills unrelated to your profession that you have just 'picked up' over time.

6. Get Your Coin

At this stage your character is finished and now you get to outfit them. The first step to this is to use the Starting Coin table to determine how much money you have.

7. Outfit Yourself

After you have your money you can start buying weapons, armor, and gear that your character will need in their adventures.

Races

In the world of *The Witcher* there are four playable races that each have their own abilities and drawbacks. Despite the fact that they are born as humans, witchers are considered a race of their own due to the mutations in their bodies and their unique abilities.

Social Standing

Humans are the dominant species on the Continent. After a series of wars in which the elves and dwarves sided against the humans of the north, the non-human population (**elderfolk**, if you're polite) of the Northern Kingdoms has become a downtrodden group of second-class citizens. Today, race means quite a bit in day to day life. Each race has its own social standing, which indicates how people deal with your character and explains how their reaction reflects in statistics.

Equal

Characters with a social standing of **equal** are seen as peers. They take no penalties to social interactions but gain no bonuses either. People will generally judge them on their appearance and actions rather than their race.

Tolerated

Characters who are **tolerated** are present in society but not really respected or considered equal. They take a -1 to Seduction, Charisma, Persuasion, and Leadership with people.

Feared

Characters who are **feared** are considered frightening to the average person. You only gain the **feared** social standing through mutation into a witcher or horrible scarring. You can gain the standing in specific places based on your actions, but that is decided by the Game Master. A character who is **feared** gains a +1 to Intimidation but a -1 to Charisma.

Hated

Characters who are **hated** are actively despised by most people. They aren't neccesarily outcast, but are often the targets of racial aggression and hate crimes. They take a -2 to Seduction, Charisma, Persuasion, and Leadership with people.

Territory	Humans	Elves	Dwarves	Witchers	Mages
The North	Equal	Hated	Tolerated	Hated & Feared	Hated & Feared
Nilfgaard	Equal	Equal	Equal	Hated & Feared	Tolerated
Skellige	Equal	Equal	Equal	Tolerated	Tolerated
Dol Blathanna	Hated	Equal	Equal	Tolerated	Equal
Mahakam	Tolerated	Equal	Equal	Tolerated	Tolerated

Others of Your Race

It's important to note that you may run into others of your race while in hostile territory. Other members of your race will always treat you as equal unless they have some personal problem with you or members of their own race.

Friendship

Your social standing is designed to indicate how strangers feel about you based on your race. Obviously if you're an elf who has a long-time friend who happens to be a human, your friend won't hate you. The same goes for lovers and, sometimes, in-laws.

Female Witchers

Historically, all known witchers have been male due to the nature of the Trial of the Grasses. However, we leave it to the GM to decide if there are female witchers in a their game.

Dulled Emotions

Due to **Dulled Emotions** a witcher cannot raise their EMP stat above 6.

Witchers

Witchers have been a touchy issue since they were made centuries ago. Heh, but let me tell ya friend, even when they were sought after, nobody really liked 'em. They're raised from human children taken to one of the five Schools of the Witcher. At these witcher keeps, the children go through some kinda gruelin' trainin' proccess that makes 'em into livin' weapons. Fast as hell, trained to fight blind and hunt just about every monster any poor son of a whore's likely to find. After a few years of this they go through a bunch of mutations. One ya hear about most's the Trial of the Grasses. The one witcher I traveled with said only one in four kids survives this whole mess.

The ones that survive are changed. They've got bright cat's eyes and just about no feelin' left in 'em. Heard the emotion part evens out after a while. Hell, the witcher I traveled with even made a few jokes on the road. But from that moment on, they're killers. Reborn for one purpose: killin' monsters. And hell, see a witcher in action and you'll see the payoff of all that hardship. Problem is they're mutants, and if there's one thing people hate it's a mutant. Witchers have barely any charisma left in 'em so most people think they're cold, heartless murderers who'll steal your gold, rape your daughter, and then put a sword in your gut.

–Rodolf Kazmer

Perks

Enhanced Senses

Due to their heightened senses, witchers take no penalties from areas of dim light and gain an inherent +1 to their Awareness skill, as well as the ability to track things by scent alone.

Resilient Mutation

After all of the mutations required to become a witcher, they are immune to diseases and are able to use mutagens.

Dulled Emotions

Thanks to trauma and mutation, a witcher's emotions are dulled. Witchers do not have to make courage checks against Intimidation, but they have a -4 to their Empathy Stat. This cannot bring Empathy below 1.

Lightning Reflexes

After intensive training and mutation, witchers are much faster and more agile than humans. They gain a permanent +1 to their Reflex and Dexterity that can raise both stats above 10.

Elves (The Aen Seidhe)

Elves, or the Aen Seidhe, since ours aren't the only elves out there, are a sad tale indeed. Heh. They came to the world not long before humans, in great white ships from somewhere. Wouldn't call 'em the kindest of the races but they got along well enough with the rest of us. They're not too unlike humans: tall, thin, prone to lookin' down on others. Only difference is their pointed ears, their eternal lives, and their bond with the land. Heh, the elves are at one with nature or somethin'. Lived off the land for generations, foragin' for food and buildin' great palaces. Don't even have sharp teeth after all those years of eatin' berries and plants. Don't get 'em cross though; an elf's hell on the battlefield too. They may not wear much armor but they're hard as frogs in winter to find in the wilderness, and probably the best archers you'll ever see.

–Rodolf Kazmer

Perks

Artistic

Elves have a natural eye for beauty and a talent for artistic endeavours. Elves gain an inherent +1 to their Fine Arts skill.

Marksman

Years of tradition and practice make elves some of the best archers in the world. Elves gain an inherent +2 to their Archery skill and can draw and string a bow without taking an action.

Natural Attunement

Elves have a deep magical bond with nature itself. Elves do not disturb animals, meaning that any beast they encounter is considered friendly and will not attack unless provoked. Elves also automatically find any plant substance rated as commonly availability (or lower) that they are seeking, as long as the substance would occur naturally in the surrounding terrain.

Bonus Skills

When you create your character, you cannot have a skill value higher than 6. As you level up your character, skill values cap out at 10 points. The perks that you gain from your race can raise your skill value above these ceilings. For instance, if you decide to play an elf and put 6 points into Archery right away, your Marksman perk can raise your initial Archery skill value to 7. If you level up that same character, over the course of a game you can raise your Archery skill value to a total of 10 plus the bonus Marksman value, putting you at a +11.

Dwarves

Heh. My friend, rivers dry up, mountains crumble, but dwarves are a constant. We may be short compared to the elves and the humans but we're sturdier than they'll ever be—the definition of barrel-chested! We dwarves have been around for ages, livin' in the mountains and plyin' our trade: forgin'. We're friendly enough when ya get to know us and easy to get along with as long as ya don't piss in our faces. The humans may not love us dwarves, but they need us for our skill and our steel. 'Sides, unlike the damn elves we don't hold an in-born grudge against the humans. We keep to our business and them to theirs. Share a drink here and there. Heh, sadly, madness is spreadin' quick through the North and dwarves are targets now more than ever. Lucky the humans have a hard time pickin' out our women! Never find a prettier lass than a dwarven girl. They say the fuller the beard, the fuller the...well. Ya get my point.

–Rodolf Kazmer

Perks

Tough

Spending much of their time in the mountains and mines, dwarves have naturally tough skin. As such a dwarfs' skin has a natural stopping power of 2. This SP cannot be lowered via weapon attacks or ablation damage.

Strong

Due to their compact frame and propensity for tough, physically demanding professions, dwarves gain a +1 to their Physique skill and raise their Encumberance by 25.

Crafter's Eye

With their eye for fine detail and appraisal it is hard to bluff a dwarf. Dwarves have an inherent +1 to their Business skill.

Dwarven Women

It is difficult to convince dwarves that males of other races do not fully appreciate the "kitten-soft" beards of their women.

–Brandon of Oxenfurt

Northerners

Ugh...Tricky topic, the North. Folk're usually fine enough. Grew up in Maribor. Plenty 'a humans round there. Never had too much trouble. Either way, North's different from the black ones or the Ofieri or the Zerrikanians. Friendly enough once ya get to know 'em but until then it can be rough sleddin'. Rare a Northerner'll hide their intentions though. Heh, if some big Kaedweni bastard wants to cave your face in, you'll know it, trust me! Guess I'd call 'em honest. Traveled the south a bit and it never felt as honest. Too much plottin' and too many fake smiles.

–Rodolf Kazmer

Humans

If I were a worse person I'd vent my spleen and tell ya all the terrible things humans have done to my people and the other elder races. But I'm better than that. Worked with a lot of humans during the Northern Wars. Hell, most of the Temerian army's humans. Humans can be fine folks. They're varied in nature and usually a pretty resilient race. They tend to get swept up in causes and fears pretty easily, though. They're the dominant species on the Continent right now and they know it. Heh. It's easy to speak ill of 'em. They just about destroyed the elder races, wiped out the vran, killed all but a few hundred of the werebbubbs, built their cities on top of elderfolk cities, and depending on where you are they're still killing elderfolk by the score every day. But they're not all bad. Heh, most mages are human and they may destabilize countries and plunge the world into chaos, but they've also made the world better with magic and science. Human are a clever bunch, and in a pinch, a human you know well will probably have your back.

–Rodolf Kazmer

Perks

Trustworthy

In a world where non-humans can't be trusted, humans look more trustworthy. Humans have an inherent +1 to their Charisma, Seduction, and Persuasion checks against other humans.

Ingenuity

Humans are clever and often have brilliant solutions to difficult problems. Humans gain an inherent +1 to Deduction.

Blindly Stubborn

Part of the human race's greatest strength is its willingness to charge forward endlessly, even into truly life-threatening situations. A human can summon up their courage and reroll a failed Resist Coercion or Courage roll 3 times per game session. They take the higher of the two rolls, but if they still fail they cannot re-use the ability to roll again.

Lifepath

In the world of *The Witcher* your early life can be very important. Not only does it tell you what land you grew up in, but also what kind of environment you lived in, what the people around you were like, and even what skills you learned. This is also the point at which you decide which of the three sides of the Third Northern War you hail from. This may not reflect what side you are on now, but it will tell you what you grew up knowing about the conflict and what people will expect of you.

Homeland

Roll	Region
Odd	**Northern Kingdoms** (Go to Northern Origin)
Even	**Nilfgaard** (Go to Nilfgaardian Origin)
Non Human	**Elderlands** (Go to Elderland Origin)

Roll	Nilfgaardian Origin
1-3	**The Heart of Nilfgaard** (+1 Deceit)
4-10	**Vassal** (Go to Vassal Origin)

Race	Elderland Origin
Elf	**Dol Blathanna** (+1 Social Etiquette)
Dwarf	**Mahakam** (+1 Crafting)

Roll	Northern Origin	Vassal Origin
1	**Redania** (+1 Education)	**Vicovaro** (+1 Education)
2	**Kaedwen** (+1 Endurance)	**Angren** (+1 Wilderness Survival)
3	**Temeria** (+1 Charisma)	**Nazair** (+1 Brawling)
4	**Aedirn** (+1 Crafting)	**Mettina** (+1 Ride)
5	**Lyria & Rivia** (+1 Resist Coercion)	**Mag Turga** (+1 Endurance)
6	**Kovir & Poviss** (+1 Business)	**Gheso** (+1 Stealth)
7	**Skellige** (+1 Courage)	**Ebbing** (+1 Deduction)
8	**Cidaris** (+1 Sailing)	**Maecht** (+1 Charisma)
9	**Verden** (+1 Wilderness Survival)	**Gemmeria** (+1 Intimidation)
10	**Cintra** (+1 Human Perception)	**Etolia** (+1 Courage)

Familial Fate

Along the course of your life it's all too common for something to go horribly wrong. After finding out where you grew up roll on these two tables to find out how lucky your family was as you were growing up.

Roll	Family
Even	**Your Family Is Alive and Together** (Go to Parents)
Odd	**Something Happened to Your Family** (Go to Family Fate)

Roll	Parents
Even	**Your Parents Are Alive** (Go to Family Status)
Odd	**Something Happened To Your Parents** (Go to Parental Fate)

Random Chance

While you can choose from amongst these options to craft the specific character you want to play, roll from scratch first one or two times just to see what you'll get.

The Elderlands

As a non-human you can choose to come from one of the traditional homelands of the elder races: the Mahakaman Mountains or Dol Blathanna. This is not mandatory and you can roll on the table for your homeland instead.

Witcher Lifepath

As a witcher you roll on a witcher-specific Lifepath in the "Running a Witcher" Section on pg.237. If you want, you can roll on the Lifepath tables to see what the family you were taken from was like, but they are most likely dead.

Homeland

You can find more information on your homeland in the World section, starting on pg.179. If you rolled Cintra as your homeland you'll have to look under Nilfgaard. Cintra was only captured a few years ago, and many still hold hope of taking it back from Nilfgaard.

The Kazmer Family

Eh, life's never easy for elderfolk growin' up in the North. Heh, had it easier than the elves but it still wasn't exactly a walk in the park. Think most of the reason we didn't get more trouble was my Pa was one tough older dwarf and he made sure everybody knew it. Nah, real problem was my brother, Agoston. Heh, joined the Scoia'tael a few years back. Said he'd had enough with the 'damn dhoine' runnin' roughshod over us dwarves. See where he was comin' from but there ain't no sense in huntin' down innocent humans to get back at the real bastards. Ma agrees with me but Pa's aways been the, uh, 'militant' sort. Heh, really split the family up. Let me tell ya, family reunions ain't no picnic! Ya can count on at at least one broken table and half a dozen crumpled goblets.

–Rodolf Kazmer

Sounds Grim?

If these tables seem somewhat depressing or ominous, remember that in a truly medieval world life is often nasty, brutish, and short.

Family Fate

If you rolled that something happened to your family over the course of your life, roll on the table below. Not everything on this list affects your family directly. Some of the events below involve your interactions with them. These events affect not only your parents but also your siblings. Roll 1d10 or choose below, then go to Parental Fate.

Roll	Northern Status	Nilfgaardian Status	Elderland Status
1	Your family was scattered to the winds by the wars and you have no idea where most of them are.	Your family was indentured for crimes against the Empire or on trumped-up charges. Only you escaped.	Your family were marked as human sympathizers and are not particularly loved in their homeland.
2	Your family was imprisoned for crimes or on trumped-up charges. You were the only one to escape. You may want to free them...or maybe not.	Your family was exiled to the Korath Desert and you likely spent most of your early life struggling to survive in the deadly wasteland.	Your family was ostracized for dissenting opinions and now people won't socialize with you or your family at all.
3	Your family house was cursed and now either crops won't grow or specters roam the halls. It became too dangerous for you to stay in this home.	Your family was killed by a rogue mage who either had a vendetta against your family, or just wanted blood. Either way, you are alone.	Your family died in the Northern Wars. They may have actually fought in the war, or were casualties of war who just happened to get in the way.
4	With so many wars your family's livelihood was destroyed. Your family turned to crime to survive.	Your family disappeared and you have no idea where they went. One day they just up and left.	Your family has been caught in a feud for centuries. You may not remember why this feud started, but it is dire.
5	Your family accumulated a huge debt through gambling or favors from others. You need money desperately.	Your family was executed for treason against the Empire. You were the only one to escape this fate.	Your family was stripped of its title for some reason. You were evicted from your home and left scrambling to survive.
6	Your family has fallen into a feud with another family. You may not even remember why this feud started in the first place.	Your family was stripped of its title for some reason. You were evicted from your home and left scrambling to survive among the un-washed masses.	Your family turned to raiding human settlements early in your life to get food and perhaps strike back at the humans.
7	Due to some action or inaction your family has become hated in your home town and now no one there wants to have anything to do with them.	Your family name was tarnished by a magic relative who flaunted their magical gift disgracefully like a Northern mage.	Your family house is haunted. Most likely this is because your home was the site of many, many deaths during the war against humans.
8	One day everything you had was ripped away by a bandit mob. Your family was massacred, leaving you entirely alone.	You disgraced your family in the eyes of the Empire. Something you did or failed to do has ruined your personal name and harmed your family.	Your family has been split by a human in-law who was brought into your family by a sibling or relative. Some of your family like them and some hate them.
9	Your family has a deep, dark secret that if discovered would ruin you all completely. You can decide what this secret is, or the Game Master can decide.	Your family has a deep, dark secret that if discovered would destroy them and their name forever. You must protect this secret with your life.	Your family was killed by humans who thought they were Scoia'tael. They may have been slaughtered or hung with no court proceedings or trials.
10	Your family has come to despise each other. No one you grew up with will talk with each other any more and you're lucky to get a passing hello from your siblings.	Your family was assassinated. They may have been in the way of someone's plan or they may have been used to get at someone more powerful. Either way, your family is gone now.	Your family is descended from an infamous traitor. It taints your family's interactions with others of the elder races and has made living in the elderland difficult.

Parental Fate

If you rolled that something happened to your parents over the course of your life, roll on the table below. Not everything on this list affects your parents directly. Some of the events below involve your interactions with them, such as having been sold or given away at a young age. Roll 1d10 or choose below, then go to Family Status.

Roll	Northern Status	Nilfgaardian Status	Elderland Status
1	One or more of your parents were killed in the Northern Wars. Most likely your father, but it is also possible that your mother fought or was a casualty.	Your father died in one of the Northern Wars. He may have already been in the military or he may have been conscripted into service during that war.	One or more of your parents were accused of being Scoia'tael. The people around you give your parents sidelong glances.
2	One or more of your parents left you in the wilderness to fend for yourself. Maybe they couldn't afford to keep you; maybe you were an accident.	One or more of your parents were poisoned. This may have been the work of a professional rival, or it may have been to get your parents out of the way.	One or more of your parents turned on your own people and sold out the elder races to the humans. Your parents are unwelcome in your homeland.
3	One or more of your parents were cursed by a mage or due to the intense hatred of someone they encountered. The curse took their life.	The secret police took your parent or parents for 'questioning.' The next week their bodies were found hung in the streets of the city.	One or more of your parents killed themselves out of despair. With no hope of regaining the glory of the past, they gave up and ended it.
4	One or more of your parents sold you for coin, or perhaps traded you for some goods or service. Your parents needed the money more than you.	One or more of your parents were killed by a rogue mage. Most likely they tried to turn the mage in question in to the Empire and paid the price.	While traveling, one or more of your parents fell prey to human racism. They died in a pogrom and their bodies were displayed on pikes.
5	One or more of your parents joined a gang. You saw this gang often and were sometimes forced to work with them.	One or more of your parents were imprisoned for unlawful magic. Maybe they actually commited the crime or maybe it was a setup.	One or more of your parents have become obssessed with regaining the former glory of their race. They sacrifice everything for this cause.
6	One or more of your parents were killed by monsters. It is your decision as to what they may have fallen prey to.	One or more of your parents were exiled to the Korath Desert. Likely they committed a major crime but killing them would cause trouble.	One or more of your parents were exiled from your homeland. There are many possible reasons, from crime to dissenting opinons.
7	One or more of your parents were falsely executed. They may have been a scapegoat for something or just in the wrong place.	One or more of your parents were cursed by a mage. The mage likely had a vendetta against them.	One or more of your parents were cursed. You can decide what this curse is or, the Game Master can decide.
8	One or more of your parents died of a plague. There was nothing that could be done but try to ease their passing.	Your parents simply left you one day. You may not even know why they did it. One day your parents just disappeared.	Your parents gave you to another family so that you could survive, because they couldn't care for you.
9	One or more of your parents defected to Nilfgaard. They may have been given a deal for information or they may just have jumped the border.	One or more of your parents were enslaved. They either commited a crime against the Empire or were set up by a rival.	One or more of your parents joined the Scoia'tael in an attempt to get revenge on the humans who they see as ruining their lives.
10	One or more of your parents were kidnapped by nobles. Likely it was your mother, who attracted the attention of a local lord or his son.	One or more of your parents were sent to the North as double agents. You likely don't even know where they are now, but they're serving the Emperor.	One or more of your parents died in an 'accident'. Most likely they made a powerful enemy that finally found a way to get rid of them.

Which Parent

Roll	Parent
1-4	Father
5-8	Mother
9-10	Both

Brandon's Parents

When I was growing up in Oxenfurt it was quite an open and freewheeling city. There was the ferment of advanced thought everywhere. Every once in a while a professor or student would be arrested for heresy, but other than that, Redanian control was largely unseen. Even though the students were often too poor to buy my father's shoes, it looked like a vital and carefree way of life. When I and my siblings were older and some had perished of the usual childhood maladies, my mother was able to take a job cleaning house for an alchemy professor. I sometimes went with her and saw science all over the floor, walls and ceiling. It was then that I realized my calling was in the humanities.

–Brandon Of Oxenfurt

Non-Human Nobility

You may wind up rolling **Aristocracy** as a non-human living in human territory. In Nilfgaard this isn't much of a problem, since they are more accepting of non-humans. In the North, assume that your family are less *traditional* aristocracy and more highly skilled or prized people in the eyes of the local king.

Nilfgaardian Slaves

Yeah, slavery's pretty common in Nilfgaard. Durin' the last few wars we'd find Nilfgaardian companies draggin' whole villages of folk back down to the south to serve Nilfgaardian lords. Worse, ya'd find plenty of bastards sellin' off their own kin to the black ones. Don't much know what it's like for the unlucky folk who get caught but I can't imagine it's pleasant. Ya mostly hear about the folk who've been "indentured". Fancy term for puttin' criminals into temporary slavery. Turns out if your family commits a crime that ain't too bad but ain't small enough to forgive, ya can be indentured to a lord or lady. It's all temporary of course. Ya live in their servants' quarters, 'work off' your crimes against the Empire. While you're there ya might as well be a slave though.

–Rodolf Kazmer

Family Status

Everyone grows up differently. One man may come of age in a palace, as the son of a king, while another toils as a slave in the vineyard of a wealthy man. Your family status can tell a lot about how you grew up and what kind of person you turn out to be.

Roll 1d10 or choose below, then go to Most Influencial Friend.

Roll	Northern Status	Nilfgaardian Status	Elderland Status
1	**Aristocracy** You grew up in a noble manor with servants to wait on you, but you were always expected to behave and impress. **Starting Gear:** Paper of Nobility (+2 Reputation)	**Aristocracy** You grew up in a manor, training to be well-versed in the world of the court. The luxury was just your incentive. **Starting Gear:** Paper of Nobility (+2 Reputation)	**Aristocracy** You grew up in a palace and were constantly reminded of the glory of the past. You were expected to live up to the legacy. **Starting Gear:** Paper of Nobility (+2 Reputation)
2	**Adopted by a Mage** You were given to a mage at a young age. You lived in comfort but barely saw your caretaker, who was always busy. **Starting Gear:** A Chronicle (+1 Education)	**High Clergy** You were raised among the clergy of the Great Sun. You grew up pious and always aware that the Church would guide you. **Starting Gear:** A Holy Symbol (+1 Courage)	**Noble Warrior** You grew up as a noble warrior's child, expected to rise to your family's reputation and to never dishonor your heritage. **Starting Gear:** Personal Heraldry (+1 Reputation)
3	**Knights** You grew up in a manor where you learned to be a proper lady or lord. Your fate was set from birth. **Starting Gear:** Personal Heraldry (+1 Reputation)	**Knights** You grew up knowing that your duty was to the Emperor, and that all of your luxury was a reward for your eventual service. **Starting Gear:** Personal Heraldry (+1 Reputation)	**Merchants** You grew up among traveling merchants. Life was difficult sometimes but non-human crafts are always valuable. **Starting Gear:** 2 **Acquaintances**
4	**Merchant Family** You grew up among merchants and you were always surrounded by yelling, haggling, and money. **Starting Gear:** 2 **Acquaintances**	**Artisan Family** You grew up in an artisan's shop, learning to craft products for sale around the world. You learned the value of quality. **Starting Gear:** 3 Common Diagrams/Formulae	**Scribe Family** You grew up as the child of scribes, recording and protecting as much elderfolk history as possible. **Starting Gear:** A Chronicle (+1 Education)
5	**Artisan Family** You grew up in an artisan's workshop. Your days were filled with the incessant sounds of creation, and often long. **Starting Gear:** 3 Common Diagrams/Formulae	**Merchant Family** You grew up selling products all around the Empire. You saw all kinds exotic of goods from all around the world. **Starting Gear:** 2 **Acquaintances**	**Entertainers** You grew up singing songs and performing plays. You worked backstage, helped write songs, and fixed instruments. **Starting Gear:** 1 Instrument & 1 Friend
6-7	**Entertainer Family** You grew up with a band of performers. You may have traveled or you may have performed at a theater. **Starting Gear:** 1 Instrument & 1 **Friend**	**Born into Servitude** You were born into servitude and lived in simple quarters. You owned very little and toiled often. **Starting Gear:** A trained bird or serpent	**Artisan Family** You grew up in a family of artisans, visiting ancient palaces for inspiration and spending hours every day on projects. **Starting Gear:** 3 Common Diagrams/Formulae
8-10	**Peasant Family** You grew up on a farm in the countryside. You didn't have much to your name and your life was simple, but dangerous. **Starting Gear:** A Lucky Token (+1 Luck)	**Peasant Family** You grew up on one of the thousands of farms across the Empire. You had little to your name but life was simple. **Starting Gear:** A Lucky Token (+1 Luck)	**Lowborn Family** You grew up in a lowborn family, tending to the manors of others or working small jobs around your home city. **Starting Gear:** A Lucky Token (+1 Luck)

Most Influential Friend

Most people can point to someone they knew in their life who helped shape them. Roll 1d10 or choose below, then go to Siblings.

Roll	Northern Status	Nilfgaardian Status	Elderland Status
1	**A Church** You grew up with influence from your local religion and spent hours a day at church. **Gear:** A Holy Text	**The Cult of the Great Sun** Your greatest influence was the Church. You spent years learning chants and rituals. **Gear:** A Ceremonial Mask	**A Human** Your greatest influence was a human who taught you that sometimes racism is unfounded. **Gear:** A Straw Doll
2	**An Artisan** Your greatest influence was an artisan who taught you to appreciate art and skill. **Gear:** A Token You Made	**An Outcast** Your greatest influence was a social outcast who taught you to always question society. **Gear:** A Bright Colorful Badge	**An Artisan** Your greatest influence was an artisan who taught you to appreciate great elderfolk art. **Gear:** A Small Token You Made
3	**A Count** Your greatest influence was a count or countess who taught you how to compose yourself. **Gear:** A Silver Ring	**A Count** Your greatest influence was a count who taught you how to lead and instill order. **Gear:** A Silver Necklace	**A Noble Warrior** Your greatest influence was a War Dancer or a Mahakaman Defender who taught you honor. **Gear:** A Token of Battle
4	**A Mage** Your greatest influence was a mage who taught you not to fear magic and to always question. **Gear:** A Small Pendant	**A Mage** Your greatest influence was a mage who taught you the importance of order and caution. **Gear:** An Emblem	**A Highborn** Your greatest influence was a highborn who taught you pride and how to comport yourself. **Gear:** A Signet Ring
5	**A Witch** Your greatest influence was a village witch who taught you the importance of knowledge. **Gear:** A Black Magic Doll	**A Solicitor** Your greatest influence was an imperial detective. You spent a lot of time solving mysteries. **Gear:** A Magnifying Lens	**An Entertainer** Your greatest influence was an entertainer who taught you the importance of happiness and beauty. **Gear:** A Playbill or Ticket
6	**A Cursed Person** Your greatest influence was a cursed person who taught you to never judge others too harshly. **Gear:** A Carved Totem	**A Mage Hunter** Your greatest influence was a mage hunter who taught you to be cautious of magic and mages. **Gear:** A Ring with Dimeritium	**A Raider** Your greatest influence was a raider who taught you that you have the right to take what you need. **Gear:** A Satchel
7	**An Entertainer** Your greatest influence was an entertainer who taught you plenty about showmanship. **Gear:** A Playbill or Ticket	**A Man At Arms** Your greatest influence was a soldier who shared stories of danger and excitement. **Gear:** A Trophy of Battle	**A Sage** Your greatest influence was a sage who taught you about the importance of elderfolk history. **Gear:** A Book of Tales
8	**A Merchant** Your greatest influence was a merchant who taught you how to be shrewd and clever. **Gear:** A Coin You Earned	**An Artisan** Your greatest influence was an artisan who taught you to appreciate skill and precision. **Gear:** A Trinket You Made	**A Criminal** your greatest influence was a criminal who taught you to follow your own rules. **Gear:** A Mask
9	**A Criminal** Your greatest influence was a criminal who taught you how to take care of yourself. **Gear:** A Mask	**A Sentient Monster** Your greatest influence was a sentient monster that taught you that not all monsters are evil. **Gear:** A Strange Totem	**A Hunter** Your greatest influence was a hunter who taught you how to survive in the wilderness. **Gear:** A Trophy of a Hunt
10	**A Man At Arms** Your greatest influence was a soldier who taught you how to defend yourself. **Gear:** A Battle Trophy	**An Entertainer** Your greatest influence was an entertainer who taught you to express yourself. **Gear:** A Token from a Fan	**A Lowland Farmer** Your greatest influence was a lowland farmer who taught you how to live happily. **Gear:** A Farmer's Spade

Sentimental Items

The items you get from your friend aren't really meant to be particularly useful. Even the dimeritium in the ring given to you by a mage hunter isn't enough to seriously perturb a mage. The importance of the item is its sentimental value to your character.

Brandon's Mentor

Professor Eudarius, my mentor, was not a man appreciated in his own time. Many history scholars are called to appear at the court of this or that noble. Their primary employment there is the tracing of family lineages. It is a study more profitable than interesting. However Professor Eudarius was fascinated by the history of the werebbubbs. He was extremely knowledgeable and had traveled to the last known secret enclaves of the elusive creatures in the mountains to the east. He also knew a great deal about the private lives and financial dealings of other professors, which stood him in good stead. I learned a great deal from him.

–Brandon Of Oxenfurt

Only Children

If you don't have any siblings and you die, you can come back as a friend. Work with your Game Master to stat out your friend, and remember that you may have to change said friend a bit to fit them into the adventure at hand.

Multiple Rolls

Any time you see a table with multiple headers highlighted in blue, roll separately for each of the headers. This is used to determine many parts of an NPC such as your siblings, friends, or enemies.

Enemies At Home

If your sibling is jealous of you, can't stand you, or wants you dead it's very possible that they may wind up being used as an enemy against you over the course of the game. This sibling isn't considered an enemy right away, but with the right suggestions from outside forces they may come to be a dedicated enemy. If you die and decide to play a sibling that was your enemy you can definitely do it (as long as your GM agrees). It could lead to interesting player dynamics, especially if that sibling was responsible for your first character's death.

Siblings

People on the continent tend to die young, from disease, famine, or just pure violence. This means families tend to be very large to make up for the high death rates. Exactly how large changes from region to region.

Roll 1d10 or choose below.

Roll	Northern	Nilfgaardian	Non-Humans
1	1	1	Elves can have up to 2 siblings. Roll 1d10. On a 1-2 you have one sibling. On a 9-10 you have two siblings. On a 3-8 you are an only child. Dwarves use the Nilfgaardian chart for siblings.
2	2	2	
3	3	3	
4	4	4	
5	5	5	
6	6	Only Child	
7	7	Only Child	
8	8	Only Child	
9	Only Child	Only Child	
10	Only Child	Only Child	

Roll	Gender	Age	Feelings About You	Personality
1	Male	Younger	Wants You Dead	Shy
2	Female	Younger	Can't Stand You	Aggressive
3	Male	Younger	Jealous of You	Kind
4	Female	Younger	No Feelings About You	Strange
5	Male	Younger	No Feelings About You	Thoughtful
6	Female	Older	No Feelings About You	Talkative
7	Male	Older	No Feelings About You	Romantic
8	Female	Older	Likes You	Stern
9	Male	Older	Looks Up To You	Depressive
10	Female	Twin	Possessive of You	Immature

Death & Siblings

Just like the *Witcher* novels and video games, the *Witcher* pen and paper TRPG is dangerous. If you take on a threat far greater than yourself, have a stroke of bad luck, or follow a suicidal plan, there is a very high chance you're going to wind up getting killed off. Since this is a world without resurrection, your character is 110% dead and won't be coming back unless someone uses necromancy to drag your consciousness back into your corpse for a few minutes.

This is where siblings come in! We suggest that if your character dies and they have siblings, you pick up as any one of them. The GM can more easily find a way to fit your sibling into the party, usually via them finding out about their sibling's death. It also stands to reason that if your companions are nice they will be more willing to give a sibling your old character's stuff.

Your Life Events

After you've figured out how you grew up and found your niche, you get to find out what has happened to you over the course of your life. You could get disgustingly lucky and have all sorts of friends, boons, and skill improvements, but you could also get struck by disaster. It's all a toss-up, just like most people's lives. For every full 10 years you've been alive, roll 1d10 on the table below to determine what the most important event of that decade was.

Roll	Event
1-4	Fortune or Misfortune
5-7	Allies and Enemies
8-10	Romance

Non-Humans & Age

All non-humans are incredibly long-lived assuming they aren't killed early. Elves and dwarves can live for hundreds of years if they aren't murdered and they don't succumb to a disease or horrible accident.

Addiction

When you are addicted to something you feel the need for that thing every day. You must roll under your WILL each day you don't get your fix. If you fail, you can think about nothing but getting your fix and take a -5 to all other actions. Every day you don't get your fix you lower your WILL (for the sake of this check) by 1, making it harder and harder to keep making the checks. Any time your addiction is offered to you, you must make a roll under your WILL (modified by the number of days you haven't had your fix) to not partake immediately. You can kick an addiction by going for 3 weeks without indulging in your addiction. You don't need to make *successful* addiction checks, you just can't partake in the addiction.

Fortune or Misfortune

Sometimes your life sits on a knife's edge. A little too much pressure in one direction or the other can send you plummeting into misfortune or tumbling into unforseen blessings. It's a gamble but if you get lucky you can find yourself with unexpected income, new friends, favors, and even status. Just make sure to avoid addiction and insanity.

Roll 1d10. On an even, roll on the Fortune table. On an odd, roll on the Misfortune table.

Roll	Fortune
1	**Jackpot** Some major event or stroke of luck brought you 1d10x100 crowns.
2	**Find a Teacher** You trained with a teacher. Gain +1 in any INT skill or start a new INT skill at +2.
3	**A Noble Owes You** Something you did gained you 1 favor from a nobleman/noblewoman.
4	**Find a Combat Teacher** You trained with a soldier. Gain +1 in any combat skill or start a new combat skill at +2.
5	**A Witcher Owes You** You encountered a witcher at some point and managed to garner a favor from them.
6	**Fell in with Bandits** You fell in with a bandit gang. Once per month you can ask these bandits for 1 favor.
7	**Tamed a Wild Animal** You tamed a wild animal you encountered in the wilderness. Roll 1d10. 1-7: Wild Dog, 8-10: Wolf.
8	**A Mage Owes You** You managed to garner 1 favor from a powerful mage you helped.
9	**Blessed by a Priest** You were given a holy symbol that you can show to people of that faith to gain a +2 to Charisma with them.
10	**Knighted** You were knighted for valor in a random kingdom. In this kingdom you gain +2 reputation and are recognized as a knight.

Roll	Misfortune
1	**Debt** You fell deeply into debt to the tune of 1d10x100 crowns.
2	**Imprisonment** Something you did (or a false acusation) had you imprisoned for 1d10 months.
3	**Addiction** You contracted an addiction. You can choose. See the sidebar for addiction rules.
4	**Lover, Friend or Relative Killed** Roll 1d10. 1-5: They died in an accident, 6-8: They were murdered by monsters, 9-10: They were murdered by bandits.
5	**False Accusation** Roll 1d10. 1-3: The accusation is theft, 4-5: It's cowardice or betrayal, 6-8: It's murder, 9: It's rape, 10: It's illegal witchcraft.
6	**Hunted by the Law** Roll 1d10. 1-3: It's just a few of guards, 4-6: It's an entire small town, 7-8: It's a major city, 9-10: A whole kingdom is after you.
7	**Betrayal** Roll 1d10. 1-3: You are being blackmailed, 4-7: A secret was exposed, 8-10: You were betrayed by someone very close to you.
8	**Accident** Roll 1d10. 1-4: You were disfigured. Change your social standing to **feared**, 5-6: You were healing for 1d10 months, 7-8: You lost a 1d10 months of memory from that year, 9-10: You suffer from horrible nightmares (7 in 10 chance each time you sleep).
9	**Mental or Physical Incapacitation** Roll 1d10. 1-3: You were poisoned; permanently lose 5 HP, 4-7: You suffer from anxiety attacks and must make Stun saves (every 5 rounds) in times of stress, 8-10: You have a major psychosis. You hear voices and are violent, irrational, and depressive. The GM controls these voices.
10	**Cursed** You have been cursed. See the Curse section on pg.230 to determine the details.

Allies & Enemies

Enemies are inevitable. You're going to make them, especially in a world like this. They can really shape your character, especially if you weren't the offended party. Allies, on the other hand, are absolutely indispensable. A good friend can save your life or make things easier on you in tough times.

Roll 1d10. On an even you make an Ally, on an odd you make an Enemy.

Allies

Roll	Gender	Position	How You Met
1	Male	A Bounty Hunter	Saved Them from Something
2	Female	A Mage	Met in a Tavern
3	Male	A Mentor or Teacher	They Saved You from Something
4	Female	A Childhood Friend	They Hired You for Something
5	Male	A Craftsman	You Were Trapped Together
6	Female	An Old Enemy	You Were Forced to Work Together
7	Male	A Duke/Duchess	You Hired Them for Something
8	Female	A Priest/Priestess	You Met While Drunk and Hit It Off
9	Male	A Soldier	You Met While Traveling
10	Female	A Bard	You Fought Together

Meeting Friends

Besides giving you another option when your current character dies, friends can be very useful for plenty of situations in game. You can hunt up your friends for favors, safe places to stay, and allies in particularly tough times. Friends can also be encountered during the plot of your game to give you NPCs that your character already knows and has a rapport with.

How Close Are You?

Roll	Closeness
1	Acquaintances
2	Acquaintances
3	Acquaintances
4	Acquaintances
5	Friends
6	Friends
7	Close Friends
8	Close Friends
9	Inseperable
10	Bound By Bond

Where Are They?

Roll	Region
1-3	The Northern Kingdoms
4-6	The Empire of Nilfgaard
7-9	Elder Lands
10	Beyond the Boundaries

Enemy Power

Your enemy's power as rolled below is more of an abstract. Think of it as a guideline or a starting point for the GM to build a villain based on that type of power. A socially powerful enemy might become very influential in local or world politics, while a enemy with powerful minions may have a troll or a small gang backing them up, and a magically powerful enemy might be a cunning mage or have a powerful magical weapon.

Befriending Enemies

It's very possible that you wind up befriending an enemy. Granted, this is much less likely if your enemy is out for blood, but it's still possible. You may wind up reconciling your differences peacefully or being forced to team up against some larger threat. If this happens and the GM allows it, you can take that enemy off your list of enemies and maybe even move them to your list of friends.

Enemies

Roll	Gender	Position	The Cause
1	Male	Ex-Friend	Assaulted the Offended Party
2	Female	Ex-Lover	Caused the Loss of a Loved One
3	Male	Relative	Caused Major Humiliation
4	Female	Childhood Enemy	Caused a Curse
5	Male	A Cultist	Accused of Illegal Witchcraft
6	Female	A Bard	Turned Down Romantically
7	Male	A Soldier	Caused a Terrible Wound
8	Female	A Bandit	Blackmail
9	Male	A Duke/Duchess	Foiled Plans
10	Female	A Mage	Caused a Monster Attack

Who Was Wronged

It may not be you who was wronged. In this world there are a lot of people playing out a lot of different plans. It's very possible you made an enemy without even realizing. **Roll 1d10 or choose:**

Even: You were the one who was wronged.
Odd: You wronged someone else.

Roll below to see how powerful your enemy is and where their power is focused.

Roll	Power	How Far Has It Escalated?	What Is Their Power?
1	1	They/You Have Mostly Forgotten	Social Power
2	2	They/You Have Mostly Forgotten	Social Power
3	3	They/You Plan to Backstab	Knowledge
4	4	They/You Plan to Backstab	Knowledge
5	5	They/You Will Attack If Encountered	Physical
6	6	They/You Will Attack If Encountered	Physical
7	7	They/You Will Hunt for Revenge	Minions
8	8	They/You Will Hunt for Revenge	Minions
9	9	They/You Are Out for Blood	Magic
10	10	They/You Are Out for Blood	Magic

Romance

Romance isn't exactly uncommon in the world of *The Witcher*, but happy romance is. One-night stands and love affairs that end in death or depression are far more common.
Roll 1d10 below to determine how your romance went for that year.

Roll	Love Affair
1	A Happy Love Affair
2-4	A Romantic Tragedy
5-6	A Problematic Love
7-10	Whores and Debauchery

Whores & Debauchery

Whores and Debauchery means that you spent your time sleeping around, buying whores and perhaps leaving a trail of bastard children in your wake if you weren't careful.

Happy Love Affairs

Enduring joy and true love are a possiblilty. But they are rare. If you achieve it, it's assumed that you are happy together until you roll another romance of a different type. That roll then applies to your current lover.

Romantic Tragedy

Roll	Tragedy
1	Your Lover was captured by bandits some time ago and is still their captive.
2	Your Lover mysteriously vanished one day and you don't know where they went.
3	Your Lover was imprisoned or exiled for crimes they may not have commited.
4	Your Lover was taken from you by a powerful curse.
5	Something got between you and your Lover and you were forced to kill them.
6	Your Lover comitted suicide. You may not know why they did it.
7	Your Lover was kidnapped by a noble and made into a concubine.
8	A rival cut you out of the action and stole your Lover's affection.
9	Your Lover was killed by monsters. It may have been an accident or planned.
10	Your Lover is a mage, a witcher, or a sentient monster, dooming the romance.

Problematic Love

Roll	Problem
1	Your Lover's family or friends hate you and do not condone your romance.
2	Your Lover works as a whore for a living and refuses to give up their job.
3	Your Lover is under a minor curse such as paranoia or horrible nightmares.
4	Your Lover slept around and refused to stop when you found out.
5	Your Lover is insanely jealous and can't stand you being around any possible rival.
6	You fight constantly and nothing can stop it for long. You always descend into screaming.
7	You're professional rivals of some sort. You steal customers from each other often.
8	One of you is human and the other is non-human, making your life difficult.
9	Your Lover is already married. They may or may not be willing to leave their spouse.
10	Your friends or family hate your Lover and do not condone your romance.

Surnames

Northern humans usually have "of x" as their last name. This means human names are usually things like: Olsen of Kerrack or Agnes of Aldersburg. In Nilfgaard, where a dialect of the Elderspeech is the primary language, names are joined with either "Var," which indicates membership in a family or "Aep," which is used like "son of." This gives you names like "Emyr Var Emreis" & "Liam Aep Muir Moss." In some regions you will see variants on this, as in some places in the North and Nilfgaard where "De" or "Van" is used instead of "of," giving us names like "Jacques De Aldersburg" and "Carthia Van Canten." These are generally associated with nobility, however. Comparatively, non-humans usually have surnames like Bibervelt, Chivay, and the like. For most elder races you are reasonably safe to take Welsh surnames, though for dwarves we suggest that you use surnames from more "exotic" regions, such as Hungary and other countries in that region.

Common Names

Names in *The Witcher* tend to vary based on region. Nordling names are generally European while names in the Elder Speech are usually Welsh (or Celtic in the case of some elves). Once again, Skelligers are an exception. Generally Skelliger names are Scandinavian. Dwarves who speak their own languages have more exotic sounding names in general.

Your Personal Style

Every character has their own style that sets them apart. Geralt, whether he's rocking a full beard or friendly muttonchops, always has his white hair, two swords on his back, and well-worn light armor. If you want to take a random crack at style or you're just not sure what your character is like, roll below. Roll once for each column.

Style

Roll	Clothing	Personality	Hair style	Affectations
1	A Uniform	Secretive	Long & Loose	Trophies
2	Traveling Clothing	Rebellious	Cropped Short	Rings & Jewlery
3	Fancy Clothing	Violent	Self-Cut Short	Trinkets
4	Ragged Clothing	Idealistic	Braided	Tattoos
5	Utilitarian Clothing	Contemplative	Long & Wild	War Paint
6	Traditional Clothing	Stern	Bald	Shadowy Cloak
7	Revealing Clothing	Deceptive	Uniformly Short	Bright Bandanas
8	Heavy Clothing	Friendly	Ragged & Messy	Eye Patch
9	Strange Clothing	Arrogant	Complicated Hairstyle	Furs
10	Flamboyant Clothing	Nervous	Shaven Sides	Insignias & Plaques

Values

Roll	Valued Person	Value	Feelings on People
1	A Parent	Money	People Are Tools to Be Used
2	A Sibling	Honor	Our Kind Are Fine but Plough the Rest
3	A Lover	Your Word	People Can Never Be Trusted
4	A Friend	Hedonistic Pursuits	People Have to Prove Themselves
5	Yourself	Knowledge	Neutral
6	A Pet	Vengeance	Neutral
7	A Mentor	Power	People Are Great
8	A Public Figure	Love	Everyone Deserves to Die
9	A Personal Hero	Survival	People Are Hedonistic Swine
10	No One	Friendship	All Life Is Valuble

Example Names

Nordling	Elder Speech	Skelliger	Elven	Dwarven
Olsen	Aelwen	Sigurd	Yaevinn	Rodolf
Dagread	Taliesin	Aksel	Iorveth	Zoltan
Adalbert	Wynn	Laila	Aelirenn	Yarpen
John	Yorath	Ragnar	Filavandrel	Barclay
Agnes	Brynmor	Brynhild	Ge'els	Brouver
Aplegatt	Carys	Olaf	Shiadhal	Golan
Carduin	Deryn	Hakon	Nithral	Rhundurin

Your Profession

In the *Witcher* TRPG, your profession is what you do to make your living. This is what your are best at and determines your basic skill set and starting possessions. Remember, your profession only establishes what you do for a living. Except in the case of magic, it does not limit how good you can be at other things. It establishes where you'll probably want to focus your improvement but does not tie you down. The best example of this is Zoltan Chivay (in the *Witcher* video games). Zoltan, one of Geralt of Rivia's best friends, is a hard-drinking, hard-fighting dwarf who helps hold the walls of Vergen against the forces of King Henselt of Kaedwen. By profession, Zoltan is a merchant and later a tavern owner.

Each profession has five parts:

1. Defining Skill

Each profession has a defining skill. This one skill separates this profession from all of the others—an ability that only a person with years of training in that field can acquire. The defining skill is counted in the profession skill package when buying skills.

2. Vigor

Each profession has a starting allowance of Vigor, which represents how much primal chaos you can channel through your body safely to cast spells, perform rituals, and inflict hexes.

3. Magic Perks

Professions with inherent magic have magic perks. These are spells, incantations, hexes, rituals, and signs.

4. Skill Package

Each profession has a skill package which represents general learning over the course of an apprenticeship.

5. Starting Gear

Each profession has starting gear that you can choose from. This are items that you would probably have and use in your daily life, working in that profession.

Witcher Gear

Witchers' special gear can be found in the Witchers section starting on pg.246.

A Witcher is a Witcher

The Witcher race and profession go together. If you choose one, you must choose the other.

Mage Limitations

The only two races to manifest magic to any great extent are humans and elves. You can only play a priest or a mage if you chose human or elven as your race. Keep in mind, that elves have no established priests in their society so any elven character wishing to play priest must follow a human deity.

Bard

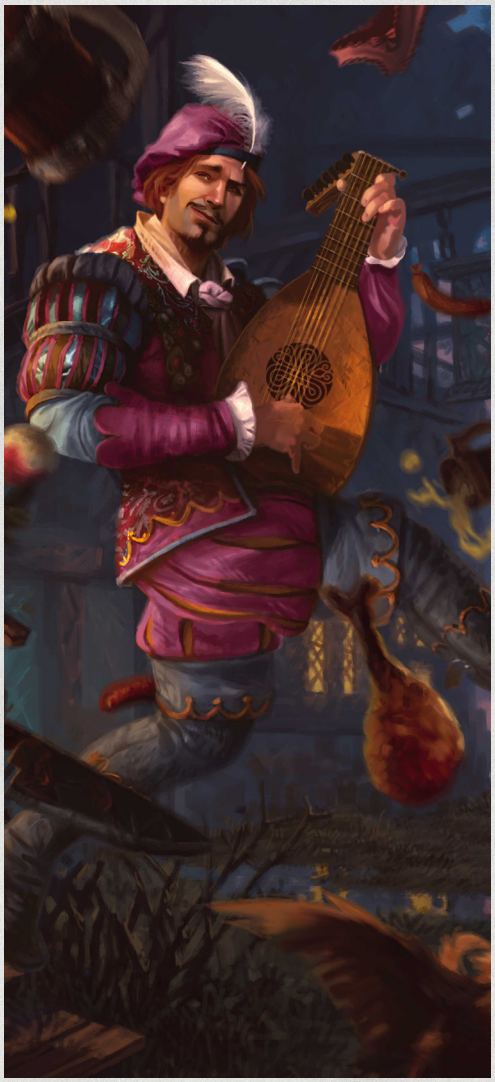
Defining Skill
Busking

Vigor
0

Magical Perks
None

Skills
Charisma
Deceit
Performance
Language (Choose 1)
Human Perception
Persuasion
Streetwise
Fine Arts
Seduction
Social Etiquette

Gear (Pick 5)
Dice poker board
Gwent deck
Hand mirror
An instrument
Flask of spirits
Dagger
Perfume/cologne
Belt pouch
Garter sheath
A journal with a lock



Busking (EMP)
A Bard is a wonderful thing to have around, especially when the party's low on money. A Bard can take an hour and make a **Busking** roll in the nearest town center. The total of this roll is the amount of money raked in by the Bard while they perform on the street. A fumble can lower the roll, and a negative value means that not only do you fail to make any coin but you are also harrassed by the locals for your poor performance, resulting in a -2 to Charisma with anyone in the town for the rest of the day.

"I'm a poet, m'lady. I've come to praise your unearthly beauty, if you'll do me the honor of revealing your full self."

–Dandelion

Heh, ya never know what you're gonna get with a bard. Some of my best memories have to do with bards...and some of the worst binds I've been in are thanks to bards. You might get a bard like the famous Dandelion, the famed adventurer, poet and constant companion of the legendary witcher Geralt of Rivia. A man who traveled the world collecting knowledge and stories, stopping in towns to tell his tales and sing songs of his numerous adventures. These bards are fine. Though let's just say yer never gonna be able to tell what's real and what's a story. Bards are good at manipulatin' the truth where it serves to make them look more impressive. Heh, harmless most of the time.

No, the bards you have to watch out for are the spies and the manipulators. Bards are good at gettin' into people's heads as well as makin' up stories. They'll talk circles around you, pull your strings, and make ya think you're best friends. Then, when ya least expect it you'll find a blade gettin' acquainted with your heart. Not really suprisin' that a lot of bards get chosen by kingdoms to become spies. 'Course then again a good bard can also be a useful resource for just about anyone. Say you need to know about a legend, or maybe you're gonna take a bounty on a dangerous gang leader. A bard's gonna be your best bet to find out who you're huntin', where they'll probably be, and how you should talk to 'em. Heh, like I said, ya never know what you're gonna get with a bard.

–Rodolf Kazmer

Craftsman

"Forget this rubbish! I shall forge you a sword fit for killing gods."
–Éibhear Hattori

Craftsman is probably the second most common profession next to farmer. Well, whores are in there too but ya get my point. Artisans, some people call 'em. Heh, craftsman covers everything from shoemakers to alchemists, but if they're embarkin' on some sort a dangerous adventure they're likely to be a blacksmith or an alchemist. An alchemist is always a good thing to have. Alchemy's a long-established science and there's plenty of useful stuff that only a good alchemist could craft. Acids, super-flammable liquids, bombs, and all sorts of things. Sure, anybody with an alchemy set can make this stuff but only a dedicated alchemist can make it perfectly.

Call it a dwarven bias, but blacksmiths are probably the most respectable craftsmen out there. Spendin' hours over a hot forge, workin' with the sturdiest of materials and the finest precision. A good blacksmith can make a sword sharp enough to puncture the armor of the toughest and largest foes, or armor strong enough to resist a damn troll. Spent some time workin' as a blacksmith in Angren before the Second Northern War and it ain't easy work. When I was in the army, fightin' the black ones, me and some boys were sent to the swamps of Sodden to defend against a detachment of Nilfgaardians. We held up across a river, but after a day of fightin' back and forth, the wet got to my crossbow and the string stretched. Right there on the battlefield, while the others fired their volleys and fought in the muck, a bowyer named Klaus rigged a new string for my crossbow and had me back to shootin' in no time. Owe my life to that man.

–Rodolf Kazmer

Patch Job (CRA)

A skilled craftsman can patch a weapon or armor well enough to keep it working and keep its wearer/wielder in the fight, whether that be by tying a bowstring back together, sharpening the edge of a broken blade or nailing a plate over a cracked shield. By taking a turn to roll **Patch Job** at a DC equal to the item's Crafting DC -3 a Craftsman can restore a broken shield or armor to 1/2 its full SP or restore a broken weapon to 1/2 its durability. Until fixed at a forge, a patched weapon does half its normal damage.

Defining Skill
Patch Job

Vigor
0

Magical Perks
None

Skills
Crafting
Business
Athletics
Endurance
Physique
Streetwise
Fine Arts
Alchemy
Education
Persuasion

Gear (Pick 5)
Tinker's forge
Merchant's tools
Iron long sword
Forging tools
Alchemy set
Hourglass
Small chest
Mace
50 crowns of components
Lock

Criminal

Defining Skill
Practiced Paranoia

Vigor
0

Magical Perks
None

Skills
Sleight of Hand
Pick Locks
Streetwise
Forgery
Deceit
Stealth
Intimidate
Small Blades
Athletics
Awareness

Gear (Pick 5)
Loaded dice
Bullseye lantern
Secret pocket
Thieves' tools
Sleeve sheath
Stiletto
Brass knuckles
Throwing knives x5
Chloroform
Satchel

Practiced Paranoia (INT)

Whether they're an assassin, a thief, a counterfeitter, or a smuggler, criminals all share a practiced paranoia that keeps them out of trouble. Whenever a Criminal comes within 10m of a trap (this includes experimental traps, Man at Arms booby traps, & ambushes) they immediately can make a **Practiced Paranoia** roll at either the DC to spot the trap, the ambushing party's Stealth roll, or a DC set by the GM. Even if they don't succeed in spotting the trap, they are still aware that something is wrong.

"My mark scars the face of our future empress. That is my proudest achievement."
–Stefan Skellen

Criminal's a broad term. Everything from professional safecrackers to part-time assassins. But they're all unified by one thing. Heh, they get caught and it's over for them. No point in lyin', I've dealt with criminals from Kovir to Gemmeria and back. Smugglers, killers, thieves. All shapes and sizes. They can be good people from time to time. Some of 'em just want to survive. The thieves are easy enough to deal with and they come in handy. Cracksman, pickpockets, and cat-burglars, they're the best you can find at breakin' and enterin'. Need to get through a locked gate, need to retrieve a certain item with minimal hassle, a thief's your best option.

Assassins are fine as long as you're not their target. I've known a few in my time. They go by all kinds of personal codes. More than most thieves, I think. All kinds of specifics on who they will and won't kill, what's too risky, what's a cheap job and what's gonna cost ya an arm and a leg. But in the end killin's their business and they're good at it. Used to know an elven girl who carried 16 knives. Can't tell ya where they all were though, heh.

Last as far as I'm concerned are the professional criminals. Gang bosses whose entire business is crime in general. They're the ones to watch out for. The position attracts philanthropic fools robbing the rich to support their communities and lotsa cold-hearted sadistic killers. Always workin' an angle and always looking for the situation that'll come out best for them in the end. Hard not to feel like a piece in a larger game with 'em.

–Rodolf Kazmer

Doctor

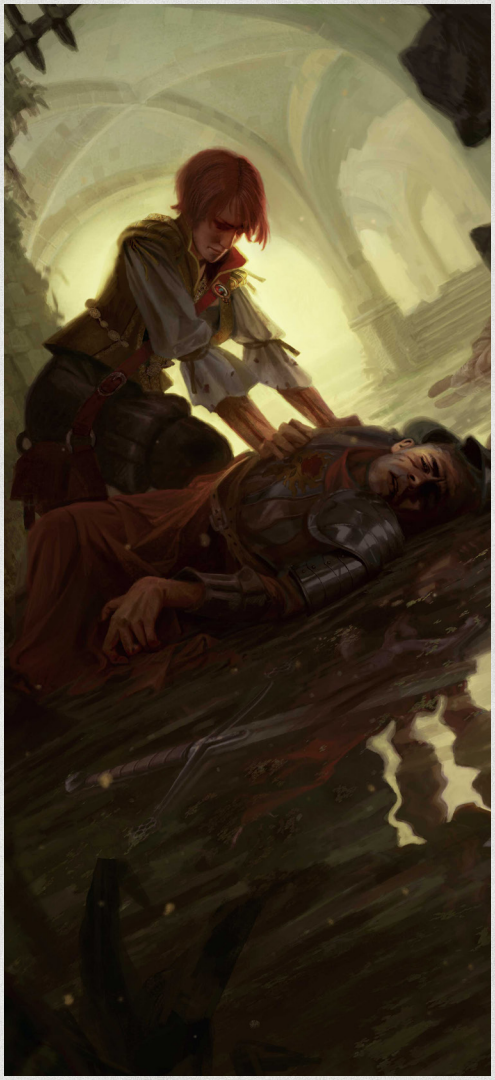
"I'm traveling to Saint Lebioda's hospital in Vizima to help fight the Catriona plague."

–Shani

Heh, anyone who's served any time in an army knows how useful a good doctor can be. My friend, if every wound I had treated by a doctor opened up right now I'd look less like a dwarf and more like a ghoul. I traveled with a doctor from Nilfgaard for a while. Heh, one of the few black ones I can stand. Swear this whoreson could work miracles when he was inclined. 'Course a good doctor, a real one's trained in that sorta thing. Bringin' folk back from the very gates of death. Usin' all that knowledge they get in their fancy academies to identify diseases and wounds and whatnot. Figurin' the best way to fix whatever ails ya.

Good doctor knows herbal remedies too. I sell fistfulls of leaves and roots and whatnot to just about every learned man I run across, but doctors seem to use 'em the most. Heh, poultices and potions and powders and things. All to keep bleedin' and nausea and sickness away. I even heard the really good herablists mix their own concoctions. Seems suicidal to me but what do I know? Mixin' whatever greens ya find and gettin' something useful out of it. Heh, 'course if ya don't find a medicine ya probably find a good enough poison. With all the knowledge of how to fix a person a doctor can do pretty well at breakin' that same person. Knowin' all the right places to cut, how to make the wounds even harder for another poor sod to treat. All kindsa knowledge that I personally would rather never got used for ill. Heh, but I guess in a world like this, even a doctor has to fight back sometimes.

–Rodolf Kazmer



Healing Hands (CRA)

Anyone can apply some ointment and wrap a bandage around a cut, but a Doctor has true medical training which allows them to perform complex surgeries. A Doctor with **Healing Hands** is the only person who can heal a critical wound. To heal critical wounds a doctor must make a number of successful **Healing Hands** rolls based on the severity of the critical wound. The DC of the roll is based on the severity of the critical wound as well. **Healing Hands** can also be used for any First Aid task.

Defining Skill
Healing Hands

Vigor
0

Magical Perks
None

Skills
Resist Coercion
Charisma
Social Etiquette
Courage
Human Perception
Wilderness Survival
Business
Deduction
Small Blades
Alchemy

Gear (Pick 5)
Clotting powder x10
Sterlizing fluid x10
Numbing herbs x10
Surgeon's kit
Writing kit
Hourglass
Candles x10
Blanket
Large tent
Dagger

Mage

Defining Skill
Magic Training

Vigor
5

Magical Perks
5 Novice Spells 1 Ritual 1 Hex

Skills
Human Perception
Spell Casting
Hex Weaving
Resist Magic
Staff/Spear
Education
Ritual Crafting
Social Etiquette
Seduction
Grooming & Style

Gear (Pick 5)
Hourglass
Makeup kit
Belt pouch
Writing kit
Hand mirror
Dagger
Staff
Garter sheath
Journal
100 crowns of components

"Magic is chaos, art, and science. It's a curse, a blessing, and a progression."
–Yennefer of Vengerburg

Mages, magicians, witches. People call 'em a lotta things. Personally I call 'em trouble, but that's just my humble opinion. A mage is just some person who has the ability to tap into the natural magic in the elemental realms. Somethin' people call "Primal Chaos." They go to big fancy schools, mostly Ban Aard and Aretuza in the North and Gweision Haul in the south. I had some, ahem, dealin's with a certain sorceress not many moons ago and she enlightened me in between romps. Said mages were powerful conduits for magical energy as long as they didn't use too much power they could do just about anything with it. Mages with focusin' items like wands or staves or amulets could even regulate all that power to channel even more. Said that at the academies they trained mages to be smart and forward thinkin', usin' magic to further science and improve life for people.

Heh, positive thinkin' I guess. Can't deny that mages did improve things 'round here. Without 'em, probably wouldn't have science as we know it. And for a long time there was a mage serving in just about every king's court. Advisors to royalty, some of the most powerful and influential people in the world. A lot of 'em still have all those tricks and traps fer dealin' with court life. It's half of what makes 'em so dangerous. But then this whole chaos with the Lodge of Sorceresses happened. Now nobody trusts a mage, North or South. My , heh, sorceress friend lost everything thanks to those bloody whores. Now she can't even enter a city in the North without a disguse.

–Rodolf Kazmer

Magic Training (INT)

To qualify as a Mage a magically adept person must pass through the halls of one of the world's magical academies and learn the fundamentals of the magical arts. A Mage can roll **Magical Training** whenever they encounter a magical phenomenon, an unknown spell, or a question of magical theory. The DC is set by the GM, and a success allows the Mage to learn everything there is to know about the phenomenon. **Magical Training** can also be rolled as a form of Awareness that detects magical beings, spells, and hexes.

Man At Arms

"Soldiers think tactically. They know when to strike, when to fall back, when to charge, and when to hold."
–Vernon Roche

Now I know what you're thinkin'. Rodolf, ya wee bastard! Ya fought in two campaigns! Ya must be a man at arms! A soldier to the core!' Ya'd be dead wrong. Yeah, I fought in two campaigns. Scouted in the First Northern War. Arbalist Corps in the Second. I fought at Sodden. Fought at Brenna. I was never good at it. Not like the real soldiers who trained their whole lives for it. I was fightin' because I love my country. Heh, lemme tell ya, lovin' your country and havin' a crossbow doesn't make ya a soldier.

The real soldiers are the men like Vernon Roche and John Natalis. Two of the best damn soldiers I ever met. They knew the ropes and rare got tangled. A man at arms lives combat and breathes conflict. When they aren't at war they're servin' as bodyguards and hired mercenaries. They can be hell on the field, wieldin' their weapons with not an ounce of fear in their bodies. Chargin' at the enemy in the finest plate armor, swingin' a damn sword tall as they are and choppin' the heads off the oncoming cavalry. Drop 'em in the swamps of the Pontar and you'll have yourself a bonifide predator, trackin' elves through the foliage, settin' traps around every corner and readin' every enemy like a damn book. Put a crossbow in a real man at arms' hand and they'll drop a black one with a bolt to the eye from 120 yards. May have been a soldier but I'll never be a man at arms. And trust me, I'm perfectly fine with that.

–Rodolf Kazmer

Tough As Nails (BODY)
True Men At Arms like the Blue Stripes of Temeria and the Impera Brigade of Nilfgaard are hardened soldiers who never give in or surrender. When a Man At Arms falls to or below 0 Health, they can roll **Tough As Nails** at a DC equal to the number of negative Health times 2 to keep fighting. If they fail, they fall into death state as per usual. If they succeed they can keep fighting as if they were only at their Wound Threshold. Any damage forces them to make another roll against a DC based on their Health.

Defining Skill
Tough As Nails

Vigor
0

Magical Perks
None

Skills
Any 5 Combat Skills
Wilderness Survival
Courage
Physique
Intimidation
Dodge/Escape

Gear (Pick 5)
Kord
Spear
Battle axe
Throwing knives x5
Satchel
Chain coif
Brigandine
Armored trousers
Crossbow & bolts x20
Steel buckler

Merchant

Defining Skill
Well Traveled

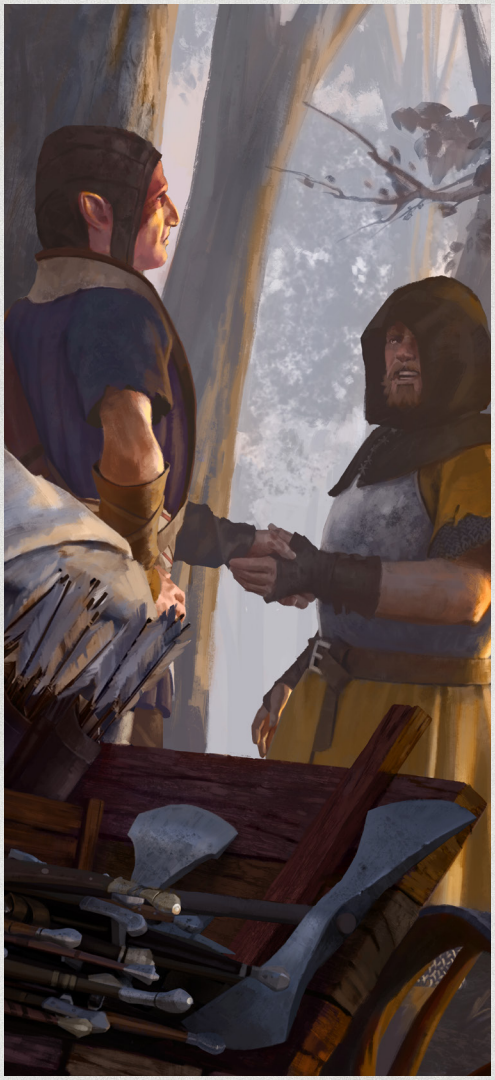
Vigor
0

Magical Perks
None

Skills
Charisma
Small Blades
Education
Language (Choose 2)
Streetwise
Business
Persuasion
Human Perception
Gambling
Resist Coercion

Gear (Pick 3)
Writing kit
Merchant's tools
Large tent
Journal
Crossbow & bolts x20
Dagger

Cart
A mule and a cart with 1000 crowns of common or everyday items



Well Traveled (INT)
Your average merchant makes a living from trade and that trade brings in customers from all around. But a traveling merchant goes to their customers, wandering the roads of the world, and learning from it's people. A Merchant can make a **Well Traveled** roll anytime they want to know a fact about a specific item, culture, or area. The DC is set by the GM and if the roll is successful the Merchant remembers the answer to that question, calling on memories of the last time they travelled through the applicable area.

"Got a buyer in heat for my collection, missin' just three cards."

–Zoltan Chivay

Look around ya. Check your pouches and your satchels and your saddlebags. I'll bet most of what ya have ya got from a merchant somewhere. Probably right, aren't I? Heh, my friend, people discredit merchants, but they don't realize just how important we are.

Merchants bring people the things they need. When a man in Mettina wants a sword from Redania, he can risk his life travelin' up through this vast and deadly world of ours or he can find a merchant. You'll likely never see Zerrikania, but as long as merchant ships come every few months you can have your ivory and your exotic sabers and whatnot. A good merchant is a connection all over the world. We know what we're sellin', where to find it, and how to get it for a steal. Or at least a good bargain. Ya need some information or maybe a favor, find a merchant. I've got friends all over most cities and for a few coins I can learn about just about anythin' anywhere.

Plus the coin. Ah the coin! If you're a half-decent merchant you can turn a profit on just about anything and that means income. Income means more money and money means power. Need to get into a fancy party? A lot easier when you're wearin' the latest fashion and totin' a coin purse the size of a dwarf's fist. Say I don't feel like gettin' my hands dirty? There's always someone willin' to do a dirty job for the right price. A merchant lives or dies by their contacts, their knowledge, and their product. Long as you keep those three things up you'll be golden. And maybe carry a crossbow under the cart seat. Just in case you run across customers unwillin' to haggle.

–Rodolf Kazmer

Priest

"We care for equilibrium, the balance of all things, not just trout populations in streams."
–Hierophant Ermion

Met a surprisingly tolerant priest in Mag Turga once who said 'everyone finds the gods in their own way.' Suppose that's a good way to describe priests in general. There's cultists in the South who believe in a great cataclysm and a new sun, fanatics in the North who worship fire, and some truly darin' mad folk who worship a goddess of life and fertility. Heh, point is, everyone finds a divine somewhere. It's hard to prove your god is the only one, so churches crop up everywhere. Some priests are actually gifted with magic, though they'll never admit they're like those damn godless mages. Heh, ignore any similarities, their magic is given to them by their god and thus it is acceptable. You'll find these priests usually watchin' over towns and cities. Lookin' out for the moral heart of the land and keepin' the people pious and at one with their god or what have ya.

Then again ya have the druids. Nice folk long as you're not a poacher or a downright bastard. They live as one with nature and spend their time preservin' balance. Never had the pleasure of meetin' a druid in person, though I've heard stories. They're rarer these days. A lot of 'em are on the Skellige Isles from what I hear.

Then ya got your radicals and your true cultists. They're the ones to keep an eye out for. Ya never know what a crazy son of a bitch driven by the word of his god is gonna do. Or even worse, what a power-mad priest will drive his subjects to do in the name of their gods. I'd say we're seeing the results in Redania right now. Place's gone mad since the Eternal Fire took over.

–Rodolf Kazmer

Initiate of the Gods (EMP)

The churches of the world are often warm and inviting places, helping their communities and welcoming new converts. A Priest can roll **Initiate of the Gods** at a DC set by the GM at churches of the same faith to get free lodging, healing, and other services at the GM's discretion. **Initiate of the Gods** also works when dealing with members of the same faith, though they will likely be able to offer less than a fully supplied church. Keep in mind that **Initiate of the Gods** doesn't work with members of other faiths.

Defining Skill
Initiate of the Gods

Vigor
2

Magical Perks
2 Invocations
2 Rituals
2 Hexes

Skills
Ritual Crafting
Leadership
Courage
Human Perception
Hex Weaving
First Aid
Charisma
Wilderness Survival
Teaching
Spell Casting

Gear (Pick 5)
Holy symbol
Sterilizing fluid x5
Alchemy set
Surgeon's kit
Hourglass
Dagger
Staff
Clotting powder x5
Numbing herbs x5
100 crowns of components

Witcher

Defining Skill
Witcher Training

Vigor
2

Magical Perks
All Basic Signs

Skills
Awareness
Deduction
Spell Casting
Alchemy
Dodge/Escape
Wilderness Survival
Swordsmanship
Athletics
Stealth
Ride

Gear (Pick 2)
Alchemy set
A horse
Throwing knives x5
A hand crossbow
Double woven gambeson

Special
Witcher medallion
Witcher's steel sword
Witcher's silver sword
Potion formulae x2
Oil formulae x2
Decoction formulae

Witcher Training (INT)
Most of a Witcher's early life is spent within the walls of their keep, studying huge, dusty tomes and going through hellish combat training. Many have argued that the Witcher's greatest weapon is their knowledge of monsters and their adaptability in any situation. When in a hostile environment or difficult terrain, a Witcher can lessen the penalties by half their **Witcher Training** value (minimum 1). **Witcher Training** can also be used in any situation that you would normally use Monster Lore for.

"This world doesn't need a hero. It needs a professional."

–Geralt of Rivia

"Like I said, I traveled with a witcher for a time. I once asked him why he kept being a witcher. Didn't look like he got much out of it. Heh, kids rushin' into their houses and fathers lockin' away their daughters when you enter towns doesn't sound like my kinda job. Suppose I shoulda expected the answer he gave. Didn't really know how to be anything else. Makes sense really. Spend your whole life doin' something like that and ya don't have much else to work with. But it's not all bad. A witcher's still a damn impressive thing. They're great sword fighters—even watched the witcher I traveled with parry a crossbow bolt flying at him. If that doesn't sound insane to ya, ya need to hear it again. That pretty spinnin' style witchers use can really do a number on a slower swordsman too. They get those blades movin' so fast ya can barely keep track of the things. Like a silver flash. If ya survive the swordplay, ya still have to watch out for their damn alchemy. In the old days at least, witchers carried a bunch of potions and oils that could make 'em hell on a battlefield, make 'em even quicker, let 'em heal like werewolves. Then on top of it a witcher's somethin' of a wee mage. Not as powerful as a mage, mind ya, but still capable of magic. They've got these things called Signs, which are special hand-symbols that have magical effects. Heh, a mage would scoff at 'em since apparently they're not even at the level of simple mage spells but they're still impressive. Over all I'd say it's a good thing witchers only hunt monsters. Or at least they used to only hunt monsters."

–Rodolf Kazmer

Your Statistics

Statistics quantify your character's inherent physical and mental abilities: how strong you are, how smart you are, and so on. Below are the nine Statistics, or Stats, in the *Witcher* TRPG. These Stats tell you what your character was born good or bad at. Below those are your Derived Statistics. These are more specific values derived from your core Statistics.

Statistics

Intelligence (INT): For solving puzzles, performing science, deduction, and the like.

Reflexes (REF): For fighting, dodging, and tasks that require fast reactions and accurate movements.

Dexterity (DEX): For ranged attacks and anything that requires hand-eye coordination or balance.

Body (BODY): For things that require great strength, like wrestling and strength feats, or physical endurance, such as resisting disease or fatigue.

Speed (SPD): This represents how fast your character moves. You can use this Stat when trying to outrun other people or determining how far you can move in a given time.

Empathy (EMP): For affairs of the heart and emotions. Seducing and persuading come under this category.

Craft (CRA): For using machinery and creating things with precision. Also for using artillery and setting traps.

Will (WILL): For intimidation, magical checks, and mental endurance checks. Shows your sheer power to keep moving forward and your ability to control magic.

Luck (LUCK): Luck is a pool of points used to change things in your favor. Before you make any skill roll, on your turn or in defense against someone else, you can add Luck. For every point you use you gain +1, but you must choose how many points you use *before* you roll. Your Luck pool refills at the begining of each session.

Derived Statistics

Vigor (See Profession): Your Vigor score is how many points of Chaos you can channel at one time without damaging yourself. If the total Vigor Cost of all the spells you cast in one round is greater than this value you take damage (See Over Exertion on pg. 166).

Stun: Your Stun score represents how hard it is to knock you unconscious or stun you. Non-lethal damage lowers this score, and when it reaches 0 you are knocked unconscious. When forced to make a Stun save, you roll under this number divided by 10, rounding down.
(See the Physical Table)

Run (SPDx3): This is how fast you are when moving at a comfortable run. In one turn you can move a number of meters equal to your Run.

Leap (Run/5): Your Leap score is how many meters you can jump from a running start.

Getting Statistics

There are two ways for you to set statistics. You can either roll randomly or assign points. To roll your stats randomly you roll 1d10 nine times, (re-rolling any 1s or 2s), and allocate those numbers to all nine of your stats. If you opt to use point assignment, your Game Master will give you a number of points to split among your Stats, based on the table below.

Game Type	Points
Average	60
Skilled	70
Heroes	75
Legends	80

Stat Level	Meaning
1-2	Inept
3-4	Everyday
5-6	Competent
7-8	Heroic
9-10	Incredible
11-12	Legendary
13	Superheroic

Bonus Melee Damage

The stronger a fighter is, the harder they can hit. When making melee attacks or throwing weapons you add bonus damage based on your Body. This damage is already factored into your Punch and Kick.

Body	Melee Bonus
1-2	-4
3-4	-2
5-6	+0
7-8	+2
9-10	+4
11-12	+6
13	+8

Rounding

When calculating your Derived Statistics you *always* round down. So a 4.5 is a 4, an 8.25 is an 8, and so on.

Health Points (HP): Your health is the number of points of damage you can take before you go into Death State and start bleeding out. **(See the Physical Table)**

Stamina (STA): Your Stamina represents how much energy you can expend before you become exhausted, whether it is physical effort or the use of magic. It is spent the same way as Health Points. When it runs out, you are exhausted and cannot do anything but recover. Generally 1 minute of intense labor or 1 hour of menial labor spends 2 STA points. Casting spells and making extra actions in combat also drains Stamina. Stamina returns whenever you take a Recover action, which restores as much Stamina as your REC. **(See the Physical Table)**

Encumbrance (ENC)(Body x10): This is how much weight you can carry without being slowed down. When you are encumbered, subtract 1 from your REF, DEX, and SPD for every 5 points you exceed your encumbrance, minimum 1. You can dead-lift 50 times your Body in Kilograms.

Recovery (REC): Your Recovery indicates how much Health you get back with each day of bed rest. To get these points back, someone must perform a First Aid check or a Healing Hands check on you. **(See the Physical Table)**

Punch & Kick (See Hand to Hand Table): Your Punch and Kick represent how much damage you are able to do with a punch or kick. These strikes do non-lethal damage.

Physical Table

(Body+ Will)/2	HP	STA	REC	STUN
2	10	10	2	20
3	15	15	3	30
4	20	20	4	40
5	25	25	5	50
6	30	30	6	60
7	35	35	7	70
8	40	40	8	80
9	45	45	9	90
10	50	50	10	100
11	55	55	11	110
12	60	60	12	120
13	65	65	13	130

Hand To Hand Table

Body	Punch	Kick
1-2	1d6-4	1d6
3-4	1d6-2	1d6+2
5-6	1d6	1d6+4
7-8	1d6+2	1d6+6
9-10	1d6+4	1d6+8
11-12	1d6+6	1d6+10
13	1d6+8	1d6+12

Your Skills

After you get your statistics, you must allocate points into your skills to determine what your character has trained in. Putting points in a skill means that you have trained in this skill. The more points you have in a skill, the more knowledge and experience you have with that skill. Skills can have between 0 and 10 points in them and can never go higher than 10 points. Bonuses like racial modifiers can raise a skill above 10. When first making your character, your skills cap at 6. You can raise them higher as the game progresses, however. For a better idea of what skill values mean in real terms, check out the table in the sidebar.

Your first 11 skills will come from your Profession's Skill Package and Defining Skill. For these 11 skills you will have 44 points to split between them. You must put at least 1 point in each skill in your Skill Package. After you determine your Skill Package, you can choose your Pick Up Skills, skills beyond your profession that you learned over time based on what you do and who you are. You can choose as many or as few as you like as long as you have points to spend in them. You may not raise Profession skills with Pick Up Skill points. You have a number of skill points for Pick Up Skills equal to your Intelligence Statistic plus Reflex Statistic.

Skill Level	Meaning
1-2	Inept
3-4	Everyday
5-6	Competent
7-8	Heroic
9-10	Incredible
11-12	Legendary
13	Superheroic

Difficult Skills

It is important to note that while most skills cost 1 point to raise 1 level, skills that are marked with a (2) next to them require 2 points per level in the skill.

INTELLIGENCE
Awareness
Business
Deduction
Education
Language (2)
Monster Lore (2)
Social Etiquette
Streetwise
Tactics (2)
Teaching
Wilderness Survival

REFLEX
Brawling
Dodge/Escape
Melee
Riding
Sailing
Small Blades
Staff/Spear
Swordsmanship

DEXTERITY
Archery
Athletics
Crossbow
Sleight of Hand
Stealth

BODY
Physique
Endurance

EMPATHY
Charisma
Deceit
Fine Arts
Gambling
Grooming and Style
Human Perception
Leadership
Persuasion
Performance
Seduction

CRAFT
Alchemy (2)
Crafting (2)
Disguise
First Aid
Forgery
Pick Lock
Trap Crafting (2)

WILL
Courage
Hex Weaving (2)
Intimidation
Spell Casting (2)
Resist Magic (2)
Resist Coercion
Ritual Crafting (2)

Rodolf on Alchemy

Y'know, tried alchemy once. Rough time of it though. Heh, swear to all the gods I'm lucky I'm still alive. Alchemy's a tough nut to crack. Mostly 'cause of all the measurin' and waitin' and whatnot. Here I am, measurin' out tiny spoonfuls of calcium equum and little slices of mandrake root. Boilin' 'em for exactly 45 minutes and lettin' 'em steep for exactly 25 minutes. Couldn't bring myself to drink the thing in the end. Looked like a murky lake bottom. Heh, woulda poured it out the window but I spilled a drop and it ate through my shoe...

–Rodolf Kazmer

"Base"

The term **base** is used to describe your appropriate Statistic plus your skill level. When rolling a skill check you add this base to your die roll.

Home Language

You are considered fluent in the language of your homeland. This means that you start with a +8 in your own home language. If you are from Nilfgaard, Dol Blathanna or Skellige you speak the Elder Speech, though they are separate dialects (see Dialects). If you are from the North you speak Common Speech. If you are from Mahakam you speak Dwarven.

Dialects

Technically the Elder Races, the Nilfgaardians, and the Skelligers all speak different dialects of the Elder Speech. For the sake of simplicity these are treated as one language. If you want to get into the fine detail of this, you can treat your points in Elder Speech as 2 points lower when dealing with a different dialect of the Elder Speech.

Skill Descriptions

INTELLIGENCE

Awareness: Noticing things or spotting abnormalities in your environment. At a base 10 you are a relatively aware person, noticing people walking by you and large changes in the environment. At a base 13 you are very aware, noticing small changes in the environment and hearing an average person trying to be stealthy. At a base 16 you are acutely aware, able to pinpoint minute changes in your environment and rarely taken by surprise. At a base 20 you are hyper-aware and nearly nothing happens in your environment without you noticing. Even invisible creatures have a hard time sneaking by you.

Business: Starting and operating a business. At a base 10 you can manage a basic lemonade stand. At a base 13 you could probably run a tavern and not go out of business. At a base 16 you are a successful businessman who has probably run businesses in the past and rarely makes mistakes. At a base 20 you are a master of business, capable of running not just a business but a mercantile empire.

Deduction: The skill of deducing a conclusion from clues given to you. At a base 10 you often get hunches that point you in the right direction. At a base 13 your hunches are usually right and you can back them up with logical reasoning. At a base 16 you generally can find what has occurred or what may occur with only a few clues. At a base 20 your deductions are almost never wrong and you can find answers with the barest of clues.

Education: The level of formal education you have received. At a base 10 you have basic knowledge, the amount you would get from a parent explaining the world to you. At a base 13 you probably mentored under someone or attended one of the few schools around where you lived. At a base 16 you collect knowledge, probably having gone to Oxenfurt or another such college. At a base 20 you are a highly educated individual who stumps college professors and mage advisors.

Language (2): Skill in speaking a specific language. The languages that can be learned via Language are Common Speech (the language of the Northerners), Elder Speech (the language of the Nilfgaardians, Skelligers, and non-humans besides dwarves), and Dwarven (the language of the dwarves). At a base 10 you know the basics of a language and can read it slowly; when you speak your accent is atrocious and you are slow and ponderous. At a base 13 you know the language well enough to read, write, and speak it but some technical words and slang elude you. At a base 16 you are totally fluent in the language and can even work out some dialects. At a base 20 you are not only fluent in the language but you know all dialects and ancient forms of the language.

Monster Lore (2): Skill in discerning information about monsters. At a base 10 you can tell a nekker from a ghoul. At a base 13 you know generally which monsters fit into what classifications. At a base 16 you are well-versed in the various weaknesses and strengths of all common monsters. At a base 20 you rarely encounter a beast you can't analyze in a matter of seconds and even a witcher would be proud.

Social Etiquette: Blending in at social functions and not making a fool of yourself in polite company. At a base 10 you know how to address nobility and can act properly when in a fancy neighborhood. At a base 13 you can attend social gatherings and not stick out like a sore thumb. At a base 16 you appear dashing—a cavalier, knowledgeable in all laws of society, fitting in with ease. At a base 20 you know even the unspoken rules of the highest courts and could probably impress the Emperor of Nilfgaard himself.

Streetwise: Knowing the streets. This skill is less about knowing a geography and more about knowing how certain areas operate. At a base 10 you have enough knowledge to avoid muggers and know where the nice parts of a city are. At a base 13 you can generally pick up what factions hold sway in an area and why. At a base 16 you can glean a phenomenal amount about an area from studying it, identifying the important people in the city and their relationships with ease. At a base 20 you are able to assess a whole town easily, picking up enough to make you effectively a local.

Tactics (2): Anticipating enemy movements and planning accordingly. At a base 10 you can figure out the basics of an untrained mob's combat plan. At a base 13 you could probably lead a small battalion of men successfully and could rout an enemy force of equal size. At a base 16 you could be placed in charge of a mercenary band and be a major military force, adapting to all kinds of situations with knowledgeable leadership. At a base 20 you could be a full-on military general, leading whole armies with the tactical and strategic knowledge to win the day against even unspeakable odds.

Teaching: The skill of explaining skills to others. This skill is not required to teach other skills, but it makes it a lot easier. At a base 10 you can walk a person through a basic demonstration, though they may not always understand. At a base 13 you can teach the basics of a skill to a diligent pupil with no issues. At a base 16 you could teach even uninterested students the higher levels of a skill with time. At a base 20 you are master of teaching and can connect with anyone. Your lessons immediately make sense and rarely ever have to be repeated.

Wilderness Survival: Surviving outdoors and tracking prey. At a base 10 you know how to make a fire, what common plants are poisonous, and how to follow a trail. At a base 13 you could survive in the wilderness alone with some discomfort and you could earn a living hunting. At a base 16 you could be a hermit or a ranger, living in the wilderness with ease. At a base 20 you know almost everything about the wilderness. There's no natural environment that you couldn't adapt to and no prey that can avoid you.

REFLEX

Brawling: The skill of fighting hand to hand with fists, feet, and the like. At a base 10 you are a competent fist fighter and probably could win an average fight. At a base 13 you are a skilled fist fighter and will generally beat any common bar room brawler. At a base 16 you are very skilled at hand-to-hand combat. You know many techniques for physical combat and can beat even military combatants. At a base 20 you are a master of hand-to-hand combat and can beat almost anyone barehanded. You can even stand up against armed warriors.

Dodge/Escape: Dodging attacks and missiles and escaping from holds and grapples. At a base 10 you can dodge telegraphed attacks and escape from weak assailants. At a base 13 you can dodge a spear if you can see it coming and you know how to escape from basic holds. At a base 16 you can dodge missiles such as arrows and crossbow bolts if you can see them coming. At a base 20 you can dodge even things you aren't completely aware of and can escape from all sorts of holds.

Melee: Using weapons such as whips, bludgeons, and axes. At a base 10 you can reliably wield melee weapons. At a base 13 you can swing an axe with enough skill to match professional soldiers. At a base 16 you can rival hardened veterans in melee combat. At a base 20 you are a master of melee who can take on multiple assailants at once.

Riding: Riding horses, and in some cases riding other animals or even monsters. At a base 10 you can ride a trained horse and not

Foraging

Wilderness Survival can be used to forage for just about anything you can find in the wilderness. Foraging for food is usually pretty easy, as you can see from the table below. But you can also hunt for alchemical ingredients and crafting components. The specific foraging DCs are mentioned, starting on pg.143 in the Crafting section

Forage DC	Location
10	Forests
12	Plains
15	Caves
14	Coast
18	Desert
14	Mountains
20	Tundra

Crossbows

Lotta folk can't figure why ya'd want a crossbow if ya can have a long bow. Don't blame 'em. Used a crossbow since I was a wee sprout and it's always been my weapon of choice. Ya see, it takes strength to draw a bow. Strength, a steady hand, a good eye, and plenty of stamina. Crossbow on the other hand, nice and simple! Machinery to pull the draw for ya, a straight sight to look down, and a comfortable grip to hold onto. Plus ya can keep the thing at full draw long as ya want. Great for pickin' off targets from the shadows. I'll admit, though, they ain't too fast. Heh, remember durin' the Second Northern War, I was sittin' pretty in front a chargin' knight. Shot his horse out from under him but I coudn't get another bolt loaded before he was on me. Heh, ever beaten a man to death with a crossbow? It ain't easy.

–Rodolf Kazmer

fall off. At a base 13 you can ride well enough to jump small obstacles and race. At a base 16 you can handle wild horses and ride bareback without too much issue. At a base 20 you can do trick-riding and even attempt to ride more dangerous beasts.

Sailing: Sailing ships and controlling maritime vessels. At a base 10 you can sail in calm weather. At a base 13 you can handle rough weather and avoid obstacles with ease. At a base 16 you can maneuver in the open ocean and escape sirens and drowners. At a base 20 you can sail a ship through the most dangerous storms with minimal damage.

Small Blades: Using light weapons such as daggers and cleavers. At a base 10 you can reliably wield small blades. At a base 13 you are a professional and can wield small blades with enough skill to match an assassin. At a base 16 you can rival hardened veterans in knife fights. At a base 20 you are a hardened veteran who can take on multiple assailants at once.

Staff/Spear: Using long weapons such as staves, pole axes, and spears. At a base 10 you can reliably wield pole arms. At a base 13 you are a professional and can wield a pike with enough skill to match professional soldiers. At a base 16 you can face cavalry charges without flinching. At a base 20 you are a one-person wall of wood and steel.

Swordsmanship: Using swords. At a base 10 you can reliably wield swords. At a base 13 you are a professional and can take the field. At a base 16 you win most duels you fight. At a base 20 you are a hardened veteran who cuts a swath through the field.

DEXTERITY

Archery: Firing a bow and arrow. At a base 10 you can string and fire a bow with some accuracy. At a base 13 you are as skilled as any battlefield archer and you can fire in combat with good accuracy. At a base 16 you can hit most targets and quickly make shots that most average archers would consider difficult. At a base 20 you are a master archer and you can hit almost any target, no matter the range or size.

Athletics: The skill required for climbing, balancing, thrown weapons, and such. At a base 10 you can climb craggy rock surfaces and hit stationary targets. At a base 13 you can scale buildings fairly easily and can fight on slanted rooftops. At a base 16 you can walk tightropes and throw daggers and the like at chinks in armor. At a base 20 you can perform acrobatic stunts on tightropes, fight on ceiling beams, and climb anything that isn't greased.

Crossbow: Firing a crossbow. At a base 10 you can string and fire a crossbow with some accuracy. At a base 13 you are as skilled as any battlefield arbalist and you can fire in combat with good accuracy. At a base 16 you can hit most targets and quickly make shots that average arbalists would consider difficult. At a base 20 you are a master arbalist and you can hit almost any target, no matter the range or size.

Sleight of Hand: Performing stage magic tricks, making small things disappear or appear, pickpocketing and slipping things into people's pockets. At a base 10 you can do simple tricks such as slipping things out of your pocket as if they just appeared. At a base 13 you can reliably pickpocket people without them knowing. At a base 16 you can slip things into observant people's pockets, slip small objects out from under people's noses and such. At a base 20 you can make larger objects disappear, even things like swords and small animals.

Stealth: Moving silently through your surroundings and acting without being perceived. At a base 10 you can sneak by sleeping guards without waking them. At a base 13 you can sneak by guards and quietly draw weapons without people noticing. At a base 16 you are as stealthy as a trained assassin and are rarely caught when you're sneaking through an area. At a base 20 you can infiltrate secure buildings with ease, sneak by alert guards, and draw blades directly behind people without being caught.

BODY

Physique: Lifting, tearing, and bending heavy and tough objects. At a base 10 you can lift large people up over your head and break wooden bars. At a base 13 you can rip thin books in half, crush wooden boxes, and bend thin bars. At a base 16 you can snap manacles and break rusted metal. At a base 20 you can bend prison bars and dent metal.

Endurance: Enduring fatigue, or the pain of torture and drugs. At a base 10 you are tough, able to perform forced marches and stand up to the pain of a long bar brawl. At a base 13 you have hardened your body to the pain of torture and can stand up to amateur interrogators. At a base 16 you are mentally strengthened beyond the resolve of most interrogators and can march for days with minimal food and water. At a base 20 you are one tough son of a gun, scoffing in the face of seasoned torturers and surviving more than the body should be able to under the hardships of harsh climates and supply shortages.

EMPATHY

Charisma: Getting along with people. At a base 10 you can make friends pretty easily at your local tavern. At a base 13 you are a likeable person and it's pretty rare for you to make enemies. At a base 16 you are the life of the party and it's hard for anyone to stay mad at you for long. At a base 20 you could convince a raging troll to sit down for a pint over a game of gwent.

Deceit: Lying and conniving. At a base 10 you can generally lie about having taken an extra helping at dinner or convince peasants you weren't spying on them. At a base 13 you are a fairly practiced liar and can lie about most anything without too much of a tell. At a base 16 you can conceal your tells very well and can bluff even city guards convincingly. At a base 20 you are a master of deceit and you could lie your way out of an interrogation by the Nilfgaardian Impera Brigade.

Fine Arts: Creating works of art, from painting to song writing to glass-working. Each time you take this skill you must specify what fine art you are training in. At a base 10 you have practiced this skill before and can create artwork. At a base 13 you are skilled in your craft and can make art impressive enough to be bought at market. At a base 16 you are a seasoned artist and can support yourself entirely by creating and selling art. At a base 20 you are a supremely talented artist and a king or emperor commissioning you is not out of the question.

Creating Art

We leave what you can create and how much you can sell it for to the Game Master's discretion. Obviously the better the roll, the more the art piece is worth at market.

Growing Up Poor

If one had little money, and less popular regard, one had the choice of becoming a cutpurse or a bard. Having no musical talent, I found many other small sources of income. Some I have mentioned earlier. For a short time I was a messenger boy and spy for several bards that frequented The Chicken and Fox. I learned to dodge thrown objects, improved my penmanship, and learned much of the seamier side of the nobility. I learned to hire myself out as a guide to country bumpkins who came to Oxenfurt and to always get paid up front. Where those people wound up as a result of my guidance I have no idea.

–Brandon Of Oxenfurt

"Human" Perception

Human Perception is used to gauge the emotions and thoughts of another sapient creature. Despite being called Human Perception, it can be used to gauge humans, elves, and dwarves as well as other non-human races and sapient monsters. When attempting to use Human Perception on a race other than your own you take a -2.

Style Across The Continent

Styles vary across the Continent. In the Northern Kingdoms bright colors, impressive jewelery, and make-up are very common. Men often have prominent facial hair and women grow their hair long, often putting it in plaits. Comparatively, in the Empire of Nilfgaard elegance is valued above all. Nilfgaardian style is smooth and simple with predominantly a black and white color palette. Men are expected to shave their faces or maintain a well-trimmed moustache or beard. Merchants from Zerrikania and Ofier are noted to wear silken robes with brilliant filigree as well as the pelts of exotic animals.

Gambling: Counting odds, calculating risks, and earning money by gambling. It's important to note that while dice poker requires Gambling, gwent require Tactics. At a base 10 you can generally figure out odds and win against new gamblers. At a base 13 you can win against most average people. At a base 16 you can swindle most people out of their money and are often accused of cheating. At a base 20 you are known across cities and in most of the underground as a master gambler.

Grooming and Style: Grooming yourself and arranging your outfits to make an impression. At a base 10 you are a pretty fashionable person. At a base 13 you could work at a fairly nice salon in Novigrad or the capital of the Empire of Nilfgaard. At a base 16 when you put the effort into it you can look as good as many sorceresses. At a base 20 you could be stylist to a noblewoman, arranging outfits that people talk about for months.

Human Perception: Reading people's emotions. At a base 10 you are an empathic person and people often come to you to vent their problems. At a base 13 you can read most people with ease. At a base 16 you can spot even subtle discomforts and often know when people are lying. At a base 20 you could be a true empath, assessing people with a single glance.

Leadership: The skill of rallying people under your banner, or just taking control of a situation and getting people to do your bidding. At a base 10 you are confident, and in emergency situations people will generally follow your orders. At a base 13 you are a well-versed leader and can manage a small group of people effectively. At a base 16 you can lead a large group of soldiers with no one questioning your command. At a base 20 you could lead the armies of the North with your name going down in history.

Persuasion: Convincing people to agree with you or do something you want them to do. At a base 10 you are a fairly persuasive person and you rarely have to buy the next round at the tavern. At a base 13 you can convince guards to let you go for minor crimes such as trespassing. At a base 16 you can debate in the halls of Oxenfurt. At a base 20 you are a rhetorical powerhouse and could even convince King Radovid the Stern to spare a mage.

Performance: Playing instruments, singing, and acting. Each time you take this skill you must specify a form of performance. At a base 10 you can play basic songs and perform on stage. At a base 13 you can not only perform but generally impress crowds you perform for. At a base 16 you draw crowds and can play songs on the fly. At a base 20 you would be summoned to perform for kings and emperors.

Seduction: Seducing people and performing in bed. At a base 10 you are flirtatious and you've had some practice in bed. At a base 13 you can flirt with ease and grace, and get compliments in bed. At a base 16 you could work at a high-class brothel and make a killing. At a base 20 you often find yourself tripping over admirers and when you take a person to bed, they definitely remember you.

CRAFT

Alchemy (2): The skill of creating potions, oils, decoctions, and more. At a base 10 you dabble with the science of alchemy and can create basic things like chloroform with ease. At a base 13 you are a full-blown alchemist and can even create witcher's oils and potions. At a base 16 you are a seasoned alchemist and can craft alchemical remedies even without a standardized alchemy set. At a base 20 you a master chemist. You can create any chemical in the book as well as witcher decoctions.

Crafting (2): Making and fixing weapons and armor. At a base 10 you can craft basic shields and daggers with ease. At a base 13 you can make swords and chain mail that will see soldiers through combat. At a base 16 you make swords that people covet and are notable enough to etch your name on the blade. At a base 20 you are sought after, able to craft some master grade items with relative ease.

Disguise: Disguising yourself or another as someone else. At a base 10 you are pretty good at hiding someone's identity. At a base 13 you can make over yourself or others for a particular role, such as a specific culture or profession. At a base 16 you can disguise yourself well as a specific person. At a base 20 you are a master of appearances and can disguise yourself or others as anyone, including other genders and races, with uncanny accuracy.

First Aid: Stopping bleeding, setting broken bones, and tending to poison. At a base 10 you can tie a tourniquet and generally know what to do in medical emergencies. At a base 13 you are skilled at first aid and can treat most small wounds with ease. At a base 16 you are a pretty seasoned bonesaw and can prepare multiple patients to be transported to a surgeon quickly. At a base 20 you may not be able to perform full-on surgery but you can easily bring people back from the gates of death in seconds.

Forgery: Falsifying documents and official papers. Forgery also applies to counterfeiting coins. At a base 10 you can imitate official papers or coins but you shouldn't use them in large cities where they are more likely to be examined. At a base 13 you can create coins that would be accepted by most merchants and can falsify official papers that don't require a specific person's seal. At a base 16 you are a great forger and can create most documents, even those that require specific seals. At a base 20 you are a master forger and are probably wanted in at least a few cities for spreading false documents and destabilizing economies with false coin.

Pick Lock: Opening locks without a key. At a base 10 you can break cheap locks without much problem. At a base 13 you can break into most average houses and crack simple locks. At a base 16 you can open bank vaults, given time. At a base 20 you can crack the most complex locks and can open many locks with little time and makeshift tools.

Trap Crafting (2): Creating makeshift traps and disabling traps. The DC to notice and dodge the trap is based on your Trap Crafting roll. The trap can either grapple an opponent or cause an amount of damage to them equal to 1d6 per 2 points of Trap Crafting. At a base 10 you can build a pit trap and put some stakes at the bottom of it. At a base 13 you can build rope traps that will ensnare your opponent and more complicated traps. At a base 16 you can hide multiple traps in a wilderness area with ease. At a base 20 you can hide traps such as tripwires and swinging weapons urban areas.

WILL

Courage: The skill of resisting fear. At a base 10 you are a calm person and can stand up to a tough customer in a bar. At a base 13 you can stare down a vicious mass murderer and not flee when you see monsters. At a base 16 you are usually the bravest person in the room and can face down enemies you know you can't beat. At a base 20 nothing scares you and you remain glacially cool even in the face of enormous monsters.

Hex Weaving (2): Hexing people or places. At a base 10 you can focus pure hatred into simple hexes. At a base 13 you know certain bits of black magic that allow your hexes to take hold better. At a base 16 you are well-versed in hexes and can focus your pain into deadly ones. At a base 20 you weave hexes that make seasoned witchers scowl.

Brandon On Alchemy

What most people do not know about alchemy is that it actually has rules and a legacy of knowledge handed down from alchemist to alchemist. It is taken very seriously at Oxenfurt. There are always ignorant students who clammer "When do we get to make something into gold?" At this point the alchemist throws a handful of sulphur into the flames and assures him or herself the peace and quiet needed for serious study.

–Brandon Of Oxenfurt

A View of Mages

In the study of history we see that as mages become more powerful they also become more deceitful, arrogant, and dangerous. If a person can do anything more than cure your bunions, stay away from them.

–Brandon Of Oxenfurt

Intimidation: Scaring people, either to run them off or make them do something for you. At a base 10 you are a pretty frightening person, and rarely do people mess with you in a bar. At a base 13 you have gotten used to intimidating the people around you and can scare most average people, even some soldiers. At a base 16 you radiate malice, and even seasoned soldiers know to give you a wide berth when you pass by. At a base 20 all you need to do is give a person a single look to make them cave.

Spell Casting (2): Utilizing magic in the form of spells and their simpler cousins, signs. At a base 10 you can cast basic spells or signs, but require incantations and gestures for all spells. At a base 13 you can cast signs and spells with reasonable grace, and require incantations only for complex and difficult spells. At a base 16 you are a seasoned mage and require only gestures for difficult spells. At a base 20 you use only a flick of the hand to cast even the most difficult spells.

Resist Magic (2): Resisting magical influence. At a base 10 you are often aware when magic is affecting you and can sometimes shake it off. At a base 13 you have actively hardened your mind against magic and can safeguard yourself against lesser mages. At a base 16 you know small tricks to help safeguard your mind and body from magic, allowing you to block the magic of graduate mages. At a base 20 you are stalwart in the face of magic and are rarely controlled by mages of any caliber.

Resist Coercion: Resisting persuasion, seduction, and the like. At a base 10 you can keep your head when being pressured into something you really don't want to do. At a base 13 you can shut out the seductions of relatively attractive people and avoid caving to strong arguments. At a base 16 you are resilient enough to earn the title "stubborn," and aren't often moved by those with good reasons or impressive assets. At a base 20 when you make a decision, rarely will anything change your mind.

Ritual Crafting (2): Ritualistic magic. At a base 10 you know how to perform some rituals and are fairly talented at them. At a base 13 you routinely perform rituals. At a base 16 you can undertake rituals under pressure and attain the outcome you are looking for. At a base 20 you are a skilled ritualist and can perform any ritual you lay your hands on.

Skill Resolution

In the *Witcher* TRPG, most contests come down to skill resolution. This is a test of skill to either beat another person in a task or complete a task that requires skill. There are three major ways for you to resolve skill checks:

Using Skills You Don't Have

You may be called upon to use a skill that you have no points in. You can still use the skill, but you only add the applicable Stat to your die roll.

Opposing An Antagonist

When facing an opponent, you roll 1d10 and add your skill level and appropriate Stat level. You then compare this to your opponent. Whoever has rolled higher wins. If the rolls are equal, then the defender wins.

For example: Geralt of Rivia is opposing a mercenary captain. He makes an attack with his sword and the mercenary attempts to block. Geralt will roll 1d10 (5) and add his Swordsmanship (skill) which is 11, and his Reflex (Statistic) which is 13, for a total of 29. The mercenary will roll 1d10 (6) and add his Swordsmanship (which is 6), and his Reflex (which is 7), for a total of 19. With his higher total, Geralt hits the mercenary.

Opposing a Difficulty

When opposing a Difficulty Check (DC) or an inanimate object, roll 1d10 and add your skill level and the appropriate Stat level. You then compare that to an appropriate difficulty for the task at hand (see the chart on the next page). If you rolled **higher** than the DC, you succeed at that task. If you roll at the DC or lower, you failed.

For example: Dandelion has been locked away in the Flotsam prison for debauchery of the vilest order. Luckily, since he frequents it so often they didn't bother to search him. He takes out his set of thieves' tools and tries to break the lock while no one is looking. Dandelion rolls 1d10 (3) and adds his Pick Lock (skill) which is 5, and his Dexterity (Statistic) which is 5, for a total of 13. This roll must beat the difficulty to pick the lock, which is only 10 since the lock is cheap. Dandelion opens the lock with a little work.

Opposing a Target's DC

Some abilities require you to beat a DC based on your opponent's stats. In this case it works the same as opposing a DC, but the DC is one of the target's stats multiplied by 3. If you are unable to roll higher than the DC, you fail the skill check.

For example: Ermion is facing down a wolf on the road to Kaer Trolde. He has no time for this and casts Friend to Wildkind, weaving magic into the mind of the wolf. The wolf's Will (Statistic) multiplied by 3 is 12. If Ermion can roll a Spell Casting (skill) roll above 12 his invocation succeeds. He rolls 1d10 (9) and adds his Spell Casting (skill), which is 9, and his Will (Statistic), which is 10. This total of 28 easily beats the wolf's Will DC and calms the wolf.

Second Tries

In some situations you can continue to try a task as often as you want. However, the Game Master can choose to limit tries depending on the circumstances, such as attempting to convince a guard that you are their superior officer.

Success

If you roll higher than the DC or your opponent's roll, then you have succeeded at that task. This means that you achieved what you set out to do. For example if you were trying to pick a lock, then a success opens the lock.

Modifiers

Circumstances can help or hinder your ability to perform skills appropriately. These **Modifiers** can be your best friend or your worst enemy. Modifiers are added to the DC required to perform the task.

Failure

If you rolled equal to or lower than the DC or your opponent's roll then you have failed. This means that nothing happens. If you were trying to pick a lock then it remains locked. If you were trying to convince someone of something, they remain doubtful.

Difficulty

Difficulty	Example	DC
Easy	Breaking a rotten door down	10
Average	Sneaking past a town guard	14
Challenging	Picking a well-made lock	18
Difficult	Hitting a chain with a throwing axe at 10m	20
Nearly Impossible	Forcing a fortress gate open barehanded	30

Example Modifiers

Situation	Mod.
Don't have the right parts	+2
Don't have the right tools	+3
Distracting environment	+3
Under attack	+5
Drunk	+3
Sleep-deprived	+3
Hostile environment	+4

Light Levels

Light	Mod.
Glaring light	+2
Daylight	0
Dim light	+2
Darkness	+5

Leveling Up

In the *Witcher* TRPG, to get ahead in the world you get good at what you do and build a reputation. You can raise skill levels with Improvement Points (I.P.), by performing the skill, or being taught in it. You gain reputation through GM discretion when you do impressive things.

Leveling Up

To level up a skill, you allot Improvement Points (I.P.) to it. For most skills you must spend an amount of I.P. equal to the current level of the skill to raise its value by 1. If you want to raise your skill by multiple levels, you must pay the cost for each level in total. *For Example: If I want to take my Swordsmanship from a 4 to a 5 I need to spend 4 I.P. But if I want to go from 4 to 7 I have to pay 15 I.P. (4+5+6=15).*

General Improvement

The fastest way to learn a skill is via experience. At the end of a session your GM gives out general Improvement Points to apply on any skill that you used during that adventure. Generally a GM should be even-handed with I.P.; we suggest not giving out more than 6 I.P. to any one player per game session, unless they do something spectacular.

Being Taught

By finding a mentor or a teacher and learning under them, you can learn higher principles in a specific skill and eventually excel in it. However, your teacher must have a higher level in the skill than you and must have the time to teach you. Your GM decides the length of time; usually lessons give 1-5 I.P. each. The Teaching skill sets how far a mentor can take you. The teacher averages their Teaching skill with their own skill in what you're learning. They can raise your skill to that value. A mercenary with a 10 in Swordsmanship but a 2 in Teaching could still only teach you up to 6th level in Swordsmanship. But a teacher with only an 8 in Swordsmanship but a 10 in Teaching could teach you up to level 8.

Study & Practice

By setting time aside to study and practice a skill you can learn the basics. You can only raise skills from +0 to +2 via this method; you have no guidance and therefore you will make mistakes along the way. It takes a day of book learning or active practice to gain 1 I.P. in a skill.

Raising Stats

With intensive training, you can raise a Statistic much like a skill. To raise a Stat you must spend a number of I.P. equal to the level of the Statistic times 10. This will raise all Derived Stats such as Stamina and Health. You still cannot raise a Statistic beyond 10.

Gaining a Skill

To get to 1 point in a skill you must spend 1 I.P. If the skill is difficult to learn, you must spend 2 I.P.

Difficult Skills

Skills marked with "(2)" like Language and Tactics are difficult to learn. When leveling them up you must acquire I.P. equal to the current level of the skill times 2.

I.P. Rewards

I.P.	Achievement
1	Participated often
2	Participated effectively
3	Used skills effectively
4	Did something impressive
5	Did something out of the box
6	Did something incredibly clever
7	Was critical to the party's success
8	Saved the entire party
9	Did something that blew the GM's mind

Reputation

Reputation is a measure of how well you are known for your actions, both famous and infamous. A Reputation is always established by a character's actions and is awarded to the player by the GM. Whenever a character encounters new people in new situations, Reputation influences how they react. Every new person you meet rolls 1d10. If they roll lower or equal to your Reputation, they have heard about you and react to what they've heard as the GM thinks appropriate.

It is important to remember that Reputation can be bad as well as good. You could gain a name as a world-class bandit slayer but you could just as easily earn one as a coward who runs from any fight they encounter.

Using Reputation

Reputation is a powerful thing. In the world of *The Witcher* it can often get you into trouble, but it can also help you get out of it. When trying to influence someone (or entering Verbal Combat), you can choose to try to face them down. If they know about your Reputation, make a Face-Down roll opposing them. Both parties roll:

1d10+Will+Reputation Level

If you succeed in this roll, the person you are facing is aware of whatever Reputation you have and can't help but think of it in the back of their mind. If your Reputation is positive, then you gain a +3 to influencing skills that relate to your Reputation.

Reputation Table

Level	Who Knows You
1	Anyone who was there at the time
2	Some stories have gotten around, but only within some circles
3	All acquaintances, co-workers, and friends know
4	There are stories all over the region
5	Your name is recognizable by others beyond your region
6	People know you on sight, even outside your region
7	A few bards have traveled the kingdoms telling stories about you
8	Every bard knows your story
9	Even the monarchs of the northern kingdoms and the Emperor of Nilfgaard know your name
10	You're a household name

Bad Reputation

If either you or your opponent has negative points in Reputation, these count as an active Reputation for being a coward or otherwise unimpressive.

Different Reputations

A merchant with a rep for being a kind-hearted dealer who gives to charity wouldn't get a bonus to Intimidation, and an infamously soulless murderer won't get one to Charisma.

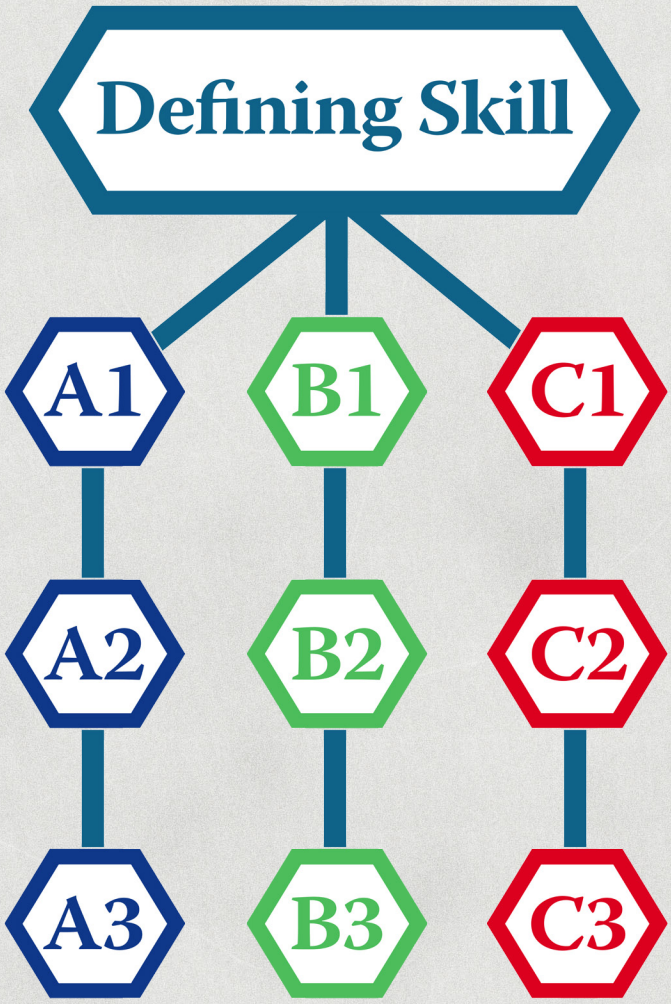
Titles

If your GM agrees, you can add a title based on your reputation. This could be anything from "the Golden Knight" to "Knife Tongue." This won't affect results but it will make your reputation feel real. It's one thing to have a reputation of 5 and have people recognize you as you walk into a tavern. It's even better to have people whispering about "the Giant Slayer Olaf."

Skill Trees

Each Profession in the *Witcher* TRPG has a Profession Skill Tree which offers many variations on the core Profession. Each tree has three paths that represent different approaches to that Profession. At the very bottom is the starting ability for the Profession. As you proceed through the game you can use Improvement Points to travel down any of these paths, or venture down all of them a bit. When you have 5 points in an ability, you can use the next ability in that Profession Path at a value of 0.

Gaining points for each new ability works the same as gaining points in any new skill. You can go from your core skill down any one of the three paths, but it must be along the path (For example: Core Skill to A1, B1 or C1). You cannot hop from one path to another, so if you have points in A3 and want to get to B3, you must work your way all the way up Profession Path B. This allows you to play multiple variations of the same Profession and gives you lots of useful perks to pursue.



Three Merchants

Very rarely do two people do the same job exactly the same way. This is especially so when it comes to the loosely described professions in the *Witcher* TRPG. A Profession's skill tree outlines three variants on it's core skills so you can customize what abilities your character learns based on how they come at their Profession. Take Merchants, for example. One player may choose to play a **Broker**. They'll be focusing on the acquisition of items, and having them in a party will mean the party never goes without gear, ammunition, or components. Another player may choose to play a **Contact** and they'll form a web of connections and informants around the Continent. With them in your party it'll never be hard to get information or uncover secrets. A third player might choose to play a **Havekar**, using their skills to enhance their influence and gather a group of criminals and deadly mercenaries around them. In a party, they could be the key to navigating the seedy underbelly of any city. You can even choose to dabble in each path, creating a jack of all trades who is pretty able in all situations but not as specialized.

Bard Skill Tree

Busking (EMP)

A Bard is a wonderful thing to have around, especially when the party's low on money. A Bard can take an hour and make a **Busking** roll in the nearest town center. The total of this roll is the amount of money raked in by the Bard while they perform on the street. A fumble can lower the roll, and a negative value means that not only do you fail to make any coin but you are also harrassed by the locals for your poor performance, resulting in a -2 to Charisma with anyone in the town for the rest of the day.

The Charmer	The Informant	The Manipulator
Return Act (EMP)	**Fade (INT)**	**Poison The Well (EMP)**
Before attempting a Busking roll a Bard can roll **Return Act** at a DC set by the GM to see whether they have played in this town before. If the roll is successful the Bard has made a name for themselves in this town already. Not only is their Busking income doubled but they gain a +2 Charisma with everyone in at that venue.	A Bard can make a **Fade** roll against multiple targets' Awareness rolls to fade into the background. This ability allows a Bard to hide even when there are no good hiding places, by slipping into a conversation, drawing attention to something else, or the like. This ability doesn't work if you are wearing really flashy clothing.	A Bard can make a **Poison The Well** roll against a target's EMPx3 when they are trying to influence a person or people. If successful, the Bard makes a pointed comment that imposes a -1 for each point they rolled above the DC to the target's Seduction, Persuasion, Leadership, Intimidation or Charisma rolls.
Raise A Crowd (EMP)	**Spread the Word (INT)**	**Needling (EMP)**
By taking a full round to perform, you can roll **Raise A Crowd** to captivate anyone within 20m. Anyone who doesn't make a Resist Coercion roll higher than your initial roll can do nothing but watch you perform until they succeed at rolling above your initial roll. If attacked a target will snap out of it.	A Bard who rolls a successful Deceit roll against a target can then roll **Spread the Word** against the target's Resist Coercion roll. If they succeed the target spreads the Bard's lie around the target's settlement or group, giving the Bard a +2 to Deceit when trying to pass off that lie again to someone else.	A Bard can make a **Needling** roll against a target's Resist Coercion roll. If successful, the bard goads them with obscenities and threats until they attack. The target takes a negative to their attack and defense equal to half the Bard's **Needling** value, lasting for as many rounds as the Needling value.
Good Friend (EMP)	**Acclimatize (INT)**	**Et Tu Brute (EMP)**
Once per session a Bard can make a **Good Friend** roll to find a friend to aid them. Take the total roll and split these points up between the 3 categories in the **Good Friend** chart in the sidebar. This friend will do one reasonable thing for old times' sake, then cannot be called on again for free and must be convinced.	When in a settlement a Bard can roll **Acclimatize** (See Acclimatize chart for DC). If successful, the Bard learns how to appear as a local and will no longer be treated as an outsider. This grants a +2 to Charisma & Persuasion with locals and means that they won't be questioned or harassed like an outsider.	A Bard can roll **Et Tu Brute** against a target's WILLx3 to turn them against one ally. If successful the Bard's lies and half-truths makes the target treat that ally with mistrust and animosity for as many days as the **Et Tu Brute** value or until they make a Resist Coercion roll that beats the **Et Tu Brute** roll.

Raise a Crowd

When raising a crowd in a large area full of people, a DC:15 is sufficient to create a crowd around the Bard dense enough to require a DC:15 Physique or Athletics check to pass through. Also keep in mind that enemies and non-sentient creatures gain a +10 to resist.

Good Friend

Value	Cost
Settlement	
Hamlet	3
Town	4
City	5
Capital	10
Profession	
Commoner	3
Inn Keep	5
Artisan	6
Guard	8
Noble	10
Importance	
Low	2
Average	5
High	10

Acclimatize

Area	DC
Hamlet	25
Town	20
City	15
Capital	10

Craftsman Skill Tree

Patch Job (CRA)

A skilled craftsman can patch a weapon or armor well enough to keep it working and keep its wearer/wielder in the fight, whether that be by tying a bowstring back together, sharpening the edge of a broken blade, or nailing a plate over a cracked shield. By taking a turn to roll **Patch Job** at a DC equal to the item's Crafting DC-3 a Craftsman can restore a broken shield or armor to half its full SP or restore a broken weapon to half its durability. Until fixed at a forge, a patched weapon does half its normal damage.

The Forge Master	The Alchemist	The Improviser
Extensive Catalogue (INT)	**Mental Pharmacy (INT)**	**Augmentation (CRA)**
A skilled Craftsman can keep a mental catalogue of diagrams in their head at all times. When a Craftsman has memorized as many diagrams as they can, they may roll **Extensive Catalogue** at DC:15 to memorize one more. There is no limit, but every 10 diagrams they have memorized adds 1 to the DC.	A skilled Craftsman can keep a mental catalogue of formulae in their head at all times. When a Craftsman has memorized as many formulae as they can, they may roll **Mental Pharmacy** at DC:15 to memorize one more. There is no limit, but every 10 formulae they have memorized adds 1 to the DC.	A Craftsman can make an **Augmentation** roll at a DC listed in the Augmentation chart to augment a weapon or Armor with special bonuses. This augmentation takes 3 rounds. While a forge isn't required, it grants a +2 to the roll. A fumble results in the item taking damage equal to the fumble value.
Journeyman (CRA)	**Double Dose (CRA)**	**Silver Coating (CRA)**
A Craftsman who begins crafting an item can roll **Journeyman** at a DC equal to the item's crafting DC. If they succeed they add +1 DMG or +1 SP for every 2 points they rolled above the DC. The maximum bonus they can give to DMG or SP is 5. They can't use LUCK to raise it further.	Any time a craftsman sets out to make an alchemical item they can make a **Double Dose** roll at a DC equal to the formula's crafting DC. If they succeed they create two units of the formula with the ingredients of one. This applies to all items created with alchemy, including potions, oils, decoctions, and bombs.	A Craftsman can coat an existing weapon in silver with a forge and a number of units of silver ingots based on the size of the weapon. The DC for this roll is 16. If you succeed, add +1d6 silver damage to a weapon per 3 points you rolled above the DC, up to 5d6. Failing the roll breaks the weapon.
Master Crafting (CRA)	**Adaptation (CRA)**	**Pinpoint (CRA)**
Master Crafting allows a Craftsman to make items that are master grade. They can also roll a **Master Crafting** roll at any time at a DC equal to the item's crafting DC to permanently grant armor **resistance** (their choice which) or weapons a 50% **bleeding** or -2 **Stun** value.	Craftsmen can roll an **Adaptation** check (3 + the crafting DC) before making a witcher potion to lower its DC to avoid poisoning by 1 for every point over the crafting DC. If they fail, the potion comes out as poisonous as it normally would be. The DC to avoid poisoning can never be lower than 12.	A Craftsman can roll **Pinpoint** with a DC equal an item's crafting DC to search for a flaw in the item's design. This takes 1 turn of studying, but allows the Craftsman to make a targeted attack at a -6 to do ablation damage to the armor or weapon equal to half their **Pinpoint** value in 6-sided dice.

Too Many Patches

A weapon, shield, or armor which has already been patched once can only be patched again 1 more time, and this patch only brings it to 1/4th SP/Durability (rounding down).

Augmentation

Augmentation	DC
Weapons	
Reinforced +2 Reliability	14
Serration/Spikes +25% Bleed	16
Lighten +1 Accuracy	18
Armors	
Reinforced +2 SP	14
Camouflage +1 Stealth	16
Studded 2 Damage to Grapplers	18

Silver Coating

Silver coating requires 2 ingots of silver for 1-handed weapons & 4 ingots of silver for 2-handed weapons.

Criminal Skill Tree

Practiced Paranoia (INT)

Whether they're an assassin, a thief, a counterfeitter, or a smuggler, criminals all share a practiced paranoia that keeps them out of trouble. Whenever a Criminal comes within 10m of a trap (this includes experimental traps, Man at Arms booby traps, and ambushes) they immediately can make a **Practiced Paranoia** roll at either the DC to spot the trap, the ambushing party's Stealth roll, or a DC set by the GM. Even if they don't succeed in spotting the trap, they are still aware that something is wrong.

The Thief	The Gang Boss	The Assassin
Case The Area (INT)	**Weak Spot (EMP)**	**Careful Aim (DEX)**
A Criminal can take an hour to wander the streets of a Settlement and roll **Case the Area** against a DC in the Case The Area chart. If successful, the Criminal memorizes guard patterns, street layouts, and hiding spots for a +2 to Stealth in that area for a number of days equal to their **Case the Area** value.	A Criminal can roll **Weak Spot** against a sentient target's Deceit roll to identify the target's most valued possession or person. This also grants the Criminal a +1 to Intimidate for every 2 points they rolled above the target's Deceit. This Intimidation bonus lasts until something happens to change the target's weak spot.	A Criminal who's not in active combat and takes a round to aim can roll **Careful Aim** at a DC equal to their target's REFx3 to gain a bonus on their next attack equal to half their **Careful Aim** value. Being spotted after making this roll but before attacking halves the bonus.
Mental Key (INT)	**Marked Man (WILL)**	**Eye Gouge (DEX)**
Whenever a Criminal successfully picks a lock they can roll **Mental Key** at a DC equal to the Lock Picking DC to memorize its tumbler positions. This allows the Criminal to open the lock without a Lock Picking roll. You can memorize as many locks as you have points in INT and can always replace one.	A Criminal can roll **Marked Man** at a DC equal the target's EMPx3 to mark a target by carving a mark on their door, or the like. If successful the target must make a Charisma, Persuasion, or Intimidation check that beats your **Marked Man** roll to get any help or service from anyone in their settlement.	A Criminal can roll **Eye Gouge** in place of an attack to temporarily blind a target. **Eye Gouge** requires the Criminal to be in melee range and imposes a -3 to hit. However if it hits, the target takes an unmodified 2d6 damage and is blinded for a number of rounds equal to the **Eye Gouge** value.
Go To Ground (INT)	**Rally (WILL)**	**Assassin's Strike (DEX)**
Once per session a Criminal can roll **Go To Ground** to find a hideout where they can lie low for a while. Take the total value of your **Go to Ground** roll and split the points between the 3 categories in the **Go To Ground** table in the sidebar. This hideout remains until destroyed, and you can always return to it.	Once per day, by taking an hour, a Criminal can roll a **Rally** check against a DC set by the GM. For every 2 you roll above the DC they recruit 1 Bandit for a number of days equal to your **Rally** value. If a Bandit is knocked below half health they must roll under the Criminal's WILL on a 10 sided die or flee.	When ambushing a target, a Criminal can make an **Assassin's Strike** roll against the target's Awareness roll to conceal themselves after an attack. This ability can be used in any situation but imposes penalties based on light and cover conditions. Multiple opponents can each roll to spot the Criminal.

Case The Area

Settlement	DC
Hamlet	16
Town	18
City	20
Capital	22

Go To Ground

Value	Cost
Area	
A week's ride	3
A day's ride	5
A day's walk	8
In the area	10
Security (Multiple)	
Locks	1
Hidden	2
2 bandit guards	5
5 traps (GMs choice)	3
Perks (Multiple)	
Food & water	1
Surgeon's kit	2
A forge	3
Alchemy set	3

Assassin's Strike

Condition	Mod.
In melee range	-3
In light	-5
In darkness	+5
In dim light	+2
In a heavily crowded area	+3
In a silent area	-1
Beyond 20m of the target	+3

Doctor Skill Tree

Healing Hands (CRA)

Anyone can apply some ointment and wrap a bandage around a cut, but a Doctor has true medical training which allows them to perform complex surgeries. A Doctor with **Healing Hands** is the only person who can heal a critical wound. To heal critical wounds a doctor must make a number of successful **Healing Hands** rolls based on the severity of the critical wound. The DC of the roll is based on the severity of the critical wound as well. **Healing Hands** can also be used for any First Aid task.

The Surgeon	The Herbalist	The Anatomist
Diagnose (INT)	**Healing Tent (CRA)**	**Bleeding Wound (INT)**
When able to look over a wounded person or monster, a Doctor can roll **Diagnose** at a DC determined by the GM. If they succeed they assess any Critical Wounds the subject has and learn how many Health Points it has left. This also gives a +2 to any Healing Hands checks to heal those wounds.	**Healing Tent** allows a Doctor to roll against a DC set by the GM to create a covered area that provides an optimal medical environment. This takes 1 hour but adds +3 to Healing Hands/First Aid rolls inside, and +2 to the healing rate of anyone in the tent for a number of days equal to your **Healing Tent** value.	A Doctor who does damage with a bladed weapon can make a **Bleeding Wound** roll against a DC of 15. On success, the attack causes bleeding at a rate of 1 point per 2 points rolled over the DC. The bleeding can only be stopped by a First Aid roll, at a DC equal to the Doctor's **Bleeding Wound** roll.
Analysis (INT)	**Improvisation (INT)**	**Practical Carnage (INT)**
When about to perform a Healing Hands roll, a Doctor can take a turn to make an **Analysis** roll at a DC equal to the severity of the Critical Wound. If they succeed they gain insight into the wounds, and for every 2 they roll over the DC (minimum 1) the surgery takes 1 turn less.	A Doctor can make an **Improvisation** roll at a DC equal to the crafting DC for a specific medical alchemical item to substitute something else on hand for the same effect. This roll takes one round and if it is failed it can be made again. **Improvisation** is very specific and works only on this one injury.	A Doctor can roll **Practical Carnage** against a DC equal to the opponent's BODYx3 to cause the target's wounds and critical wounds to heal half as fast. Other Doctors with the Effective Surgery skill and items that raise the healing rate of wounds and critical wounds can counteract the effect.
Effective Surgery (CRA)	**Herbal Remedy (CRA)**	**Crippling Wound (INT)**
Before starting to heal a Critical Wound a Doctor can make an **Effective Surgery** roll at a DC equal to the wound's Healing Hands DC. If they succeed they treat the wounds so skilfully that they heal twice as fast. This ability can be used on critical wounds and can also be used on regular wounds.	By mixing alchemical substances, a Doctor can create an herbal remedy that grants bonuses/effects based on what was put into it (see the **Healing Remedy** chart in the sidebar). Each remedy keeps for 3 days and must be burned or chewed to provide the bonus, allowing only 1 use. Making a remedy takes 1 turn.	A Doctor can make a **Crippling Wound** roll against the target's defense. This attack takes a -6 to hit but imposes a negative to the target's REFLEX, BODY, or SPEED equal to 1 per 3 points above their defense roll. This negative can only be removed with an Effective Surgery roll that beats your attack roll.

Healing Criticals

More specific information about healing Critical Wounds can be found on pg.173.

Herbal Remedy

Remedy	DC
Vitriol + Rebis +15 Health for 1 hour.	18
Quebrith + Sol Negates all pain for 1 hour	14
Aether + Caelum Negates dim light penalties for an hour but doubles bright light penalties	14
Fulgur + Vermillion +3 against Intimidation for 1 hour.	15
Hydragenum + Rebis +3 to Seduction for 1 hour	15
Aether+ Vitriol +3 to Awareness for 1 hour	15
Vermillion + Quebrith +15 Stamina for 1 hour	18
Fulgur + Sol Puts you into a death-like coma for 1 hour	18
Caelum + Hydragenum Allows you to stay awake all night with no penalties	17
Vermillion + Sol +3 to Reflex for 10 rounds	15

Mage Skill Tree

Magical Training (INT)

To qualify as a Mage, a magically adept person must pass through the halls of one of the world's magical academies and learn the fundamentals of the magical arts. A Mage can roll **Magical Training** whenever they encounter a magical phenomenon, an unknown spell, or a question of magical theory. The DC is set by the GM, and a success allows the Mage to recall everything there is to know about the phenomenon. **Magical Training** can also be rolled as a form of Awareness that detects magical beings, spells, and hexes.

The Politician	The Scientist	The Arch Mage
Scheming (INT)	**Reverse Engineer (INT)**	**In Touch**
A Mage can make a **Scheming** roll at a DC equal to a target's INTx3. On success the Mage gets a +3 to Deceit, Seduction, Intimidation, or Persuasion against that target from their observations of how the target works. The bonus from this ability applies for a number of days equal to the Mage's **Scheming** value.	By taking 1 hour to study an alchemical solution a Mage can roll **Reverse Engineer** at a DC equal to the Crafting DC for the alchemical item +3. Success allows them to reverse-engineer and write down the item's formula. This formula is 3 points harder to craft, but reliably creates the desired item.	As a Mage utilizes magic more and more, their body becomes more used to the flow. Every point a Mage has in **In Touch** grants +2 points to Vigor threshold. When this ability reaches level 10 your maximum Vigor threshold becomes 25. This skill can be trained, like other skills.
Grape Vine (INT)	**Distillation (CRA)**	**Immutable (WILL)**
A Mage can take 1 hour and make a **Grape Vine** roll against a target's EMPx3. Success spreads rumors throughout a settlement or city, lowering the target's reputation there by half your **Grape Vine** value for a number of days equal to your **Grape Vine** value.	A Mage can roll **Distillation** instead of Alchemy when creating an alchemical solution. Success at this roll creates a dose of that solution that has half again the effect that it would normally have, either in duration, damage, or resistance DC (your choice). Always round down when increasing.	A Mage can roll **Immutable** at DC:16 whenever they would normally be affected by dimeritium. Success means that the Mage mostly shrugs off the dimeritium. They are still somewhat dizzy and uncomfortable but retain half of their total Vigor threshold and can perform magic.
Assets (INT)	**Mutate (INT)**	**Expanded Magic (WILL)**
Once per game a Mage can make an **Assets** roll to remember an asset they 'acquired' some time ago. Take the total of your roll and distribute it between the 4 columns on the table in the sidebar to find out who you know. This asset will help you, but how much depends on their relationship with you.	A mage can spend all of their stamina and a full day experimenting on a subject to roll **Mutate** at a DC equal to (28 – (subject's BODY + WILL)/2) to mutate the subject. Success grants the subject use of the Mutagen with the appropriate minor mutation. Failure throws the subject into Death State and inflicts the larger mutation.	By channelling magic through various magical foci a Mage can wield incredible power. A Mage can roll **Expanded Magic** before attempting to cast a spell or ritual, at a DC of 16. On success the mage can channel the spell or ritual through any 2 of their foci that they choose, reducing the Vigor cost twice.

Assets

Value	Cost
Settlement	
Hamlet	3
Town	4
City	5
Capital	10
Profession	
Innkeep	3
Artisan	5
Guard	6
Mage	8
Noble	10
Importance	
Low	2
Average	3
High	5
Relationship	
Blackmailed	3
Indebted	5
Friendly	6
Romanced	8
Enthralled	10

Relationship

Your **relationship** to an asset establishes how willing to help you they are. Enthralled assets will help you with absolutely anything. Romanced assets will help you with almost anything as long as you reaffirm your romance. Friendly assets must be convinced to stick their necks out for you. Indebted assets will only do one thing for you. Blackmailed assets will do anything for you but there is a 50% chance that they will betray you.

Man at Arms Skill Tree

Tough As Nails (BODY)

True Men At Arms like the Blue Stripes of Temeria and the Impera Brigade of Nilfgaard are hardened soldiers who never give in or surrender. When a Man At Arms falls to or below 0 Health, they can roll **Tough As Nails** at a DC equal to the number of negative Health times 2 to keep fighting. If they fail, they fall into Death State as per usual. If they succeed, they can keep fighting as if they were only at their Wound Threshold. Any damage forces them to make another roll against a DC based on their Health.

The Marksman	The Bounty Hunter	The Reaver
Extreme Range (DEX)	**Bloodhound (INT)**	**Fury (WILL)**
When making a ranged attack against a target outside of their weapons range, a Man At Arms can roll **Extreme Range** at a DC based on the target's distance out of range. Success removes range penalties on the shot, though it still takes any targeting and environmental penalties.	When tracking a target or trying to find a trail, a Man At Arms adds their **Bloodhound** value to Wilderness Survival rolls to find the trail or follow it. If the Man At Arms loses the trail while tracking with this ability, they can roll **Bloodhound** at a DC set by the GM to pick the trail back up immediately.	A Man At Arms can roll **Fury** at a DC equal to their EMPx3. If they succeed, the Man At Arms becomes immune to fear, spells that change emotions, and Verbal Combat for a number of rounds equal to their **Fury** value times 2. During this time, rage clouds their thinking and instinct takes over.
Twin Shot (DEX)	**Booby Trap (CRA)**	**Zweihand (BODY)**
When making a ranged attack with a thrown weapon or a bow, a Man At Arms can roll **Twin Shot** in place of their normal weapon skill. If they hit, they strike with two projectiles and damage two randomly rolled parts of the body. Even if the attack is aimed, the second projectile will hit a random location.	A Man At Arms can make a **Booby Trap** roll to set a makeshift trap in a specific area. See the **Booby Trap** table for traps that can be built. The Man At Arms can only build one type of trap at a time. Every trap has a 2m radius tripwire and requires an Awareness roll at a DC equal to your **Booby Trap** roll to spot.	By, spending 10 STA and rolling **Zweihand** minus 3 against an opponent's defense, a Man At Arms can make one attack which does double damage and has armor piercing. If the weapon already has armor piercing, it gains improved armor piercing. A weapon with improved armor piercing gains 3d6 damage.
Pin Point Aim (DEX)	**Tactical Awareness (INT)**	**Shrug It Off (BODY)**
A Man At Arms who scores a critical with their ranged weapon can immediately roll **Pin Point Aim** at a DC equal to the target's DEXx3. If they succeed, they add their **Pin Point Aim** value to their critical roll. These points only affect the location value of the Critical Wound.	Instead of moving, a Man At Arms can roll **Tactical Awareness** to gain insight into a whole group of opponents. The Man At Arms gains +3 to attack and defense rolls against every enemy within 10m whose DEXx3 is lower than that roll, for one round. This ability also tells the Man At Arms what each affected opponent is about to do.	A number of times per game session equal to their BODY value, a Man At Arms can spend 10 STA to immediately roll **Shrug It Off** when an enemy strikes a Critical Wound on them. If their roll beats the enemy's attack roll, they can negate the Critical Wound, taking damage as if the enemy hadn't rolled a critical.

Extreme Range

Distance	DC
Just outside the range	12
Half again the range	15
Double the range	18

Booby Trap

Traps	DC
Snaring: The trap has a DC the target must beat to free themselves from a Grapple.	14
Disarming: The trap swings at shoulder height striking the target's arm knocking their weapon away.	18
Blinding: The trap throws sand or dirt in the target's eyes, blinding them.	16
Tripping: The trap swings low and knocks the target's legs out from under them, knocking them prone.	14
Bleeding: The trap throws or swings spikes into the target, causing them to begin bleeding.	18
Stunning: The trap clubs the target in the head or stomach with enough force to stun the target.	16

Blocking Twin Shot

A Twin Shot can be dodged with one action, and can be blocked as one action by a shield. Parrying a Twin Shot has a -6 penalty rather than a -3.

Merchant Skill Tree

Well Traveled (INT)

Your average merchant makes a living from trade, and that trade brings in customers from all around. But a traveling merchant goes to their customers, wandering the roads of the world and learning from its people. A Merchant can make a **Well Traveled** roll any time they want to know a fact about a specific item, culture, or area. The DC is set by the GM, and if the roll is successful the Merchant remembers the answer to that question, calling on memories of the last time they travelled through the applicable area.

The Broker	The Contact	The Havekar
Options (INT)	**Rookery (EMP)**	**Well Connected (WILL)**
A Merchant can roll **Options** against a DC set by the GM to find a lower price on an item. If they succeed the Merchant finds another person selling the same item for half the price. The higher the item rarity, the higher the DC should be. **Options** does not affect experimental, witcher, or relic items.	A Merchant can make a **Rookery** roll at a DC based on the settlement they are in to gain the aid of 1 urchin or vagrant per 1 point they rolled over the DC (maximum 10). These people can be consulted to grant +1 per person on Streetwise rolls. Informants take 1 crown each as payment each time they are consulted.	On first entering a settlement, a Merchant can spend an hour spreading word of their arrival, then roll **Well Connected** at a DC based on the settlement. Success raises their reputation in that settlement by a number equal to the amount you rolled over the DC divided by 2 (minimum 1), for 1d6 Weeks.
Hard Bargain (EMP)	**Insider (INT)**	**Fence (INT)**
When bribing a target a Merchant can roll **Hard Bargain** at a DC equal to the opponent's WILLx3. If they succeed, they can bribe the opponent with any item they have at hand that is worth 5 crowns. The object always grants +3 to Persuasion. The DC rises by 5 for truly ridiculous bribes.	A Merchant with **Insider** can convince a person to spy for them. Spend 10 crowns and roll **Insider** versus the person's Resist Coercion roll. If it is successful the person will spy on a target for as many days as your **Insider** value. At the end of this time you can roll again, but must pay again.	A Merchant who has to get rid of a dubious or stolen item can make a **Fence** roll at a DC determined by the GM. If they succeed, they sell the item (at full market price) to a buyer who won't ask any serious questions and won't turn them in to the Guard.
Promise (EMP)	**Treasure Map (INT)**	**Warrior's Debt (EMP)**
When attempting to buy an item, a Merchant can make a **Promise** roll at a DC equal to the Salesperson's EMPx3. If they succeed the salesperson accepts the Merchant's promise to pay for the item later. This promise holds the salesperson over for a number of weeks equal to your **Promise** ability.	Once per session a Merchant can roll **Treasure Map** at a DC set by the GM to remember the supposed location of a relic item, or a ruin that may hide something useful. This location will, of course, be out of the way or exceedingly dangerous, requiring a quest. Reaching this item or ruin should require a full session.	A Merchant can roll **Warrior's Debt** to call on a fighter who owes them. Split your roll between the 3 sections on the **Warrior** table in the sidebar. This warrior will work for you for a number of days equal to your **Warrior's Debt** value and takes any reasonable order you give without asking questions.

Warrior

Value	Cost
Attack & Defense	
10	4
14	8
16	10
Intelligence	
3	2
5	5
9	10
Weapons & Armor	
SP:3 body armor, a zerrikanian dagger & a hand crossbow & 10 bolts	4
SP:5 body armor & a longbow with 30 arrows	6
Full plate & torrwr	10

Settlements

Value	Cost
Well Connected & Rookery	
Thorp	14
Small city	18
Capital	22

Priest Skill Tree

Initiate of the Gods (EMP)

The churches of the world are often warm and inviting places, helping their communities and welcoming new converts. A Priest can roll **Initiate of the Gods** at a DC set by the GM at churches of the same faith to get free lodging, healing, and other services at the GM's discretion. **Initiate of the Gods** also works when dealing with members of the same faith, though they will likely be able to offer less than a fully supplied church. Keep in mind that **Initiate of the Gods** doesn't work with members of other faiths.

The Preacher	The Druid	The Fanatic
Divine Power	**Nature Attunement**	**Blood Rituals (WILL)**
A Priest can become more in tune with their god, gaining 1 point of Vigor threshold per skill level in **Divine Power**. This brings your Vigor threshold to a total of 12 at level 10. **Divine Power** can be trained like other skills and stacks with Nature Attunement. The Vigor thresholds are not separate.	A Priest can become more in tune with nature, gaining 1 point of Vigor threshold per skill level in **Nature Attunement**. This brings your Vigor threshold to a total of 12 at level 10. **Nature Attunement** can be trained like other skills and stacks with Divine Power. The Vigor thresholds are not separate.	A Priest casting a ritual can make a **Blood Ritual** check against the casting DC of the ritual. If they succeed, they can cast the ritual without required alchemical substances by sacrificing 5 HP in blood per missing alchemical substance. This blood can come from others, but must be spilled at the time of the ritual.
Divine Authority (EMP)	**Read Nature (INT)**	**Fervor (EMP)**
Peasants and the common folk of the world see Priests as agents of the gods' will. A Priest can add their **Divine Authority** to their Leadership rolls if they are in an area where their religion is worshipped. Even when outside such areas of worship a Priest adds half this value, due to their presence.	When in a purely natural environment a druid can roll **Read Nature** at a DC set by the GM. On a success, the druid reads the signs around them to learn everything that passed through that area and what they did in the area. **Read Nature** renders a very localized picture and cannot track things.	A Priest can roll **Fervor** against a target's current INTx3. On success, the rallying power of the Priest's words grants 1d6 temporary health for every point rolled over the DC (maximum 5). This lasts for as many rounds as their **Fervor** x2 and only works once per target per day.
Precognition (WILL)	**Animal Compact (WILL)**	**Word of God (EMP)**
At the will of the GM, a Priest can be overcome by visions of the future, sending them into a catatonic state for 3 rounds. After this time the Priest can roll **Precognition** at a DC set by the GM to decipher the visions that they are stricken by. Such visions are composed of symbolism and metaphors.	A Druid adds **Animal Compact** to any Wilderness Survival rolls they make to handle animals. A Druid can also make a compact with an animal. By taking a full round and rolling **Animal Compact**, they make one Beast or animal their ally for a number of hours equal to their **Animal Compact** value. Monsters are unaffected.	A Priest can roll **Word of God** to convince people that they are speaking directly for the gods. Anyone who fails a Resist Coercion roll sees the Priest as a messiah and follows along as an apostle. A Priest can have as many apostles as their **Word of God** value. In combat, use bandit stats for apostles without them.

Animal Compact

Order	DC
Attack	10
Defend a target	14
Let me ride you	15
Fetch an object	17
Fetch a target	15
Stop	10
Keep lookout	16
Guard an area	15
Go to a known location	15
Don't touch	14
Retreat	10

Compact DC

Animal/Beast	DC
Cat	12
Dog	10
Bird	14
Serpent	16
Horse	14
War horse	16
Ox	17
Mule	14
Wolf	16
Wild dog	15

Apostles

Any time you give a truly strange or uncharacteristic command to your apostles, you must make a Word of God roll at a DC set by the GM. You can fail 3 times before your apostles leave you. If your last failure is a fumble, your apostles will attack you or brand you as a heretic.

Transmutation

Decoction
Arachas Anyone who comes in contact with your saliva has a 50% chance of being poisoned.
Nekker Your legs become stronger, raising your LEAP by 3m.
Noon Wraith Your eyes change, and you aren't affected by light conditions.
Katakan Your andrenal glands change, allowing you to regenerate 3 HP when you deal damage.
Wyvern Your muscles strengthen, giving you a +5 to SPD which carries over to RUN.
Troll Your body hardens, and so do your bones. You do an extra 1d6 physical damage.
Fiend Your eyes change imperceptibly and your gaze becomes subtly enthralling, giving a +4 to Charisma, Seduction, and Persuasion.
Grave Hag Your body changes imperceptibly, allowing you to gain 10 STA by killing targets.
Werewolf Your jaws strengthen and your teeth sharpen just a hair, giving you a bite attack of 2d6.
Griffin Your eyes change, allowing you to see for a great distance, giving a +4 to Awareness.

Witcher Skill Tree

Witcher Training (INT)

Most of a Witcher's early life is spent within the walls of their keep, studying huge, dusty tomes and going through hellish combat training. Many have argued that the Witcher's greatest weapon is their knowledge of monsters and their adaptability in any situation. When in a hostile environment or difficult terrain, a Witcher can lessen the penalties by half their **Witcher Training** value (minimum 1). **Witcher Training** can also be used in any situation that you would normally use Monster Lore for.

The Spellsword	The Mutant	The Slayer
Meditation	**Iron Stomach**	**Parry Arrows (DEX)**
A Witcher can enter a meditative trance which grants all the benefits of sleeping but allows them to remain vigilant. While meditating a Witcher is considered awake for the purpose of noticing anything within double their **Meditation** value in meters.	After decades of drinking toxic witcher potions, witcher bodies adapt to the toxins. A witcher can endure 5% more toxicity from drinking potions and decoctions per 2 points they spend on **Iron Stomach**. This skill can be trained like other skills. At level 10, a witcher's maximum toxicity is 150%.	A Witcher can roll **Parry Arrows** to deflect arrows and other projectiles in same way as melee weapons. This doesn't affect attack magic with no physical component for a sword to divert. See the bomb table (pg.152) to see where the attack lands. Area of effect attacks detonate after the parry.
Magical Source	**Frenzy**	**Quick Strike (REF)**
As a Witcher uses signs more often their body becomes more used to the effort. For every 2 points a Witcher has in **Magical Source** they gain 1 points of Vigor threshold. When this ability reaches level 10, your maximum Vigor threshold becomes 7. This skill can be trained like other skills.	When poisoned, a witcher goes into a frenzy and deals an extra 1d6 melee damage per level in **Frenzy**. While in a **Frenzy**, your single goal is to get to a place of safety or kill the target that poisoned you. When the poison wears off, the **Frenzy** ends. You can attempt to end Frenzy early with a DC:15 Endurance roll.	After a Witcher takes their turn they can spend 5 STA and make a **Quick Strike** roll at a DC equal to their opponent's REFx3. On success, they make another single strike in that round. This attack must be made against the opponent they rolled against, but can include disarms, trips, and other attacks.
Heliotrope (WILL)	**Transmutation (BODY)**	**Whirl (REF)**
When a Witcher is targeted by a spell, invocation, or hex they can roll **Heliotrope** to attempt to negate the effects. They must roll a Spell Casting roll that equals or beats the opponent's roll and expend an amount of Vigor equal to half the Vigor spent to cast the magic.	When taking decoctions a Witcher can roll **Transmutation** at DC:18. A success allows their body to assimilate slightly more of the mutagen than usual and gain a bonus based on which decoction they take. The decoction lasts half as long as it normally would. The extra mutations are too subtle to spot.	By spending 5 STA per round, a witcher can enter a **Whirl**, where the witcher makes one attack against everyone within sword range each turn, with their **Whirl** roll acting as the attack roll. The witcher can only maintain this **Whirl**, dodge, and move 2m each round. Doing anything else or being hit halts the **Whirl**.

Gear

You can't survive on the Continent, much less earn a living, unless you equip yourself.

On The Road

It's more than likely that you spend most of your time on the road and only stop off in cities to resupply, meet up with contacts and friends, and maybe get a night on a nice bed with some warm company. This is because you'll more than likely spend your time either running from the War or searching for enough work to stay alive. This means you carry enough to survive on the road. As a typical traveler you should consider buying:

- A satchel
- A bedroll
- A couple of torches or a lantern
- Food for a week or so
- A dagger
- 20m of rope (just in case)
- A weapon of some kind
- A waterskin

Plenty of other things could come in handy, but you want to travel light. This lets you move quicker and makes you less of a target.

Wartime

At the moment the world is at war. Or at least, the part of the world you live in. This means a few things have changed. First off, get ready to pay out big for anything you want. Sadly, with the world awash in blood and resources highly prized by both sides of the conflict, a little inflation has occured and prices on normally cheap goods have skyrocketed. Many people even turn to theft and crime just to get food for themselves or their family.

Secondly, and to your advantage, with soldiers from all over coming to the front and dying for their countries or masters, gear from all over the world is showing up for sale. With the deaths of 15 or 20 Gemmerians in Aedirn, suddenly Gemerian swords are on the market. A Nilfgaardian vessel takes a Skellige pirate vessel, and now you can get Skelliger krigsverds in Maecht.

Elderfolk Items

Elderfolk have always made the best weapons and armor in the land. Dwarves make the best steel, elves forge the best weapons, and gnomes put them both to shame with their fine detail work and skill at finishing a blade or a suit of armor, optimizing the best qualities and minimizing the flaws. Unfortunately, with the crusade against non-humans such gear has become very rare.

Getting Coin

Time to figure out how much money you have at your disposal. Currency in the *Witcher* world is split up based on region, but most merchants recognize and accept the Redanian **crown**. Each profession can expect different pay.

Profession	Coin	Average
Bard	120 crowns x 2d6	720
Crafter	120 crowns x 2d6	720
Criminal	100 crowns x 2d6	600
Doctor	150 crowns x 2d6	900
Mage	200 crowns x 2d6	1200
Man At Arms	150 crowns x 2d6	900
Merchant	180 crowns x 2d6	1080
Priest	75 crowns x 2d6	450
Witcher	50 crowns x 2d6	300

Currency

If you really feel like splitting hairs for immersion's sake, we list the currency exchange rates for the five major currencies below. There are many many more regional currencies but these are the main five you will encounter.

1 Redanian Crown is equal to

1 Temerian Oren Used in Temeria, most of the Northern Kingdoms below the Pontar River
1/3 Nilfgaardian Floren Used in Nilfgaard and Nilfgaardian Provinces
3 Ducats Used in Kaedwen
1/4 Bizant Used in Kovir & Poviss
1/2 Lintar Used in The Hengefor's League

Items in Witcher

In other games, items may be generalized but in Witcher the provenance of an item not only provides flavor but, with merchants as a player profession, can be used to determine value. You wouldn't buy a katana made in New York would you?

Weapon Effects

Name	Effect
Concealment	This weapon can be easily hidden. You gain a +2 when concealing this weapon.
Bleeding (x)	This weapon has a chance to cause **bleeding**. The bleeding chance is written in the parenthesis. See pg.161 for Bleeding Effects.
Armor Piercing	When subtracting armor from this weapon's damage, only subtract *half* the armor's current value. Improved Armor Piercing ignores Damage Resistance as well.
Stun (x)	When this weapon hits an opponent in the head or torso they must make a Stun save at the negative marked in the parenthesis.
Meteorite	This weapon does full damage against monsters which are vunerable to meteorite and has 5 points of extra stopping power.
Long Reach	This weapon can be used against enemies that are up to 2m away.
Focus (x)	When casting magic with this weapon, subtract its Focus value from the STA cost.
Greater Focus	When casting through this weapon your spell DCs are considered 2 points higher.
Grappling	This weapon can be used to grapple, and to trip opponents within range.
Slow Reload	This weapon takes 1 action to reload.
Non-Lethal	This weapon can be used for non-lethal damage without penalty.
Balanced	When a critical wound is scored with this weapon, roll 2d6+2 for the critical.
Ablating	This weapon does 1d6/2 damage to the stopping power of armor it if it penetrates.

Weapons

In the *Witcher* TRPG, certain terms describe how weapons function and how effective they are in combat. Many people, especially Men At Arms, will carry many types of weapons to adapt to different situations.

Type

Type describes how a weapon does damage. The four types of damage are: **Slashing (S), Piercing (P), Bludgeoning (B),** and **Elemental (E)**. A weapon's type is important since many monsters and armors can better resist certain types of damage.

Weapon Accuracy (WA)

Weapon Accuracy describes how well-balanced a weapon is. When attacking a target with a weapon, add its Weapon Accuracy to the attack.

Availability (AVAIL.)

Availability describes how easy it is to find a weapon in shops and how often weapons of this type should be encountered in combat.

Everywhere (E): Can be found in even the smallest towns.

Common (C): Can be found in most city market places.

Poor (P): Regional or army-specific weapons which are made in a certain location.

Rare (R): Very hard to find, usually only in one place, or sold by one type of vendor.

Damage (DMG)

Damage describes the severity of wound a weapon inflicts when it strikes a target. The damage is based on the heft, sharpness, weight, and balance of the weapon.

Reliability (Rel.)

Reliability describes how sturdy the weapon is. This shows the number of times the weapon can be used to block before it breaks.

Hands Required (Hands)

Hands Required describes how many hands you must have free to wield the weapon. Wielding a two-handed weapon in one hand is possible, with a -3 penalty. Keep in mind that hand crossbows still take two hands to reload. Shields require one hand.

Range (RNG)

Range describes the farthest distance that you can strike an opponent from. The range shown is the extreme edge of the weapon's reach.

Effect

Effect describes any extra abilities that this weapon can bring to bear. Descriptions of each effect can be found in the sidebar.

Concealment (CONC.)

Concealment describes where you can hide a weapon:

Tiny (T): Can be hidden in a pocket.

Small (S): Can be hidden in a jacket.

Large (L): Can be hidden under a cloak.

Can't Hide (N/A): Cannot be hidden on your person.

Enhancements (EN)

Enhancements shows how many slots a weapon has for **runes**.

Weight

Weight describes how heavy the weapon is, in kilograms.

Cost

Cost describes the usual value of the weapon in Redanian crowns.

Weapons

Name	Type	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
Swords												
Iron Long Sword	S/P	+0	E	2d6+2	10	2	N/A		L	0	1.5	160
Arming Sword	S/P	+0	C	2d6+4	15	1	N/A		L	0	2.5	270
Gleddyf	S/P	+0	C	3d6+2	5	2	N/A		L	0	3	285
Hunter's Falchion	S/P	+0	C	3d6	15	1	N/A		L	0	2	325
Krigsverd	S/P	+2	C	4d6+4	10	1	N/A		L	0	2	570
Esboda	S/P	+1	P	5d6	10	1	N/A		N/A	1	1.5	650
Kord	S/P	+0	R	5d6	15	1	N/A	Bleeding (25%)	N/A	1	1.5	725
Vicovarian Blade	S/P	+0	R	5d6+4	15	2	N/A	Balanced	N/A	1	1.5	955
Torrwr	S/P	+0	R	6d6	15	2	N/A	Bleeding (50%)	N/A	2	2	1075
Small Blades												
Dagger	S/P	+0	E	1d6+2	10	1	N/A		S	0	.5	50
Stiletto	S/P	+2	C	1d6	5	1	N/A	Concealment	T	1	.5	275
Poniard	S/P	+1	P	2d6+2	10	1	N/A	Bleed (25%)	S	0	1	350
Jambiya	S/P	+2	R	2d6	10	1	N/A	Bleed (25%) Armor Piercing	S	1	.5	440
Axes												
Hand Axe	S	+0	E	2d6+1	10	1	N/A		S	0	1	205
Battle Axe	S	+0	C	5d6	15	1	N/A		L	0	2	525
Berserker's Axe	S	+0	P	6d6	15	2	N/A	Ablating Bleeding (25%)	N/A	1	3	960
Bludgeons												
Brass Knuckles	B	+1	E	1d6	15	1	N/A	Adds to Punch	T	1	.5	50
Mace	B	+0	C	5d6	15	1	N/A		L	0	2	525
Highland Mauler	B	+0	R	6d6+2	20	2	N/A	Stun (-2) Meteorite	N/A	1	3	1100
Pole Arms												
Spear	P/B	+0	E	3d6	10	2	Body x2m	Long Reach	N/A	1	3.5	375
Pole Axe	S/P/B	+0	P	4d6+2	10	2	N/A	Long Reach	N/A	0	3	460
Red Halberd	S/P/B	+0	P	6d6+3	10	2	N/A	Long Reach	N/A	1	4	865

Name	Type	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
Staves												
Staff	B	+0	C	1d6+2	10	2	N/A	Long Reach Focus (1)	N/A	1	3	335
Hooked Staff	P/B	+0	P	2d6	10	2	N/A	Long Reach Focus (1) Grappling	N/A	1	3.5	550
Iron Staff	B	+0	P	3d6	15	2	N/A	Long Reach Focus (2)	N/A	1	4	675
Crystal Staff	B	+0	R	2d6+2	5	2	N/A	Long Reach Focus (3) Greater Focus	N/A	2	2.5	835
Thrown Weapons												
Throwing Knife	P	+0	E	1d6	5	1	Body x4m		T	0	.5	50
Throwing Axe	S	+0	E	2d6	10	1	Body x2m		S	0	1	75
Orion	S	+0	P	1d6	5	1	Body x4m		T	0	.5	100
Bows												
Short Bow	P	+0	E	3d6+3	10	2	100m		L	0	1	290
Long Bow	P	+0	E	4d6	10	2	200m		N/A	1	2	475
War Bow	P	+0	C	6d6	15	2	300m		N/A	1	3	835
Crossbows												
Hand Crossbow	P	+1	E	2d6+2	5	1	50m	Slow Reload	L	1	.5	285
Crossbow	P	+1	E	4d6+2	5	2	100m	Slow Reload	N/A	1	3	455
Monster Hunter's Crossbow	P	+1	R	6d6	15	2	200m	Slow Reload Armor Piercing	N/A	1	4	1125

Ammunition

Name	Type	Avail.	Rel.	Effect	Conc.	Weight	Cost
Standard (x10)	P	E	10		L	.5	10
Blunt	B	C	10	Non-Lethal	L	.1	5
Broadhead	P	C	10	Bleeding (100%)	L	.1	10
Bodkin	P	C	10	Armor Piercing	L	.1	15

Weapon Descriptions

Swords

Iron Long Sword

Heh, iron long swords. As a dwarf, I can tell ya the concept makes me sick. They're damn dull but they're easy to make and you can find them everywhere, I guess.

Arming Sword

The Redanian arming sword's a one-handed blade with a simple curved guard and sharp edge. Heh, with Redania spreading out across the North to "defend" us, these arming swords are showin' up all over.

Gleddyf

Gleddyf're one of the heaviest blades on the continent, and one of the thinnest. Heh, all that weight's centered in the fancy guard and pommel. But it is easy enough to make, so it's a fine design for the black ones, seein' as their army keeps expanding.

Hunter's Falchion

Hunters use these heavy blades to butcher their kills. If you're lookin' for a good blade for splittin' wood and takin' off limbs, this is it. They're common on the field for the everyman.

Krigsverd

They say the Skelligers quench their blades in the blood of sirens and mucknixers. Lemme tell ya, my friend, it's true. Or at least it was. Their hardened steel blades and lighter construction make 'em hellishly accurate.

Esboda

As a merchant you have to leave your personal prejudices behind for good product. The Mettinese esboda is one of the lightest, sharpest cavalry blades I've ever seen. It's sort of like a much better gleddyf. Count on the black ones to rely on their "vassals" to make better weapons, eh?

Kord

Kords are crafted for sailors, in the coastal Cidarian city. It's a solid and simple blade with a sharp curved edge. Heh, I hear a lot of these blades are bein' smuggled north or even thrown into the sea so the black ones can't get them.

Vicovarian Blade

Vicovarian blade's recognizable for its heavy guard. Usually used by knights of Vicovaro, but with the war they've spread all around. I'll tell ya this though, my friend, I've seen these things survive castles crumbling around them and then still lop off a limb or two.

Torrwr

Someone runs at ya with a torrwr, just play dead. During the last war I saw a mountain of a man behead a horse, mid-gallop, with one of these. Course the Gemmerians are all crazy sons of whores anyway. Never met one that didn't look like he wanted to eat me.

Small Blades

Dagger

Daggers come in all kinds of shapes and sizes but they're always small enough to hide. Everyone carries one, from knights to peasants.

Stiletto

Count on the black ones to create a knife even more underhanded than a normal dagger. This dagger's long thin blade folds into the handle so you can hide it just about anywhere.

Poniard

Heh, a good old-fashioned Temerian design. Long, slim, and lightweight. I got stuck fightin' a black one at the Battle of Sodden with one of these. He broke six of my ribs, but I'm still here and he's not.

Jambiya

My friend, even in the far off land of Zerrikania, death is its own currency. And they've designed one of the greatest daggers on the planet. We didn't start seein' these strange curved things until they became a staple of assassins from Maecht durin' the First Northern War.

Axes

Hand Axe

Over time I've gotten fond of the hand axe. Heh, used to use 'em for timber but they're damn tough, and a weapon designed to chop wood will go through bone just as well.

Battle Axe

Need to break down a door? Need to hack up a body, livin' or dead? Get an axe, my friend. Shape may vary but the battle axe's a devastating weapon and it's tougher than most swords.

Berseker's Axe

On the isles of Skellige, werewolves and sirens are common and witchers are rare. Combine that with the insane bravado of your average Skelliger and you get this bastard. A two-meter axe with a huge bearded head, etched with Skellige runes.

Bludgeons

Brass Knuckles

My friend, world ain't a fair place. Some people are just born weaker. Now, I usually don't have to fight my enemies up close—heh, the benefits of being an arbalist—but if I made a habit of it I'd pick up some brass knuckles. Gives ya extra "punch," heh.

Welcome To The Shop

Every weapon's got its own identity. Heh, not talkin' 'bout a soul or somethin' . Just sayin' every weapon acts different. Ya can take swords, axes, maces, and all sorts of other weapons and you'll find they're all useful for somethin'. Ya want a good all 'round weapon? Take a sword. Good and sharp, well balanced, and easy enough to wield. Ya want something to break skulls? Grab a mace. Heavy and rough. Wanna keep folks at a distance? Always got yer long bows and crossbows. Keep folks at a distance and keep yourself safe. Now let's get down to it. Ya won't find better wares than in my shop. Made sure to bury all the competition already, heh.

–Rodolf Kazmer

Wearing Your Magic

From the mages I've known, where you carry your magic is a personal choice. Many carry staves. Traditionally, here in Oxenfurt a fancy staff would ensure that students backed out of your way, expecting to be blasted or transformed at any moment. Today in Redania it's not wise to show off when some cringing freshman can complain to the closest knight. I'll tell you something else that doesn't work–the weak old man leaning on his staff. Mages always try to carry this on too long, and by the time they decide to use magic they have a pack of hooligans on them. I sometimes carry a staff, but only so I can break off the front teeth of the first urchin that touches my coin purse. The alternative for mages is the carrying of amulets. If this is done in a modest manner, the mage is recognized only when magic is unleashed. Many mages, and most sorceresses, can't resist the temptation to carry great bejeweled things that would choke a goat. The best known, like Philippa Eilhart or Yennifer of Vengerberg, who never walk through the streets anyway, can dissuade thieves. For the lesser mages it can become messy.

–Brandon of Oxenfurt

Mace

A brutal piece of work. Solid metal head with flanges or spikes. Heh, point is, when the head of the mace hits its target it'll break bones. Know plenty of mercenaries who carry one of these just to break through armor.

Highland Mauler

The Kaedweni are big folks. If I had to list the toughest sons of whores in the world, it'd be the Skelligers, the Kaedweni, and the Gemmerians. But the Highland Mauler gives the Kaedweni a nice edge. Only ever sold two in my life, but these things are immense. Near two meters tall with a wide iron head that's inlaid with meteorite steel.

Pole Arms

Spear

Spears are the infantryman's favorite weapon. Ain't exactly small, two meters on average, but they'll hold enemies at bay and deter cavalry charges. As a man who once served as a battlefield arbalist I have a special fondness for spears. We had a group of spearmen to protect us from the black ones' cavalry.

Pole Axe

A dwarven smith in Poviss created this light pole axe. A long pole endin' in a heavy axe blade with a spike on top and a hammer head on the back. Heh, the weapon was designed to be versatile and fight any armor. Gotta have good weapons to be politically neutral.

Red Halberd

Redanian halberdiers are some of the most organized and dangerous soldiers in the north. Heh, These whoresons halt cavalry advances and troop charges like nothin'. Their halberd is a masterpiece. Two-meter pole capped with a heavy battle axe with a back spike, and a long spike on top.

Staves

Staff

Don't tell anyone I sold you this, got it? My friend, only safe place to go with a mage's staff is Skellige, or maybe Zerrikania or Ofier. It may just be a glowy stick to a non-magic user but a staff amplifies a mage's power, lettin' 'em use more magic than normal. But with the hatred of mages in the North and the distrust of mages in the South it's also a great big target.

Hooked Staff

Never understood this design myself, but the young mage I traveled with said it was based off of an old design the mage Alzur used. Turns out Alzur used the hook on the end of the staff to shepherd the beasts he'd make. Imagine his was probably silver but it's still a useful weapon for those mages that practice staff fightin'.

Iron Staff

Sometimes a mage might need a bit more protection or, hell, their magic may fail them. In that case ya got an iron staff. Basically it's just a big rod of iron with fifth essence coursin' through it. Sturdier than a normal staff and hits like a mace. Ya can even block blades with it a bit.

Crystal Staff

Best mages carry crystal staves. They're pretty much like regular staves but they have gemstones at the top of 'em, embedded in the wood. Thing about the gem is it has to be perfect. If the gem has even one crack or imperfection, ya risk an explosion or somethin' of the like. They're worth it though. Amplifies magic like nothin' else.

Thrown

Throwing Knife

Throwing knives are an interesting bit a' work. Small, easily concealed, and balanced for throwing. Ya have to practice to know rotation speeds and such, but they can be worth it. Good assassin weapon.

Throwing Axe

Ya won't get as much range on a throwing axe as you would on a throwing knife but you'll pack more of a punch. Nothin' like a hunk of sharpened metal on a haft comin' at ya.

Orion

The black ones started using these a few decades ago. They're like throwin' knives but they're shaped like stars. Heh, strange design, but the're pretty damn dangerous. Quick, too.

Bows

Short Bow

Aren't gonna see many short bows in a war. They're too small to make really good battlefield weapons and the range of their arrows ain't great. But they're perfect for huntin' deer or the occasional trespasser.

Long Bow

The long bow's the predecessor to the crossbow. Personally, think they're large and unwieldy. But hey, easy to say that when you're shorter than the bow. Elves swear by the long bow and in their hands it's probably the deadliest ranged weapon short of a damn ballista. Humans generally moved to the crossbow, but down in Nilfgaard they've got plenty of archers, all deadly and perfectly willin' to prove it.

War Bow

The war bow's a piece of work. Was developed to fight knights in tough plate armor. Thing stands near two meters tall and fires an arrow with up to 77kg of force. These are the types of bows ya see on the field. Heh, standin' back and firin' shots high into the sky to rain down like goddamn meteors. Prefer the crossbow, but I respect a bowman who wields one of these.

Crossbows

Hand Crossbow

Not sure where the hand crossbow came from. Guess it probably started as a sorta civilian crossbow. They're smaller and less powerful than a standard crossbow but they'll fit in one hand and they're easy to fire accurately. Nowadays they're touted for home defense, since many people can't afford to learn how to fight and crossbows don't take much learnin'.

Crossbow

Sturdy, accuracte, and powerful. Call me biased but I love the crossbow. Sure, takes some time to reload. But a quick arbalist can put bolts downrange with the kind of accuracy most human-made bows can only dream of. The wooden stock allows ya to rest it against your shoulder and aim along it, which makes the shot fly far truer. I used one of these in the Second Northern War and it served me well.

Monster Hunter's Crossbow

These days monsters aren't very common. I can probably count the number of monster sightin's I've had on the fingers of one hand. But they still show up from time to time, and with witchers bein' equally rare, some bastard down south developed this beast. Stands more'n a meter long, 'n' near that across the limbs. They say this crossbow has to be pulled with a windlass an' it fires with 136kg of force. Guess they figure if it takes a lot of force to kill a monster, why not make a damn handheld ballista to take 'em down from afar, heh.

Ammunition

Standard

Heh, if ya got a weapon that throws a projectile, ya need projectiles. Standard ammunition is basically your typical bolt or arrow. Bolts are usually smaller than arrows, but they both have a sharp metal head and feather fletching.

Blunt

Blunt bolts and arrows are an interesting case. Heh, never really used 'em myself but then again, never fought much that a broadhead won't put down. Blunt ammunition has a large dull wooden head like a fist. Hear if ya half-draw 'em in a bow, ya can use these bolts to knock people out.

Broadhead

Broadheads are some of the best alternate projectiles to have on hand. They're much like normal bolts or arrows but instead of having a simple metal head they have a wide, flat, bladed head. Heh, come in all shapes and sizes, leaves, diamonds, v shapes, and such but they all cut deeper than regular arrows, leavin' bleedin' wounds.

Bodkin

Blunt bolts and broadheads are fine if your target don't have armor. Heh, problem is most folks have enough sense to wear some armor so you'll have a hell of a time tryin' to get through to 'em. That's where bodkins come in. Got a long tapered tip, hardened in the fire, to punch right through steel and leather.

Armor

Armor has different values that determine how well it protects its wearer and how hindering it might be in the heat of combat. While heavy armor will always mean more protection, light armor is much more maneuverable.

Stopping Power (SP)

Stopping Power describes how much damage armor stops when struck by a weapon or attack. **Head armor** covers your head, **torso armor** your torso and arms, and **leg armor** your legs.

Availability (AVAIL.)

Availability describes how easy armor of this type is to find for purchase and how often they should be encountered.

Everywhere (E): Can be found in even the smallest towns.

Common (C): Can be found in most city marketplaces.

Poor (P): Armor in an unusual or regional style. Often armor that is made in a certain location.

Rare (R): Very hard to find. Usually only in one place, or sold by one type of vendor.

Armor Enhancement (AE)

Armor Enhancement show how many enhancements and glyphs can be placed on a piece of armor.

Effect

Effect describes any inherent benefits or disadvantages of this armor's design. Each effect has its own description, noted in the sidebars.

Encumbrance Value (EV)

Encumbrance Value describes how stiff the armor is and how hard it is to move in. This value is subtracted from your Reflex and Dexterity.

Weight

Weight describes how heavy the armor is in kilograms.

Cost

Cost describes the usual value of the weapon in Redanian crowns.

EV & Magic

There's a reason mages wear robes. Not only is EV subtracted from your Reflex and Dexterity, it is also subtracted from your Spell Casting rolls to reflect the difficult of casting complex spells in stiff or heavy armor.

Resistances

Some armor comes with resistances. These resistances halve damage from certain types of attacks, after the armor's stopping power has been subtracted. Human-made armor doesn't usually have resistances without the use of **armor enhancements** (see pg.90), but non-human armor often does.

Head Armor

Name	SP	Avail.	AE	Effect	EV	Weight	Price
Light Armor							
Verden Archer's Hood	3	C	1		0	.5	100
Double Woven Hood	5	P	1		0	1	175
Spectacled Helm	8	C	0		0	1	200
Medium Armor							
Chain Coif	12	E	0		0	1.5	250
Armored Hood	14	C	0		0	2	350
Temerian Armet	16	P	1	Restricted Vision	0	1.5	475
Heavy Armor							
Great Helm	20	R	1	Restricted Vision	0	3.5	575
Skellige Helm	25	P	1	Restricted Vision	0	3.5	700
Nilfgaardian Helm	30	R	2	Restricted Vision	0	3	800

Torso Armor

Name	SP	Avail.	AE	Effect	EV	Weight	Price
Light Armor							
Gambeson	3	E	0		0	1	100
Aedirnian Gambeson	5	P	1		0	1.5	175
Double Woven Gambeson	8	P	1		0	2.5	250
Medium Armor							
Brigandine	12	C	0		1	7	300
Redanian Halberdier's Armor	14	P	1		1	8.5	400
Lyrian Leather Jacket	16	R	1		1	6.5	525
Heavy Armor							
Plate Armor	20	R	1		2	14	625
Hindarsfjall Heavy Armor	25	R	3		2	15	750
Nilfgaardian Plate Armor	30	R	2		2	12	850

Folk called me crazy back in the army. Heh, never wore a helmet, just a heavy hood. Wore a proper helmet back at the first battle of Sodden Hill. Lemme tell ya friend, never doin' that again. Protects your head, sure, but Lordy, the restrictions. Heh, trap-pin' your head in a metal box with nothing but your own breath to keep ya company and a slit in the front to see the world. Plus it gets damn hot in there! Nah, give me an open breezy hood any day. My head'll take the knockin'.

–Rodolf Kazmer

Restricted Vision

The **Restricted Vision** effect means that when the visor of this helmet is down, your vision is limited to a cone directly in front of you instead of from one shoulder to the other. This effect also takes away a witcher's bonus to Awareness and their Scent Tracking ability.

Full Cover

The pavise is a large enough shield that it can provide full cover as if the wielder was crouching behind a wall. If you crouch down behind a pavise it acts as cover and anything striking you through the pavise must do enough damage to exceed the pavise's SP before damaging you. Each time a pavise takes damage it loses 1 SP.

Nilfgaardian Pavise

A Nilfgaardian pavise is built in such a way that it can be propped up without the use of your hand or any other items. As an action, you can prop up a Nilfgaardian pavise facing one direction. If it takes more than half its SP in damage it will fall over. Since it is not in your hand, a propped pavise cannot be used to block, it can only be used for cover.

Leg Armor

Name	SP	Avail.	AE	Effect	EV	Weight	Price
Light Armor							
Cavalry Trousers	3	C	0		0	.5	75
Padded Trousers	5	C	1		0	1	125
Double Woven Trousers	8	P	0		0	1.5	225
Medium Armor							
Armored Trousers	12	E	0		0	3.5	250
Redanian Greaves	14	P	1		0	4	400
Lyrian Leather Trousers	16	R	1		0	3.5	525
Heavy Armor							
Plate Greaves	20	R	1		1	7.5	625
Hindarsfjall Heavy Chausses	25	R	3		1	5	650
Nilfgaardian Greaves	30	R	2		1	6	850

Shields

Name	SP	Avail.	AE	Effect	EV	Weight	Price
Light Shields							
Leather Shield	4	E	0		0	.5	50
Steel Buckler	6	C	0		0	1	150
Temerian Shield	8	C	1		0	1.5	225
Medium Shields							
Skellige Raider Shield	10	P	1		0	2	325
Kaedweni Shield	14	P	1		0	2.5	400
Steel Kite Shield	16	C	0		0	3	400
Heavy Shields							
Pavise	20	P	0	Full Cover	1	4	500
Nilfgaardian Pavise	25	R	1	Full Cover See Side Bar	1	5	600

Armor Descriptions

Head Armor

Verden Archer's Hood
Verden archers are a pretty tough lot. They don't tend to wear much armor. Guess they don't bother since the dryads just put a shaft into the cracks. Their armored hoods are good, though, woven tightly with a blue and black arrow pattern.

Double Woven Hood
Hoods can be armored pretty easily. Addin' leather, chain, and such like that. These hoods are woven tighter than any other to make it harder for weapons to penetrate 'em. Heh, simple and effective.

Spectacled Helm
Spectacled helms're more common in Nilfgaard and Skellige. North tends to like fully enclosed helmets or just caps. The spectacle pieces on the front of the helm can help protect your face and eyes from attack, and in some cases there's a layer of chain attached to the bottom for your neck.

Chain Coif
Need some simple, sturdy armor? Heh, my friend, you need a chain coif. Just a fancy term for a hood made of chain mail. It'll stop sword blows and cushion against hammer blows and such. Some people use it as full armor, some wear one under a helmet. Either way it's good stuff.

Armored Hood
In the wilds, where ya need a bit more vision, people wear hoods. 'specially the elves. Made of heavy leather, thick twine, and layers of linen. They're treated to be hard enough to stop a slash or a bolt from a small hand crossbow.

Temerian Armet
Temerian knights normally wear armets—they're your basic knight helmet. Full enclosing metal helm with pointy "nose" lookin' face plate, and a thin slit in the front to see out of. Only problem is, the slit isn't too easy to see out of.

Great Helm
Great helms are for the highest of knights. Heh, large, cylindrical helmets with larger slots for the eyes and enough ventilation holes to breathe clear. They're tough as all hell and they're usually decorated with braided tassles, horns, and spread-winged eagles. Heh, gaudy as hell but useful.

Skellige Helm
Skelligers are big on ornamentation if it makes 'em look tough. Heh, their helms are a testament to that. The Skellige helm is a thick one, chain dropping down around the neck, cheek plates and a spectacle to protect the face...and horns, oftentimes. Guess the toughest Skelligers gore enemies with the horns on their helmets.

Nilfgaardian Helm
The black ones' helms are of an interestin' two-part design. First part's a domed sallet helmet with a section cut out of the front, or a visor to see out of. Second part's a bevor that protects the neck and juts up in front of the mouth and nose. Together it makes a pretty protective design.

Torso Armor

Gambeson
Now, technically a gambeson's underwear for other, heavier armors. Heh, but with so many poor sods havin' to fight on short notice, they're passin' for armor. Not like they can't stop weapons. They do well against daggers and such.

Aedirnian Gambeson
The Aedirnians probably had it the worst when Nilfgaard attacked. Lost their king—not even sure whether they had a new king before a wave of black and gold hit 'em. The Aedirnian gambeson's evidence of that. Just a gambeson with scraps of leather and hardened hide stitched on here and there.

Double Woven Gambeson
Like the hood of the same construction the double woven gambeson's decent work on a budget. It'll stop a cheap sword or a hand crossbow bolt and it won't weigh ya down too much. I usually wear one of these when I'm travelin', and around town. Good way to stay safe without people thinkin' much of it.

Brigandine
Mercenaries usually wear brigandine 'til they can get a hold of some better armor. It's a basic leather vest with plates of thicker hardened leather woven or pinned onto the inside. Wore a brigandine on the fields of Brenna and Sodden. They can be stiff and a bit hard to work with.

Redanian Halberdier's Armor
Heh, strange enough, Redanian halberdiers don't wear too much armor. Simple leather and cloth gambesons that reach down to the knees, a chain shirt, a gorget, and pauldrons. Guess when you're at the end of a halberd you don't need heavy armor. This'll still take a blade and be maneuverable as a gambeson.

Lyrian Leather Jacket
Been lucky enough to wear a Lyrian leather jacket once. Holy hell, felt like I was wearin' damn plate armor. The Lyrians treat their leather in some special way that makes it tough as a basilisk's hide. Let the merchant shoot me with a long bow

Gambesons

Heh, a few years ago I marched from Nastrog to Bremervoord in a chainmail hauberk. Didn't know when we'd see combat so everybody kept their armor on the whole while. Lucky I wasn't one of the knights on that march. Poor bastards had one hell of a time livin' in that plate armor. But chain wasn't so easy either. It's heavy, noisy and if ya don't keep it clean it gets rusty and stiff. These days I wear a gambeson. Sure, it ain't as much protection. But it don't rust. Ya stop to look around a city, you'll see plenty 'a people wearin' gambeson. Guess ya could chalk that up to the cost of armor these days too, but a suit of armor's free if ya stab the man wearin' it in his sleep.

–Rodolf Kazmer

Redanian Elite

The Redanian halberdiers do not have as much armor as the other units. They rely primarily on a long red gambeson, gorget and spaulders. Armored thusly the halberdiers are a very fast-moving group and of the infantry units the most capable of countering enemy cavalry. Their halberds are lighter than a long sword or great axe and give halberdiers pronounced reach. The hook side of the halberd can drag an armored man off his horse and the axe side can slice through full plate armor. After the initial charge by the Redanian cavalry the halberdiers can move to surround any splinter cavalry groups and bring down the riders. Only the Mettinese have effectively trained their warhorses to trample anyone who approaches their rider once he is on the ground.

–Brandon of Oxenfurt

and it didn't even scratch me! May have been a bit sloshed at the time.

Plate Armor
Plate armor's the fare of knights and kings. It's tough steel plating, fitted to the body of the wearer. Heh, it's a bit heavy and sometimes stiff but it'll stop a ton of damage. It can be simple and basic but it can also be gaudy as all hell.

Hindarsfjall Heavy Armor
Been to Skellige once or twice in my life. Went to Hindarsfjall a long time ago to visit the temple of Freya. Outside they had swordsmen wearin' this beastly armor. It's heavy chain down to the knees with hardened leather under it and studded leather over the top, an' a thick kidney belt. Think this stuff could deflect a damn halberd.

Nilfgaardian Plate Armor
Nilfgaardian plate armor is tough black and gold plate armor with tall pauldrons and a lot of detail work. Have to admit it's a piece of work. It'll stop a crossbow bolt and barely show a scratch.

Leg Armor

Cavalry Trousers
'Less they're a dragoon your average cavalryman's probably not gonna wear a ton of armor. These dark trouser are only reinforced by leather straps.

Padded Trousers
Heh, basically just a gambeson for your legs. Paddin'll turn a small blade but I wouldn't rely on it too much. You should see the cod-pieces though: never laughed so hard in my life.

Double Woven Trousers
Can't go wrong with double woven. Heh, ain't quite as puffed up as the run-of-the-mill padded stuff and it'll keep ya safe.

Armored Trousers
Tell ya, they take a few weeks to break in. But that ain't exactly yer main concern. Important part's the hardened leather and the steel plates. Keep ya nice and safe without weighin' ya down too much.

Redanian Greaves
Heh, just like their torso armor the Redanian halberdier's leg armor ain't anything too special. Simple leather pants and greaves and a codpiece. Maneuverablilty over strength.

Lyrian Leather Trousers
Lyrian leather, fashioned into trousers. Heh, rough stuff and it doesn't breathe much, but yeah, it'll keep your legs nice and safe. Can't say ya won't draw attention.

Plate Greaves
Greaves, sabatons, cuisse, tasses. It all protects your legs. Big plates of worked steel encasin' your legs and turnin' everything from swords to maces to long bows.

Hindarsfjall Heavy Chausses
Hindarsfjall heavy armor has chausses. They're basically trousers made of chain mail. Tough stuff too. Most people don't bother with heavy leg armor but chain's a good way to go about it. Very flexible.

Nilfgaardian Greaves
Nilfgaardian greaves are built a bit lighter than the torso armor. Usually include greaves and sabatons, and heavy leather and cloth trousers with a checkered pattern.

Shields

Leather Shield
Simplest shield you're ever gonna find is leather stretched over bound wood. They aren't very popular these days. They're not very tough compared to wood or steel. But they're cheap and light.

Steel Buckler
Heh, buckler's like a baby shield. Only a foot or so wide but can be used pretty well to parry blades and such.

Temerian Shield
Ha! Good ol' Temerian design! What we call a kite shield, and probably the most common shield design you'll see around the realm. A Temerian shield'll hold off arrows and swords for quite some time.

Skellige Raider Shield
Unlike the rest of the world, Skelligers use large, round shields with metal domes in the center and a grip in the back. Guess it makes the shields more maneuverable, seein' as they aren't strapped to the arm.

Kaedweni Shield
Kaedweni shield's not much different from a Temerian shield. Only difference is the dark iron they use on the faces. They're heavier, but they're also tougher.

Steel Kite Shield
A full steel shield's an interesting thing. Loud as all hell when ya block with it, but tougher than you'll find in other shields and pretty good for bashin'.

Pavise
When ya want to protect your whole body, just put a ploughin' wall between yourself and the enemy, ya grab a pavise. These monsters are so large, standing near up to a human's shoulders and wide as a dwarf, that ya can kneel behind 'em and just wait out arrow storms.

Nilfgaardian Pavise
The Nilfgaardian pavise's one of the best shields for crossbowmen and anyone who has to work on machinery under fire. Yah, that hurts to say, but it's true. It's big as a normal pavise, built stronger, and has a prop on the back so it stands on its own. Ya don't have to hold it while ya reload or work.

Elderfolk Armory

Weapons

Name	Type	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
Swords												
Elven Messer	P/S	+2	R	3d6+4	15	1	N/A		L	2	2	595
Vrihedd Cavalry Sword	P/S	+3	R	4d6+4	15	1	N/A	Bleed (25%)	L	0	2.5	745
Meteorite Sword	P/S	+1	R	5d6	20	2	N/A	Balanced Meteorite	N/A	2	3	875
Gnomish Gwyhyr	P/S	+3	R	5d6+3	15	2	N/A	Bleed (50%)	N/A	2	2.5	1090
Tir Tochair Blade	P/S	+3	R	6d6	15	2	N/A	Bleed (25%)	N/A	2	3	1175
Small Blades												
Halfling Rondel	P/S	+2	R	2d6+2	10	1	N/A	Armor Piercing	S	1	1	485
Dwarven Cleaver	S/B	+2	R	3d6	15	1	N/A		S	1	1.5	500
Axes												
Dwarven Axe	S	+3	R	5d6+3	15	1	N/A		L	1	4	740
Gnomish Black Axe	S	+2	R	6d6+2	15	2	N/A		N/A	2	2.5	910
Bludgeons												
Mahakaman Martell	B	+0	R	5d6	15	2	N/A	Armor Piercing	L	1	3.5	750
Meteorite Chain Mace	B	+2	R	6d6	20	1	N/A	Grappling Meteorite	N/A	2	4	900
Pole Arms												
Dwarven Pole Hammer	B/P	+0	R	5d6+2	15	2	N/A	Long Reach Stun (-2)	N/A	1	4	835
Elven Glaive	S/P/B	+2	R	4d6+3	10	2	N/A	Long Reach Bleed (25%)	N/A	2	3	925
Staves												
Gnomish Staff	B	+1	R	3d6+2	15	2	N/A	Long Reach Focus (3)	L	2	2.5	910
Elven Walking Staff	B	+1	R	3d6	10	2	N/A	Long Reach Focus (3) Greater Focus	N/A	2	1.5	975
Bows												
Elven Travel Bow	P	+1	R	4d6	10	2	200m		L	1	1	575
Elven Zefhar	P	+2	R	6d6	10	2	350m	Improved Armor Piercing	N/A	2	2.5	1100
Crossbows												
Gnomish Hand Crossbow	P	+3	R	2d6	10	1	100m	Slow Reload	S	1	1	425
Dwarven Heavy Crossbow	P	+3	R	5d6	15	2	300m	Slow Reload	N/A	2	3.5	850

Elven Burrower

Elven burrowing ammunition induces bleeding like broadheads. However, the head remains in the wound and thus the bleeding can only be stopped with a DC:16 First Aid check to remove the head.

Halfling Doublet

The halfling protective doublet is designed to look exactly like a regular doublet. It takes a DC:20 Awareness check to realize that it is armor.

Scoia'tael Armor

Scoia'tael armor is built with local foliage and furs integrated into it. When traveling through wilderness the wearer gets +2 to Stealth Checks.

Dragoon Armor

Gnomish dragoon armor is built to help balance a rider in their saddle. When on horseback, a rider in gnomish dragoon armor gain a +2 to Riding checks.

Mahakaman Pavise

Exactly like the Nilfgaardian pavise, the Mahakaman pavise can be errected in front of you and propped up.

Ammunition

Name	Type	Avail.	Rel.	Effect	Conc.	Weight	Cost
Elven Burrower	P	R	10	Bleeding (100%) See Side Bar	L	.1	50
Dwarven Impact	B	R	15	Ablating	L	.1	50

Armor Sets

Name	SP	Avail.	AE	Effect	Cover	EV	Weight	Price
Light Armor								
Halfling Protective Doublet	8	R	1	See Side Bar	Torso & Arms	0	1	375
Gnomish Chain	10	R	1	Resistance: Slash	Head, Torso, Arms & Legs	0	5	975
Medium Armor								
Dwarven Cloak	16	R	1		Head, Torso, Arms & Legs	0	5	1400
Scoia'tael Armor	20	R	2	See Side Bar	Head, Torso, Arms & Legs	1	12	2325
Heavy Armor								
Gnomish Dragoon Armor	25	R	2	Resistance: Slash Resistance: Piercing See Side Bar	Head, Torso, Arms & Legs	2	20	2850
Mahakaman Plate Armor	30	R	3	Resistance: Slash Resistance: Bludgeon Resistance: Piercing	Head, Torso, Arms & Legs	2	30	3525

Shields

Name	SP	Avail.	AE	Effect	EV	Weight	Price
Light Shield							
Gnomish Buckler	15	R	2		0	1	450
Medium Shield							
Elven Shield	25	R	2		0	3	700
Heavy Shield							
Mahakaman Pavise	35	R	2	See Side Bar	1	5.5	1050

Elderfolk Item Descriptions

Sword

Elven Messer

Heh, people say this sword was dreamed up by Nazairians who were forbidden to carry swords by the black ones. Made these huge ploughin' knives so they weren't technically carryin' a sword. Didn't go over too well, but the elves picked up the design and perfected it.

Vrihedd Cavalry Sword

Vrihedd were one of the most feared horse brigades in the world once. I faced 'em once. Me and my mates. Lemme tell ya, these blued-steel swords, wielded from the back of a horse, can take the head off the toughest dwarf. Lucky I survived.

Meteorite Sword

Meteorite's some of the best metal to make a weapon from. These swords get this colored sheen to 'em and are tough as all hell. The blade's surprisingly light too.

Gnomish Gwyhyr

For a long time the gwyhyr was the greatest sword in the world. Still a great sword. Long black blade so sharp you could shave with it. So light ya could swing it around full speed with one hand. Love these things but they're rare as all hell.

Tir Tochair Blade

The Gnomes of Tir Tochair started making swords centuries before even the elves got to the Continent. That practice paid off. The blades of the Tir Tochair are long an' razor-sharp, with gnomish etchings as fine as a hair all the way down 'em.

Small Blades

Halfling Rondel

Now, halflings are smaller than humans but not as sturdy as a dwarf. Not gonna say they're weak, but ya don't see armies of halflings. This dagger plays to a halfling's strengths. It's thin and strong with a circular pommel and guard. It's designed to be shoved in between the cracks of armor and leave bleeding wounds.

Dwarven Cleaver

Ha! Count on us dwarves to bring a cleaver to a knife fight. If ya need to chop through...well, just about anything, find a dwarven cleaver. They ain't long but they'll hack limbs off trees and people.

Axes

Dwarven Axe

There's a misconception that all dwarves use axes. Heh, granted, many do, after all. Put a heavy axe in a dwarf's hands and they'll bring down any wall. Especially with a dwarven axe. The double-headed design adds heft and makes sure you've always got a sharp blade to use.

Gnomish Black Axe

Everybody knows about the gnomish gwyhyr. What not everybody knows is that gnomes also made axes. Heh, they're made like the gwyhyr but they're heftier, with a solid bearded head scrawled with gnomish runes. They're light, too. So light and thin they feel like they shouldn't even be used in combat. But they're tough enough to hew armor.

Bludgeons

Mahakaman Martell

The martell's a rare dwarven design and ya won't see many humans wandering around with 'em. Heh, basically a hammer head with a long spike on the back end, mounted on a meter-long handle. A lot of dwarves like to cut the handle short and carry 'em in their boots.

Meteorite Chain Mace

Now here's a stylish weapon. Heh, a spiked ball of meteorite steel on a chain, attached to a leather-wrapped haft. Swinging the head at full speed'll crush helmets and skulls just about as well as a real meteorite. Plus, the chain can entangle weapons and whatnot.

Pole Arms

Dwarven Pole Hammer

The dwarves of Mahakam created the dwarven pole hammer a few centuries ago to defend against any whoreson dumb enough to attack them. It's a sturdy two-meter shaft with an elaborate hammer head, a long spike on top, and a hook on the back. Versatile weapon. Lots of possibilities for killin'.

Elven Glaive

Hear elven glaives were most popular during the elven golden age before the humans arrived. Guess they were guard weapons at the palaces. Tall poles with swooping razor-sharp blades at the top. My guess is, now that most elves in the North are hidin' out, they can't afford to carry big weapons like that.

Meteorite Color

Turns out meteorite's got colors to it. Heh, blue, red, and yellow. Maybe more but I don't know. Color only really comes out if ya refine the stuff so most of the meteorite weapons ya see nowadays just have a sorta oily sheen to 'em. Heard if ya refine the ore first with some old gnomish technique, the blades glint the color of the ore. Supposed to have some kinda magical effect too, since they passed through all the elemental planes on the way to us.

–Rodolf Kazmer

Dwarves & Axes

There's a bit of truth in every stereotype. Heh, us dwarves like axes. Ain't the only thing we'll wield but I s'ppose given the choice between a sword and an axe, I'd take an axe. Thing is there's a lot to be said for an axe. All the weight's at the top. Give it a big, ploughin' swing and you'll bury it in anythin'. Person, wall, tree, steel shield. Anythin'. And with us dwarves bein' tougher than the rest of ya, we can make up for the lack of defense. Once caught a blade in my bare hand. Heh, cut me a bit but I guarantee ya: the other soddin' bastard got it worse. Ya pit an axe against a skull and the axe is gonna win hands down.

–Rodolf Kazmer

Gnomish Smithing

Ya might a heard this before but dwarves forge the best metals, elves're among the best smiths, and gnomes're the best at honing a blade and finishin' armor. Now yours truly spent some years in Mahakam (like any good dwarf does) and I spent some time with the gnomes there. Fine fellas actually. Two I spent my time with were named Goldenring & Morrison, and among other talents they could smell a fresh plate of dumplin's from 400 paces. Heh, that ain't the important part though. Those fellas could refine a blade, put an edge on it that could shave a werewolf bald, and etch a ploughin' portrait of ya so clear ya damn near swear it's a reflection in the steel. Not sure exactly what it is about gnomes. Think it's their focus or somethin'. Maybe they're just more exactin' by nature. Goldenring showed me his tools one time. Like a work of art! Little etched wooden box with a dozen little glimmerin' tools, all set in silk. Files and hammers and chisels and whatnot. Just like any other smith's tools, just half as big and much, much nicer.

–Rodolf Kazmer

Staves

Gnomish Staff

Gnomish staves're, just like any gnomish craft, tremendously impressive. They're made of dark, stained wood with custom carving from top to bottom. Usually have gems embedded in 'em somewhere.

Elven Walking Staff

Elven sages used these years and years ago. They're much smaller than the average staff, maybe chest height at tallest. Beautiful designs of braided silk and gold, but the important part is how well they focus magic.

Bows

Elven Travel Bow

Heh, basically it's just a smaller version of the zefhar. The difference is the travel bow can be unstrung, letting the limbs curl in 'til the bow's small enough to carry in a satchel.

Elven Zefhar

The elven zefhar's the pride and joy of the elves. It's a large bow with four limbs, connected by powerful waxed string. The two sets of limbs on the zefhar can double the power of the bow. Great part is the bow doesn't feel any heavier.

Crossbows

Gnomish Hand Crossbow

I'm not a fan of hand crossbows but this gnomish design's pretty damn impressive. Looks like a work of art. Heh, intricate metal work and black stained wood with beautiful etching.

Dwarven Heavy Crossbow

Us dwarves are stronger than humans. Heh, we may be shorter than a human or an elf but we're sturdier, that's for sure. So the dwarven crossbow's built for our strength, Heh, we add a goat's foot lever when we sell 'em so humans and elves can use 'em.

Ammunition

Elven Burrower

Heh, Scoia'tael picked these up a few years ago from human traders. Arrowhead's shaped like a screw so they burrow into ya and won't come out without a fight.

Dwarven Impact

Folk say we started usin' these heavy arrows and bolts to break rock in the mines, but nowadays dwarven mercenaries use 'em to crack plate armor.

Armor

Halfling Protective Doublet

Armor's great. In times like these everyone should have some. But not everybody can wear chain and plates. A while ago, the halflings developed this armored doublet. Heh, they're usually bright and well-decorated but they have a solid layer of armor inside them.

Gnomish Chain

Heh, gnomish chain mail is solid black an' covers the whole body with a coif, hauberk, and chausses. Beautiful, simple, and easy to wear. The rings're tiny and strong so the chain's light.

Dwarven Cloak

Dwarven cloaks are well known for being excellent travelin' cloaks and also damn good armor. They're only leather, but they're treated with a special dwarven technique that not only makes 'em hard armor, but also makes 'em waterproof.

Scoia'tael Armor

Can't say every Scoia'tael wears this armor but the commanders of commandos generally do. Iorveth, Yaevin, and such. It's good armor, designed to help ya blend into the background. Hate the Scoia'tael but their armor's good.

Gnomish Dragoon Armor

Gnomes aren't normally cavalrymen, for obvious reasons, heh. But they have made armor for the human cavalry commanders of Nilfgaard. It's light plate armor. Black with a blue sheen to it and gnomish etchwork all over it. Holds up real well in jousts and on the field.

Mahakaman Plate Armor

Mahakaman steel. Best stuff in the world. And armor made out of it's bound to be the best. Mahakaman plate armor's heavy, dark armor with bronze and gold highlights, solid angular designs and dwarven runes. Never worn it, but I carried a set for a few weeks from Mahakam to Angren. Sold it for thousands.

Shields

Gnomish Buckler

Heh, guess a buckler for a human's basically a shield for a gnome. Doubt that's how this oddity came to be though. It's made in the same gnomish method as many other pieces and it'll hold better than some larger shields despite its size.

Elven Shield

Don't see these much anymore. Guess guerilla tactics don't lend themselves to shield and sword combat. Or the brave rebels are too concerned with not looking like cowards. Either way the elven shield's a beautiful piece. Built like a kite shield, with gold inlays and leaf patterns.

Mahakaman Pavise

Mahakaman defenders use these beasts to guard the cities of Mahakam. Built like the Nilfgaardian pavises, but with a dwarven touch and the skill of craftsmen who've been forging for centuries. If I had to hide behind any shield, I'd pick a Mahakaman pavise.

Alchemical Items

Alchemy has changed the world drastically. Between old folk recipes and formulae introduced by science and scientists, there are tons of interesting creations and concoctions for use in everyday life and in danger. Keep in mind that alchemical items are always concealable in pockets or pouches. Alchemical items are consumed after a single use, except where noted.

Name	Avail.	Effect	Weight	Cost
Acid Solution	P	*Acid solution* does 2d6 damage to any living creature it is thrown on and does 1d6/2 **ablation** damage to weapons and armor. Throwing it is an Athletics attack with a range equal to your BODYx2m, and the acid splatters in a 2m cone directly away from where it lands.	.5	56
Adda's Tomb	C	A dose of *Adda's tomb* can be poured onto perishable foods or even corpses. Treated perishables will not begin to rot or spoil for 1d10 days. Preserving a human-sized body requires 2 doses.	.1	18
Alchemical Adhesive	C	*Alchemical adhesive* can be thrown or poured onto a place or person. After 2 rounds the solution will harden, sticking objects together, and sticking people to one another or to objects. The objects must be pried apart with a DC:16 Physique check. Throwing it is an Athletics attack with a range equal to your BODYx2m.	.1	28
Base Powder	C	*Base powder* counteracts the effects of acid, negating one dose of *acid solution* per dose of *base powder* used. *Base powder* can also negate damage from a **torn stomach** critical wound.	.1	18
Black Venom	C	*Black venom* immediately **poisons** a target if it gets into their bloodstream or is ingested. A DC:16 Endurance check ends the effect, but the target can become poisoned again if they consume more *black venom* or are cut by a poisoned weapon.	.1	45
Bredan's Fury	R	*Bredan's fury* explodes when exposed to air, doing 2d6 damage to every body location of any creature within 2m. Throwing it is a an Athletics attack with a range equal to your BODYx2m.	.5	95
Chloroform	C	*Chloroform* forces anyone who breathes it to make a Stun save at -2 or be knocked unconcious until they do make the save. Using it usually requires a Melee attack with a cloth soaked in the *chloroform*. It can also be poured into a vessel. Each bottle contains 25 doses.	.1	36
Clotting Powder	C	Applying *clotting powder* to a wound stops the **bleeding** effect for 2d10 rounds. After the rounds elapse the wound begins bleeding again. You can then apply another dose.	.1	20
Fisstech	P	*Fisstech* sends those who snort it or rub it on their gums into a euphoric trance-like state. It is often used as an anesthetic, as it numbs pain. It is highly addictive. After each use, make an Endurance check at DC:18. If you fail, you become **addicted**. See pg.32 for addiction rules.	.1	80
Hallucinogen	C	*Hallucinogen* can be thrown on a target within 3m or slipped into a drink. If the target fails a DC:15 Endurance check, they start **hallucinating**. These hallucinations last for 1d10 rounds.	.1	25
Invisible Ink	C	*Invisible ink* allows you to write messages that can only be read when exposed to heat for 1 turn.	.1	15

Fighting Fisstech

A user must make a DC:16 Endurance check or be **stunned** for up to half an hour. Users can attempt another check each round, but a roll below 10 on any check causes unconciousness for 5 rounds.

Poisoning

To coat a blade with *black venom* requires a full round and the weapon remains poisoned for 1d10 rounds. In drinks, it takes a DC:16 Awareness check to realize the drink is poisoned.

Breaking Bottles

All of the alchemical items here come in small clay or glass bottles and some are designed to break on impact. If any of these bottles take more than 5 points of damage they break and spill their contents. This will activate any alchemical thrown weapons.

Quick Fire

If a target doused in *quick fire* is hit by a spell or item which has a percent chance to light them on fire, the odds raise by 50%.

Put Some Powder on It

With the War on, I keep a lot of material stocked. Make a few runs every month down from the Mahakams to Vizima and Ellander. Poor bastards need good steel, and with the black ones on the rise there's nobody stupid enough to try and break the siege line and get it to 'em. Well, no one but yours truly, heh.

Also carry a lotta medical supplies. Clottin' powder 'specially. Tell ya friend, get's real hard to think straight when you're pumpin' blood. When I was a scout in the First War we had this poor bastard, Aldi. Took a broadhead in the thigh from the black archers. The rest of the detachment sends the black ones packin' but Aldi's holdin' his leg, blood's goin' everywhere, and he ain't got much time. Best I can figure is to tie some cloth 'round his thigh, but it ain't stoppin' the bleedin'. Aldi's goin' pale and the dirt's turnin' to bloody mud underneath him. Finally one of the other scouts, digs out some clottin' powder. Saved Aldi's life but just barely.

–Rodolf Kazmer

Name	Avail.	Effect	Weight	Cost
Numbing Herbs	E	*Numbing herbs* placed in a wound relieve pain, lowering negatives from critical wounds by 2. *Numbing herbs* also lessen penalties from being near death by 2. *Numbing herbs* work for 2d10 rounds, and then you can apply another dose.	.1	12
Pantagran's Elixir	P	Consuming a draught of *Pantagran's elixir* brings delirious happiness. This effect lasts for 1d6/2 hours and leaves the imbiber incredibly suceptible to Persuasion, Charisma, and Seduction, giving them a -2 to Resist Coercion.	.5	67
Perfume Potion	P	Someone who consumes a draught of *perfume potion* must make a DC:16 Endurance check. Failure causes **intoxication** for 1d10 Hours. This intoxication can only be undone by magic or *wives' tears potion*. *Perfume potion* has a Toxicity of 25%.	.5	76
Poisoner's Friend	C	*Poisoner's friend* is a clear liquid that can be poured into food or drink to give it a potent savory or sweet taste. This raises the DC to detect poison to 20.	.1	16
Quick Fire	P	A dose of *quick fire* poured on a person, surface, or object, dries quickly. Anything so treated is extremely flammable. There's a 50% chance it will ignite each time it's exposed to flame or sparks of any kind.	.1	45
Smelling Salts	C	*Smelling salts* can be placed under an unconcious or **stunned** person, or creature's nose to immediately bring them out of their stunned state. *Smelling salts* can be used 25 times.	.1	25
Sterilizing Fluid	C	*Sterilizing fluid* poured on a wound raises the patient's natural healing rate by 2 points and lessens the number of days a critical wound takes to heal by 2. Multiple uses of *sterilizing fluid* don't stack.	.1	22
Succubus' Breath	C	A dose of *succubus' breath* can be used to aid seduction. Used on the skin, it gives you a +2 to Seduction. If poured into someone's drink, it gives them a -5 to Seduction Resistance. Like *black venom*, it takes a DC:16 Awareness check to realize there is *succubus' breath* in a drink.	.1	20
Talgar's Tears	P	*Talgar's tears* immediately **freezes** anything it is thrown on. If used on weapons, armor, or objects, those items take double **ablation** damage. Throwing it is an Athletics attack with a range equal to your BODYx2m, and the liquid splatters in a 2m cone directly away from where it lands, freezing anything it hits.	.5	79
Wive's Tears Potion	P	Imbibing *wives' tears potion* negates the effects of **intoxication**. Immediately after drinking a dose of *wives' tears potion* the imbiber sobers up.	.1	56
Zerrikanian Fire	P	*Zerrikanian fire* immediately sets whatever it touches on **fire**. Throwing it is an Athletics attack with a range equal to your BODYx2m, and the it splatters in a 2m cone away from where it lands, lighting anyone and anything in that area on fire.	.5	65

Alchemy Descriptions

Acid Solution
I don't have to use acid much. Heh, least not every day. But this stuff's good if ya need to burn through a lock or ya need a makeshift weapon.

Adda's Tomb
Don't know whether this is a strange coincidence or really based on Princess Adda. Either way, it's good for keepin' evidence untouched and keepin' food fresh. Gives food a weird aftertaste though.

Alchemical Adhesive
From what I remember, some bright boy in Oxenfurt came up with this stuff to replace nails. Obviously didn't work so well, but it's good for quick fixes and such.

Base Powder
I don't use base powder much since I don't deal with acid...but then again, acid can be a good weapon so it's good to have a countermeasure.

Black Venom
Plenty of poisons in the world but black venom's probably the most common. Definitely in the south. Blackens the veins and causes terrible pain.

Bredan's Fury
Bredan, the Mad Chemist of Gheso. Heh, don't get a name like that for makin' a new fertilizer. Hear after Bredan created this explosive elixir he disappeared. Sounds to me like he proved useful to the Empire.

Chloroform
Chloroform's for kidnappin' people and calmin' down folk who're panickin'. Probably more for kidnappers, but I like to be positive sometimes, heh.

Clotting Powder
When you're bleedin' all over the place and a doctor's havin' a hard time tendin' to ya, clottin' powder's good to have on hand. It'll quell the flood for a while.

Fisstech
Elves call the stuff White Death. Most prevalent drug in the world, and lemme tell ya, nothin' ya wanna get involved with. A fisstech addict's a scary thing—not an ounce of fear or dignity when the cravings catch 'em.

Hallucinogen
Guess this is a lot like that old witcher's potion, white gull. Makes ya see some strange stuff. It isn't as powerful, but it ain't poisonous.

Inivisble Ink
Use invisible ink quite a bit, actually. Heh, workin' as a smuggler means ya have to leave invisible notes and hidden annotations a lot.

Numbing Herbs
Ya may not always be able to get to a doctor immediately. Havin' somethin' to kill the pain's good.

Pantagran's Elixir
Pantagran of Lyria was a well-known alchemist in the North. Created this elixir which makes ya all kinds of happy. Makes sense for a Lyrian. Heh, rough place to live.

Perfume Potion
Say perfume potion was created by some alchemist to appease his angry wife. It's a precursor to perfume but if ya drink it, it'll get ya drunk in an instant. Popular for kidnappers and high society folk as well, heh.

Poisoner's Friend
Black venom and other substances can have a pretty obvious taste. Poisoner's friend's good for hidin' that. Also improves the taste of meals, but we know that's not the real use.

Quick Fire
Quick fire's good for impatient folk who need to get a fire going, but honestly it's better for arsonists and fire mages. It'll turn a small fire into a blaze in no time.

Smelling Salts
If your companion's taken a blow to the head or got knocked out by cholorfom, smelling salts can bring 'em back in a pinch.

Sterilizing Fluid
I've never much understood infection. I leave to doctors to know about healin' and I just sell supplies. Sterilizin' fluid's usually in high demand.

Succubus' Breath
Popular for bards. Succubus' breath can really get someone goin' if ya know what I mean. Never used it myself. Never had to, heh.

Talgar's Tears
Based off of one of the old lost bits of technology called Talgar's winter. Pour it on just about anythin' and it'll freeze solid in an instant.

Wives' Tears Potion
This potion's popular in large cities where there're a lot of tavern. Some alchemist threw this forumla together to counteract drunkard husbands throwin' their weight around after a few too many drinks.

Zerrikanian Fire
I don't mess around with Zerrikanian fire. Never have, never will. Stuff's too dangerous. When it hits air the stuff bursts into a horrid green fire. They use a version of this stuff in Zerrikanian fire scorpions.

The Alchemy Boom

There has been a boom in alchemy in Redania. It's not really difficult to see why. With most of our mages dead or locked up the potion, amulet, and, miracles market has been drying up. Alchemy has another advantage besides being legal: no expensive exclusive training is required. Any fool who can read and put together a few nekker eyeballs and a pickled pigeon tongue can hang out a shingle. There are reputable alchemists who are very scientific in their approach who have suffered many a mage in his cups shouting "How's that lead to gold thing going?" Now it's their turn. King Radovid will no doubt find reputable alchemists to create the civic wonders mages would have provided not so long ago.

–Brandon of Oxenfurt

Armor Enhancements

Armor Enhancements

Name	Effect	SP	B	S	P	Avail.	Weight	Price
Chain Mail		+3	X	X		P	3	125
Dwarven		+5		X	X	R	3.5	195
Elven	+1 Stealth	+3	X		X	R	.5	200
Fiber	Bleed Resistance	+1				E	.5	40
Hardened Leather	Fire Resistance	+2	X	X		C	1.5	130
Steel		+4		X	X	P	3.5	145
Studded Leather		+2		X		C	1	80

Armor **enhancements** are reinforcing parts added to a pre-existing set of armor. They are small patches rather than a large piece of armor, added to critical locations on the armor to reinforce it or give bonuses against certain types of attacks and effects.

Different Enhancements

Enhancements are created and sold as sets. You apply an armor enhancement to every piece of armor that you are wearing at that time. See the sidebar for details on splitting armor enhancements.

Adding & Removing

When adding enhancements to armor, you must roll a Crafting roll at DC:14. If you fail, the enhancement doesn't take and you must try again. If you succeed, the enhancement adds its bonuses to the armor you apply it to. An armor enhancement can't be removed from a set of armor by damaging or breaking the armor, but destroying the armor destroys the enhancement.

To remove an armor enhancement you must make a DC:15 Crafting check. If you fail, the armor enhancement remains on the armor. If you succeed, you remove it, and can add it to other armor.

Types of Enhancements

For the sake of flavor, **enhancement** appearances are based on where they apply. Head enhancements are generally gorgets to cover the neck, visors covering the face, or bevors to cover the lower face. Torso enhancements are generally pauldrons to cover the shoulders, besagues to cover the underarm, or vambraces covering the forearms. Leg enhancements are generally tassets to cover the hips and thighs, sabatons to cover the feet, or poleyns to cover the knees.

Parts of Enhancements

You *can* choose to apply part of an armor enhancement to only one section of your armor, if you want to split hairs. The process is the same, but the enhancement only applies to one body part and you have the other parts to use later.

Resistances

Resistance	Symbol
Bludgeoning	B
Slashing	S
Piercing	P
Elemental	E

Transportation

Getting from place to place is important, especially when the front line of a war is coming towards you. On top of that, a horse can be very useful to get away from bandits or monsters quickly. All stats for mounts can be found at the end of the Bestiary on pg.312. Keep in mind that for a knight or cavalier, a mount can be your greatest ally in combat as well.

Mounts & Vehicles

Name	Athletics	Control Mod	Speed	Health	Weight	Cost
Carriage	N/A	-1	Animal's -3	60	600	660
Cart	N/A	+0	Animal's -1	30	300	200
Cutter	N/A	+0	10	60	610	1670
Horse	15	+2	20	30	100	520
Mule	10	+0	15	40	150	200
Ox	8	-2	15	65	300	278
Sailing Boat	N/A	-1	6	30	130	230
Sailing Ship	N/A	-2	8	80	2040	2180
War Horse	12	-2	18	50	270	1600

Outfitting Your Mount

Name	Avail.	Effect	Weight	Cost
Saddles				
Saddle	E	No penalties for Riding	5	100
Cavalry Saddle	P	+1 to Control checks for attacking Built-in sheath for a weapon	6	325
Racing Saddle	C	+1 to Control checks for Riding +1 SPD	3	200
Blinders				
Blinders	E	+1 to calm your mount	.1	100
Racing Blinders	C	+2 to calm your mount	.1	125
Saddlebags				
Saddlebags	E	Saddlebags have enough room to carry 25kg of small or medium items in each of the two bags.	1.5	100
Military Saddlebags	P	Rugged saddlebags that have enough room to carry 50kg of small or medium items in each of the two bags, with straps for up to 6 large items on the outside.	2	150
Barding				
Leather Barding	P	SP: 10 to your whole mount	10	550
Chain Barding	R	SP: 15 to your whole mount -1 to Control checks for Riding	25	1050

Dwarven Mounts

We dwarves can ride horses, y'know. Heh, everybody thinks we ride ponies and rams and boars and whatnot. Don't get me wrong, if I could tame a boar large enough to ride, probably would. But, nah, we ride horses when we gotta. Can't speak for all dwarves but I ain't a fan of ridin' in the first place. Like to have me feet on the ground, and I ain't so fond of the wind rushin' through my beard.

–Rodolf Kazmer

Tool Kits

The right tools make work easy, and some jobs are impossible without them. Tool kits are small to mid-sized collections of tools that help you perform certain tasks. Some tools (fishing, makeup) give bonuses to your work. Others (alchemy, forgery) are required to work at all.

Tool Kits

Name	Effect	Conc.	Weight	Cost
Alchemy Set	Allows you to craft alchemical items	L	3	80
Amulet, Gemstone	Focus (3)	T	.1	500
Amulet, Simple	Focus (1)	T	.1	250
Cooking Tools	Allows you to cook	L	3	15
Crafting Tools	Allows you to craft weapons & armor	L	5	83
Disguise Kit	+2 Disguise	S	1	58
Fine Art Tools	Allows you to create a form of art (Painting, Jewelry, Sculpture, etc.)	S	2	55
Fishing Gear	+2 Wilderness Survival for fishing	T	.5	27
Forgery Kit	Allows you to make false coins & false documents	S	.5	58
Makeup Kit	+2 Seduction & Charisma	T	.5	35
Merchant's Tools	+2 Business for appraising goods	S	1.5	60
Surgeon's Kit	Allows you to perform surgery	S	1	83
Telecommunicator	Allows you to communicate with the *Telecommunication* ritual	L	4	1000
Thieves' Tools	Allows you to pick locks	T	1	80
Tinker's Forge	Allows you to forge weapons and armor anywhere	L	5	111
Writing Kit	Allows you to write letters, notes, and such	S	1	25

Crafting Without Tools

There are some tasks that cannot be easily performed without the proper tools. If you try to perform these tasks without such tools, you take a -4 to the roll. The tasks that require tool kits are:

- Writing letters
- Forging documents & coins
- Crafting or modifying weapons
- Crafting or modifying armor
- Picking locks
- Alchemy
- Performing surgery
- Cooking
- Creating fine art

Tinker's Forge

Crafting weapons and armor with metal requires a forge. If you can't get to a permanant forge, you need a tinker's forge.

Vials in Alchemy Sets

Alchemy sets have a number of vials and bottles to hold the potions you create. If you want to get specific about it, each alchemy set holds 10 vials for formulae.

Magical Amulets

Amulets function as magical focuses, and many mages choose to carry them instead of staves. This has become especially common with the Witch Hunts burning across the North.

General Gear

General Gear

Name	Weight	Cost
20m of Rope	1.5	20
Dice Poker Board	.5	25
Bedroll	1.5	16
Candles (x5)	.5	5
Chalk	.1	2
Flint & Steel	.1	6
Grappling Hook	.5	13
Gwent Deck	.1	5
Hand Mirror	.5	27
Holy Symbol	.1	14
Hourglass	1	38
Hourglass, Minute	.1	18
Instrument	1	38
Journal/Ledger	.5	8
Lantern	1	33
Lantern, Bullseye	1	39
Loaded Dice	.1	12
Lock	.1	34
Lock, Strong	.1	68
Manacles	.5	30
Map of the Continent	.1	18
Perfume/Cologne	.1	22
Pipe	.1	19
Pitons (x5)	.5	10
Prosthetic, Basic	1	50
Prosthetic, Quality	1.5	100
Shackles	2	50
Soap	.1	4
Tarp	1.5	10
Tent	4	19
Tent, Large	8	36
Tobacco	.1	4

Containers

Name	Weight	Cost
Bandolier	1	19
Basket	.5	10
Belt Pouch	.1	7
Sack	.1	3
Satchel	1	14
Secret Pocket	.1	11
Sheath, Bow	1.5	24
Sheath, Garter	.1	11
Sheath, Sleeve	.1	13
Wooden Chest	1	18
Wooden Chest, Large	10	30

Food & Drink

Name	Weight	Cost
A Simple Meal	1	10
A Good Meal	2.5	30
A Feast	5	100
Raw Meat	1	8
Sweets	1	5
Alcohest	1	8
Beer	1	5
Spirits	1	10
Wine	1	8

Clothing

Name	Weight	Cost
Basic Clothing	2	10
Cold Weather Clothing	3	45
Fashionable Clothing	2	70
Jewelry	.5	50
Rogue's Clothing	1.5	50

Services

Name	Cost
Bath, Cold	8
Bath, Hot	16
Carriage Ride	85
Chronicler	25
Craftsman (Per Piece)	35
Doctor (Per Patient)	50
Entertainment (Per Hour)	10
Fence	1/4 of the "Take"
Hireling (Per Day)	15
Investigator	45
Laundry	8
Lawyer	50
Messenger	10
Prostitute (Per Hour)	12
Rented Horse (Per Day)	50
Sea Voyage	85
Toll Gate	10

Lodging

Quality	Cost
Straw On the Floor (Per Night)	2
Sketchy Inn Room (Per Night)	4
Cheap Inn Room (Per Night)	8
Average Inn Room (Per Night)	16
Quality Inn Room (Per Night)	36
High Class Inn Room (Per Night)	72
Stabling (Per Night)	2

Escaping Manacles & Shackles

Escaping manacles requires a DC:16 Pick Locks check, and escaping shackles takes a DC:20 Pick Locks check. If you want to *break* your way out of manacles or shackles, you'll have to make a Physique check. The DC for breaking manacles is 18, while the DC for breaking shackles is 22.

The Scourge of Gwent

What's really gotten stuck in my craw lately is gwent. I'm sure you've heard of the card game that is sweeping the taverns, barracks, and even the elegant afternoon teas. But nowhere is this game more prevalent than in Oxenfurt, where students will do anything to avoid studying. I have a drawer full of cards I confiscate from the students "secretly" trading cards during my lectures. One hopes none of them are ever drafted by Redanian intelligence. I will admit that the cards are attractively painted and represent the forces and well-known individuals of our times, but I have no desire to decipher the labyrinthine rules. With any luck the students will soon return to darts and cock-fighting.

–Brandon of Oxenfurt

Gear Descriptions

General

20m of Rope
Always carry some rope. I've been trapped in holes, needed to climb cliffs. All sorts of times rope'd be useful.

Dice Poker Board
Your average dice poker board's small, with a dish for throwing dice. Comes with ten dice.

Bedroll
I've slept on the ground a lot. A bedroll's a nice thing to have. Nice comfy pad to sleep on with a blanket to cover ya.

Candles (x5)
Simple wax candles to keep the darkness at bay for a few hours. (Raises light levels by 1 for 2m all around. High wind blows it out.)

Chalk
Like to use chalk to mark where I'm goin' in mazes and forests and such. Leaves a nice clear white line.

Flint & Steel
A chunk of flint and a steel loop. Strike 'em together and you'll create a shower of sparks that'll light small fires.

Grappling Hook
Basically a four pronged hook with a loop at the end to tie a rope to. Real good for climbing. (+2 Climbing)

Gwent Deck
Don't know how gwent got so popular so fast. They're large decks of strategy cards based around the five factions: Northern Realms, Nilfgaard, Scoia'tael, monsters, and Skellige.

Hand Mirror
Small mirrors for checkin' your face, lookin' behind ya and such.

Holy Symbol
There're all kind of symbols, but they're all made of wood and show off your faith.

Hourglass
Need to keep track of time? An hourglass'll time out an hour. When all the sand runs to the bottom, time's up.

Hourglass, Minute
For real fine, hair-splittin' work like alchemy and temperin' blades, it's good to have a smaller hourglass.

Instrument
Instruments of every shape and size. Lutes, flutes, lyres, harps, bagpipes, and such.

Journal/Ledger
Just a simple leather-bound book with blank pages. I keep a ledger for all my product and sales.

Lantern
It's a small metal cage with a candle in it to spread light. (Raises light levels by 2 for 3m all around)

Lantern, Bullseye
Mostly, these are for watchmen and criminals. Heh, the little light window can be shut with a lever.(Raises light levels by 3 within a 5m cone)

Loaded Dice
Now I'm not sayin' you should cheat. But if you're gonna, use loaded dice. (+3 Gambling, DC:16 Awareness to notice)

Lock
Just your average lock. Locks anything with a pair of loops. I keep one of these on all my chests. (DC:15 Pick Lock)

Lock, Strong
These designs are tough as hell to pick, and you'll find 'em in bank vaults and such. (DC:18 Pick Lock)

Manacles
Need to hold a person? Manacles are your best bet. They'll chain up a person's wrists. Comes with a key.

Map of the Continent
The best maps we have are of the Dragon Mountains to Nilfgaard, and Skellige to the Korath. They're solid enough, but they tend to change a bit with the region of origin. (+3 to navigating)

Perfume/Cologne
Don't use the stuff much. Basically just some nice-smelling spray to cover up any unfortunate scents.

Pipe
Just your basic pipe. Fill it with tobacco, light it up, and take a smoke.

Pitons (x5)
They're iron spikes. Flat head on one end, sharp point at the other. They're used to pin down ropes and such, but you can stab with 'em. (1d6 DMG Melee weapon)

Prosthetic, Basic
Just a reality of war. Heh, people go out with everythin' intact and come back needin' replacements. 'Sa grim world. Ya can replace a leg with a peg or a hand with a hook.

Prosthetic, Quality
Some folks go a step farther when they lose a limb. Go to a good carpenter and ya can get a wooden leg with a foot at the end or a hand with fingers that lock in place. Ain't like the real thing but it's better than a hook, heh.

Shackles
A lot like manacles but they hold your wrists and ankles. Damn hard to break. (Restricts SPD to 3)

Soap
Mostly find this in bigger cities. Helps ya wash off and smell nicer.

Tarp
Huge tarp for coverin' yourself or anything ya got that ya need to keep the rain off.

Tent
A tent's always nice to have when you're travelin'. A little shelter against rain, wind...and sometimes monsters.

Tent, Large
This tent's large enough to hold eight people in comfort. Really more designed for merchants to sell goods out of.

Tobacco
Stuff's hard to grow, I hear, but it pays off. I know a lot of folks who smoke the stuff.

Containers

Bandolier
This belt goes around your chest, from shoulder to waist, and has hooks and pockets. It'll hold 25kg of tiny items, or larger items hooked onto it.

Basket
More for pickin flowers, berries and such. But it'll carry 15kg of small items.

Belt Pouch
Just a small pouch that hooks onto a belt. Carries 5kg of tiny items.

Sack
Just your basic big cloth sack. It'll carry a good 20kg of tiny items.

Satchel
Here's a side-slung bag that'll carry a good 30kg of small items.

Secret Pocket
These small pockets're woven into the inside of clothing. They'll hold 5kg of tiny items. (DC:16 Awareness to notice)

Sheath, Bow
A nice holder for a bow and a quiver full of arrows. Easier than holdin' the damn bow all the time.

Sheath, Garter
Much like the sleeve sheath but, heh, for the thigh. Always check under the skirts for weapons. Might find one of these. (DC:18 Awareness to notice)

Sheath, Sleeve
Mercenaries and assassins love these. Small sheaths for small blades that strap onto the inside of the arm. (DC:15 Awareness to notice)

Wooden Chest
When ya need to keep a few items safe, a wooden chest like this is good. It'll carry 30kg of small items.

Wooden Chest, Large
These large, thick chests are hard enough to keep most thieves out. It'll carry a good 50kg of large items.

Food & Drink

A Simple Meal
A quick meal of curried mutton, roasted roots, or some bread and ale. That sorta thing.

A Good Meal
You'll usually get a tasty meal of dumplings, soups, roasted meat, or pickled vegetables in a city resturant.

A Feast
Feasts are a wonder. So much food ya'd probably die if ya ate all of it at once. Probably only run across this at a fancy party.

Raw Meat
In fancy places, meat's still split up by what it came from. These days, meat's meat. Chicken, pork, beef, fish, wolf. All the same.

Sweets
Treats of honey and nuts, spun sugar, candied berries, and all kinds of sugary delights. Heh, uncommon but worth a bit of huntin'.

Alcohest
There's spirits an' there's pure alcohol. Alcohest is basically pure alcohol for alchemy and such. One shot'll put a dwarf on their ass. A full bottle's pretty much poison.

Beer
Comes in all varieties: Temerian rye, Redanian lager, Mag Turgan stout. A good workman's drink.

Spirits
Dwarven spirits are the most common kind in the North, Nilfgaardian lemon in the South. Either way they're the hardest stuff around.

Wine
Wine's a real art, from what I hear. Heh, even more varieties than beer, more alcohol, and more pricey.

Clothing

Basic Clothing
Just your basic shirt, pants, and boots. Or a dress if that's your style. Cloak too, if ya need it.

Cold Weather Clothing
When ya have to travel into the high mountains, ya need cold weather clothing. Heavy furs and cloaks and such. (+5 Endurance against cold conditions)

Fashionable Clothing
High fashion's the top of the line clothing for the area you're in. It'll make ya fit in at high parties, but fashion'll change in a few months.

Jewelry
Comes in all shapes and sizes. Only requirement is: gotta be shiny.

Rogue's Clothing
Dark clothes with a hood to pull over your face. If ya need to break into someplace, this style's best. (+1 Stealth at night)

Drinking Alcohest

If you drink a bottle of alcohest it will **poison** you and **intoxicate** you. Once poisoned it takes a DC:16 Endurance check to shake off the poisoning. Even afterwards you will still be intoxicated for a number of hours equal to 12 minus your Body. Intoxication can be treated with *wives' tears potion*.

What's On The Table

Your average peasant ain't gonna be eatin' more than some bread, fruit, and some dried meats if they're lucky. Why d'ya think people spend so much time at taverns? At a good tavern in the North, ya can get all sorts of good grub. Heh, baked apples, sweets, roasted chicken, dumplin's, mutton stew. Wash that down with some Kaedweni porter, Temerian rye, or raspberry juice and ya got a fine ploughin' meal. Further south ya go, more things change o'course. Not sure about Nilfgaard proper, but I spent some time in the provinces and the food's real regional. 'Course every meal's gotta be served with wine if you're near Toussaint. Lotsa fancy meals in Nazair, fresh butchered roasts in the Mag Turga highlands, hearty, earthy stews in Gemmera. There're some real interestin' spiced food cooked in clay pots that get more popular the further south ya go. Figure it's the Zerrikanian influence.

–Rodolf Kazmer

Locks on Rooms

Average, quality & high class inn rooms can all be locked from the inside to keep people out. Average and quality inn rooms have standard locks with a Lock Picking DC of 15, while high class inn rooms have **strong** locks with a Lock Picking DC of 18.

Dangerous Travel

A sea voyage costs twice as much if you plan to travel to Skellige, from either the Northern Kingdoms or Nilfgaard. Similarly, traveling to Nilfgaard from the Northern Kingdoms or vice versa will cost you half again as much as a regular voyage.

Services

Bath, Cold
Just a tub of cold water. Maybe some soap if you're real lucky. Helps ya get clean.

Bath, Hot
Hot bath in a copper tub. A great feelin' to spend some coin on, here and there. Luxury of sorts. Good place to entertain company as well, if ya know what I mean, heh.

Carriage Ride
Prefer a horse most of the time, but I guess if ya wanna get somewhere safely with a bit of luxury, a carriage ride'll do the trick.

Chronicler
More a writer than a bard, a chronicler'll write out anything ya want and keep a record of it. Good if ya wanna get something immortalized.

Craftsman
When your shield's cracked, your sword's bent, or you need somethin' made, it's time to see a craftsman. It'll cost ya, but they'll put all your gear back together or make ya anything ya got a diagram for.

Doctor
Barber-surgeon, town healer, whatever ya call 'em. A handful of coin and they'll patch up your cuts, tend to your bruises, and put ya back together.

Entertainment
Once spent 100 orens on a bard durin' one hell of a gamblin' binge. Musta thrown dice against everyone in the damn tavern. Good music means good luck in my book, heh.

Fence
I ain't sayin' you should be thievin', but if ya gotta, find yourself a good fence. Heh, they'll find buyers for your goods and make sure it all disappears and you get paid. For a cut of the take, of course.

Hireling
Need somebody to carry your things? Run messages from one side of town to the other? Any number of other borin' jobs? Hire one of these whoresons.

Investigator
As a smuggler, I've had to hunt a few folk down in my time. Heh, ain't easy without a lead. That's where an investigator takes over. Leave it to the professionals, I say.

Laundry
Simple. Need your armor wrung out? Clothes got too bloody? Stinkin' of corpses and rot? Go get your gear cleaned. Be stinkin' of soap in no time, heh.

Lawyer
When you're in a city, you'll find yourself in reach of worse monsters than even fiends and grave hags: bureaucrats. Hire a lawyer to deal with any legal problems.

Messenger
Need a message taken from town to town or city to city? Find a messenger. Probably know safer paths through the wilderness anyway.

Prostitute
Don't have a lover? Out on the frontier or out toward the Front? Easy enough to get your kicks if ya got enough coin.

Rented Horse
If you need to get somewhere quickly and ya ain't concerned about price, do yourself a favor and rent a horse. You'll have to pay per day, but it's a hell of a lot faster than walkin'. Specially for dwarves, heh.

Sea Voyage
Most ships'll take ya down the major rivers or along the coastline. Be hard pressed to get anyone in the North or Nilfgaard to sail to Skellige.

Toll Gate
Remember the days when ya could slip through just about any border without havin' to pay the king? Heh, guess those days are gone.

Lodging

Straw On The Floor

Not lookin' for much more than a roof over your head and some straw to cushion ya? Save a few crowns. Keep in mind ya won't have much privacy though, heh.

Sketchy Inn Room

Won't have a lock and won't be free of rats, plus ya might find folk comin' in the window. Heh, probably not the best idea unless you're low on coin or don't have a choice.

Cheap Inn Room

Real cheap inn room still won't have a lock, but it probably won't have a corpse under the bed or a stash of fisstech waitin' for pick-up by the local thugs.

Average Inn Room

Standard fare, heh. Lock on the door, pillow on the bed, and even a basin for washin' your face. Probably won't find an inn room this good anywhere but a city, though.

Quality Inn Room

Quality's hard to come by in a war, but you can still find it in the South or round the cities that haven't been beseiged. Nice feather bed, fancy curtains, and a pretty high-quality lock.

High Class Inn Room

Won't find these except in the big cities and capitals. Really fancy rooms with silk bedclothes and bottles of wine and such. Never been in one, but I hear it's like bein' royalty.

Stabling

Ya gotta keep your horse somewhere while ya rest for the night. Trust me. Left my donkey in a field one time while I got twenty winks in an inn. Still haven't found the thing.

Name	Time	Skill Base
Chronicler	Varied	Chroniclers are treated as having a Fine Art skill base of 15 and can create tapestries and written manuscripts.
Craftsman	1d4 Days	Craftsman are treated as having a Crafting or Alchemy skill base of 15, depending on which they specialize in.
Doctor	1 Day	Doctors are treated as having a Healing Hands skill base of 15.
Entertainment	Varied	Bards are treated as having a Performance skill base of 15.
Fence	1d4 Days	Fences are treated as having a Business skill base of 15.
Hireling	Varied	Hirelings are treated as having an Athletics skill base of 15 and a Physique skill base of 15.
Investigator	1d6 Days	Investigators are treated as having a Streetwise skill base of 15.
Lawyer	1d6 Days	Lawyers are treated as having an Education skill base of 15 and a Persuasion skill base of 15.
Messenger	Varied	Messengers are treated as having a Wilderness Survival skill base of 15.
Prostitute	Varied	Average prostitutes are treated as having a Seduction skill base of 15.

Critical Wounds

For every **critical wound** a patient has sustained, add to the doctor's price as follows:

- Simple (10 crowns)
- Difficult (25 crowns)
- Complex (50 crowns)
- Deadly (100 crowns)

Crafting Gear

For a craftsman to craft from a diagram for you, you must pay the cost of the item rather than the flat rate of repair.

Paying a Fence

A fence sells all the items you give them, but keeps 1/4 of what they sell them for in payment.

Magic in the World of the Witcher

"Remember," she repeated, "magic is Chaos, Art and Science. It is a curse, a blessing and progress. It all depends on who uses magic, how they use it, and to what purpose. And magic is everywhere. All around us. Easily accessible."

–Andrzej Sapkowski, Blood of Elves

Magic is a profoundly dangerous art as well as a well-researched and documented science. Ever since the Conjunction of the Spheres, certain people have been born all over the globe who are capable of tapping into magic and bending it to their will to some degree.

As any mage will tell you, the fundamental power that a mage wields is a force referred to as "Primal Chaos." It is drawn from the four elemental planes that encircle the globe. Each plane's form of chaos has its own personality. Earth magic is easily accessible but not a very efficient transmitter of energy. It requires a lot of work to summon earth magic, but the power it holds is immense. Air magic is fickle and difficult to control. Accessing it is easy, but grabbing hold of enough of it to cast a spell can be difficult, and a certain intuition is required. Fire magic is the most destructive and chaotic of the elements. It is easy to summon and provides power quickly. Unfortunately, young or inexperience mages often have a difficult time *halting* the flow of fire magic and overload their bodies with dramatic effects. Water magic is considered the easiest to learn and is often the introduction for young mages, since it is easy to draw and reasonably easy to control.

The Magical Population

Most of the magical population is born with magical potential, but only enough to perform perhaps a single magical feat such as oneiromancy and the like. These folk can learn to use their minimal talent over time but are never able to reach beyond it.

A minuscule fraction of that population is born with the capability to become full-fledged mages. These people are sent to magical academies such as Aretuza or Ban Ard, where they are taught how to utilize their power before it becomes dangerous to them and their neighbors.

There is still a third population: mages refer to those as "sources." Sources are a special case, born with tremendous, unstable magical potential. Sources *must* learn at an academy or druid circle, or be tutored by a mage. If they fail to get the proper training, more often than not the power drives them mad. They become drooling, sputtering lunatics plagued by visions and bursting with uncontrolled magic.

Elven Magic

In my class on the Colonization of the North I am often asked if there is different magic for elves and humans. Yes there is, but elvish magic is very rarely seen these days except in the enclaves of Dol Blathanna and Brokilon. The elves taught the Exiles who arrived 1000 years after the Conjunction of the Spheres how to use what was at that time a wild magic, but we believe that they did not teach them elvish magic. Sources, those who are born with the ability to manipulate magic, are more common among humans than elves. Many of the elvish mages were probably lost during the Aelirenn Rebellion and no young elves are being born to replace them.

–Brandon of Oxenfurt

"Vigor"

Vigor is an intangible measurement of how much chaos you can channel through your body at any one time. Exceeding that amont has disastrous results.

Shameless Nordlings

Often times when Nilfgaardian mages meet Northern mages, they are amazed and shocked by the shameless flaunting and self-serving nature of their Northern counterparts.

Brandon And The Fire Mage

I have mentioned before that I do not often keep the company of mages, especially mages who specialize in manipulating fire. I believe that the average mage has a poor appraisal of his or her control over the elements, which are powers great enough to form the world. I was once threatened by a fire mage named Criznon of Rivia when I suggested the elven magic tome he had recovered was a fraud. As I continued to talk I could sense him pulling flames into himself, but I am not one to back down on a matter of scholarship. I continued to question his training, abilities, and parentage as people moved away from me. Eventually while waiting for me to take a breath so that he might shout some appropriate "Ah ha!" he exploded into a screaming pillar of fire. When you reach for the easiest form of power it's easy to lose sight of your actual abilities.

–Brandon of Oxenfurt

The Dangers Of Magic

While sources are the most dangerous of mages, all forms of magic carry a risk. The fundamentals of casting spells, rituals, and the like require a mage to not only draw energy from another realm, but to use their own body as a conduit for the spell. This can be catastrophic for untrained mages, and even veteran mages who are foolish—or desperate enough—to overexert themselves.

A mage who has drawn too much magic through their body suffers excruciating pain (and often side effects) as the magic bleeds out of them. Earth magic rocks the earth around the mage and locks up their joints, temporarily immobilizing them. Air magic explodes out of the mage, throwing them from their feet. Fire magic ignites the mage into a pyre of colored flame, and water magic begins to freeze the mage, causing ice crystals to form on skin and clothing. Mixed-element magic blows out unpredictably, though one element always comes to the forefront.

Training A Mage

If you've been born with enough magic to qualify as a "mage" you must train your skills, assuming you don't want to wind up a gibbering wreck or a magical time bomb. Luckily, three institutions exist to tend to the young and magical. In the Northern Kingdoms, the Schools of Ban Ard and Aretuza stand as the primary educators of young mages.

Young women gifted with the power are sent to Aretuza on the island of Thanedd. There they are sequestered away and taught the intricacies of magic and casting spells properly. Aretuza is tough, and many restrictions are placed on the girls who attend it. Sorceresses aren't allowed to leave the school until they complete their training, and every girl who enters Aretuza is magically sterilized to keep her from giving birth to unstable magical children. Their isolation and rigorous training creates highly skilled and dangerously ambitious sorceresses. The side effect, of course, is that most sorceresses are self-serving and only interested in their own gain.

Young men in the North are sent to the school of Ban Ard, in Kaedwen, where they train in a less rigorous environment. Students of Ban Ard are allowed to wander the streets of the city, drink, whore, and partake in most other pursuits of young men in Kaedwen. However, this lack of discipline and focus tends to result in sorcerers who are far less effective than the sorceresses of Aretuza. For many years the two schools have held magical competitions, and unsurprisingly the sorceresses of Aretuza always won.

In Nilfgaard, however, the story is very different. In the vast expanse that is now Nilfgaard there used to be a few different magical academies across the various countries. However, with Nilfgaard's infamous mistrust of mages, all of these schools were torn down and consolidated into the School of Gweision Haul, on the Alba near the capital.

Gweision Haul is the largest magical academy on the continent, housing over 10,000 students at a time from all over Nilfgaard, both human and elven. Terms at Gweision Haul are mandatory and anyone found to have magic is sent there as soon as they are discovered. Living conditions are utilitarian and sparse, often more like a prison than a school, and the halls are patrolled by Nilfgaardian mage hunters. Nilfgaardian mages are not only taught how to control their powers, they are also taught humility. They're constantly reminded that they serve the Emperor, and their magic is a tool for the Empire to use as it sees fit.

Mage Spells

Mages primarily use a style of magic called spells. Spells are a complex binding of magic which takes energy from an elemental source and channel it into a magical effect which can range from tremendously complex, such as storms of fire and tsunamis, to incredibly simple, such as lighting candles and creating mist.

Spells require great skill and concentration to perform, and thus only a small percentage of magic users can cast them. Magic users can rarely attain this level of skill and concentration without training at one of the magic schools around the world. A skilled mage can cast spells very quickly and often.

Though casting high-level spells is risky, smaller spells become a daily part of a mage's life, from dressing in the morning to cooking meals.

Spells

Mixed Element	Earth	Air	Fire	Water
Novice Spells				
Afan's Mirror	Cenlly Graig	Adenydd	Aenye	Carys' Hail
Blinding Dust	Codi Bywyd	Air Pocket	Aine Verseos	Control Water
Dispel	Diagnostic Spell	Bronwyn's Gust	Brand of Fire	Curse of Sedna
Glamour	Earthen Spike	Freshen Air	Cadfan's Grasp	Dormyn's Fog
Magic Compass	Korath's Breath	Urien's Shelter	Magic Flare	Downpour
Mind Manipulation	Luthien's Quill	Static Storm	Raise Flames	Ice Slick
Summon Staff	Magic Healing	Telekinesis	Tanio Ilchar	Puro Dwr
Telepathy	Talfryn's Prison	Zephyr	Wave of Fire	Rhewi
Journeyman Spells				
Eilhart's Technique	Elgan's Theory	Alzur's Thunder	Demetia's Crest Surge	Anialwch
Illusion	Rhwystr Graig	Gwynt Troelli	Flaming Vortex	Merigold's Hailstorm
Teleportation	Stammelford's Earthquake	Suffocate	Seirff Haul	Waves of the Naglfar
Master Spells				
Mental Command	Polymorphism	Dervish	Fire From the Sky	Part Water
Standing Portal	Transmutation	Lightning Storm	Mirror Effect	Tryferi Gaeaf

Mixed Element

Some of the spells listed here are impossible without the invocation of at least two elements. These spells are considered **mixed element**, meaning that they draw power from multiple elements.

Magic Ranges

You'll find that the ranges of most spells are very short compared to the greater reach of crossbows and other ranged weapons. This is because containing the power required to cast a spell at greater ranges is very difficult. Mages in combat tend to be similar to grenadiers: great power but shorter range.

Earth Spells

For the purposes of magic, **earth** is used as a catch-all term for both the mineral form of earth and also natural and living things such as plants and animals.

Maintaining Spells

Spells which are **active** require maintaining: every round the mage must spend an amount of STA equal to the value next to **active**. The mage must focus on maintaining this spell and cannot cast other spells while they are maintaining an active spell.

Telepathic Spying

You can use Telepathy to silently listen to a target's thoughts. This works the same as regular telepathy. If the target has a witcher medallion this will cause it to vibrate, and if the target is a mage and has Magic Training, they get a chance each round to detect the telepathic spying by rolling Sense Magic against your initial Telepathy roll.

Novice Spells

Mixed Element

Afan's Mirror
STA Cost: 3
Effect: Created by the talented Aedirnian mage Afan of Gulet, Afan's mirror creates 1d10 illusory copies of the caster. These copies are intangible, but indistinguishable from the caster and controlled by the caster's mind. They cannot leave the spell's range.
Range: 10m
Duration: Active (2 STA)
Defense: None

Blinding Dust
STA Cost: 3
Effect: Blinding Dust allows you to shoot a magical dust into the eyes of a target that blinds them for the duration of the spell.
Range: 4m
Duration: 1d10 Rounds
Defense: Dodge or Block

Dispel
STA Cost: Variable
Effect: Dispel allows you to end a spell/ritual/hex within the range of this spell. This spell can cancel magic with a duration and block magic attacks with or without physical components. To cancel a magical effect you must spend half as many vigor points as the caster spent to cast the magic and make a Spell Casting roll that beats their casting roll.
Range: 10m
Duration: Immediate
Defense: Spell Casting

Glamour
STA Cost: 5
Effect: Glamour allows you to cast an illusion around yourself that makes you look stunning. This spell grants you +3 to Seduction, Charisma, and Leadership.
Range: Self
Duration: 1d6 Hours
Defense: None

Magic Compass
STA Cost: 3
Effect: Magic Compass allows you to instantly determine the direction to a place you have been before. Alternately, the spell tells which direction is north.
Range: Self
Duration: 1d6 Hours
Defense: None

Mind Manipulation
STA Cost: 3
Effect: Mind Manipulation allows you to force one target to feel one of the following emotions for the duration of the spell: hatred, love, depression, or euphoria.
Range: 5m
Duration: 1d10 Rounds
Defense: Resist Magic

Summon Staff
STA Cost: 2
Effect: Summon Staff allows you dematerialize your staff and transport it to a place you have been within the last day. You can cast the spell again to summon the staff back to you.
Range: N/A
Duration: Immediate
Defense: None

Telepathy
STA Cost: 2
Effect: Telepathy allows you to communicate telepathically with one subject for the duration of the spell. Telepathy crosses language barriers.
Range: 10m
Duration: Active (1 STA)
Defense: None

Earth

Cenlly Graig
STA Cost: 3
Effect: Cenlly Graig hurls sharp stones at your opponent. For every point you roll above your opponent's defense (maximum 10) you deal 1d6 damage. Each roll counts as its own attack.
Range: 5m
Duration: Immediate
Defense: Dodge or Block

Codi Bywyd
STA Cost: 2
Effect: Codi Bywyd can grow a small plant from seed to maturity in one turn. This allows you to grow herbs and alchemical plants, but not larger plants such as trees.
Range: 4m
Duration: Immediate
Defense: None

Diagnostic Spell
STA Cost: 3
Effect: Diagnostic Spell allows you to quickly assess a person's health and determine how many Health Points they have, what critical wounds they have, and if they are sick or poisoned.
Range: 5m
Duration: Immediate
Defense: None

Earthen Spike
STA Cost: 5
Effect: Earthen Spike creates an angled stalagmite to stab up into the target. This spike does 5d6 damage and remains until destroyed. It can be destroyed by doing 20 points of damage to it.
Range: 6m
Duration: Immediate
Defense: Dodge or Block

Korath's Breath
STA Cost: 2
Effect: Korath's Breath breaks down a nearby stone or earth surface and sprays burning sand in a 3m cone in front of you. Opponents in that area that fail their defense are blinded for 1d6 rounds.
Range: 3m Cone
Duration: Immediate
Defense: Dodge or Block

Luthien's Quill
STA Cost: 2
Effect: Named for its inventor, Luthien of Ebbing, Luthien's Quill can etch writing or drawings into any solid surface. It cannot be used on living creatures.
Range: 1m
Duration: Immediate
Defense: None

Magic Healing
STA Cost: 5
Effect: Magic Healing stimulates the natural healing of a target to heal them at a rate of 5 points of damage per turn. This lasts for the duration of the spell. Alternatively, this spell can be used repeatedly to heal a critical wound.
Range: 2m
Duration: 1d10 Rounds
Defense: None

Talfryn's Prison
STA Cost: 3
Effect: Talfryn's Prison is named for Talfryn of Nazair, a treacherous knight who was trapped for three days in the garden of the magician Drystan. The spell allows you to bind a target in roots. The roots take 15 points of damage to break. Otherwise a Dodge/Escape check must be made at a DC equal to your original Spell Casting roll to escape.
Range: 10m
Duration: Until Destroyed
Defense: Dodge or Magical Shield

Air

Adenydd
STA Cost: 4
Effect: Adenydd allows you to lighten yourself slightly and create a simple glide path when falling. This means for each 2m you fall you travel 2m in a direction. If you make it to the ground within the duration of the spell you take no damage.
Range: Self
Duration: Active (2 STA)
Defense: None

Air Pocket
STA Cost: 3
Effect: Air Pocket allows you to create a pocket of fresh air underwater or in an area where there normally wouldn't be fresh air. The pocket has a 1m radius for the duration of the spell.
Range: 12m
Duration: 2d10 Rounds
Defense: None

Bronwyn's Gust
STA Cost: 2
Effect: Bronwyn's Gust is named after the Skellige mage and raider, Bronwyn Deadeye. The spell allows you to knock a target back a number of meters equal to the number of points you rolled over the opponent's defense. This attack only does 1d6 damage, but if your opponent strikes something they take ramming damage.
Range: 2m
Duration: Immediate
Defense: Dodge or Magical Shield

Freshen Air
STA Cost: 2
Effect: Freshen Air allows you to clear a 4m radius area (centered around you) of any smoke, poison, or any other tainted air for the duration of the spell.
Range: 4m Radius
Duration: Active (2 STA)
Defense: None

Urien's Shelter
STA Cost: 3
Effect: Urien's Shelter, created by the nautical air magician Urien of Cidaris, allows you to negate hostile weather effects in an 8m radius centered on you. This negates extreme heat, extreme cold, rain, and snow.
Range: 8m Radius
Duration: 1d6 Hours
Defense: None

Static Storm
STA Cost: 5
Effect: Static Storm allows you to infuse a 5m radius centred around you with electricity. Anyone within this area (excluding you) who is wearing metal armor or carrying metal weapons takes 2 points of damage per round.
Range: 5m Radius
Duration: 2d6 Rounds
Defense: Magical Shield

Telekinesis
STA Cost: 3
Effect: Telekinesis allows you to lift and manipulate an object (up to 5 ENC per 1 point of Spell Casting) as though you were holding it.
Range: 5m
Duration: Active (2 STA)
Defense: Magical Shield

Zephyr
STA Cost: 5
Effect: Zephyr allows you to shoot out a burst of wind that blasts anyone within 2m of you back a number of meters equal to the number of points you rolled over their defense. This attack does only 1d6 damage, but if your opponent hits something they suffer ramming damage.
Range: 2m Radius
Duration: Immediate
Defense: Magical Shield

Fire

Aenye
STA Cost: 5
Effect: Aenye allows you to throw a ball of pure fire at an opponent within the range of the spell. This ball of fire does 4d6 damage and has a 75% chance of lighting the target on fire.
Range: 12m
Duration: Immediate
Defense: Dodge, Block, or Magical Shield

Aine Verseos
STA Cost: 1
Effect: Aine Verseos creates an area of bright light in a 4m radius centred on you.
Range: 4m Radius
Duration: Active (2 STA)
Defense: None

Brand of Fire
STA Cost: 4
Effect: Brand of Fire allows you to brand a target with a simple symbol or word anywhere on their exposed body. This does 1d6 damage to the target and leaves a large, permanent scar.
Range: 8m
Duration: Immediate
Defense: Magical Shield

Cadfan's Grasp
STA Cost: 4
Effect: Cadfan's Grasp, named for the magician and smith Cadfan of Ebbing, allows you to super-heat a metal item, making it impossible to hold. The spell can also heat weapons to give +2d6 damage and a 50% chance to ignite a target.
Range: 8m
Duration: 1d6 Rounds
Defense: Magical Shield

Area of Effect
When using area of effect spells such as Static Storm you should always keep in mind that these spells affect other player characters and friendly NPCs as well as enemies. It would be a shame to cast Static Storm in a desperate situation and accidentally wound your whole party.

Fine Telekinesis
When manipulating an object with Telekinesis, you are basically just bending powerful wind around it. This allows you to lift objects, push objects, and to some extent hold objects. Any skill-based task you try to perform with Telekinesis, such as tripping a foe, maneuvering something through an obstacle course, or (god help you) swinging a sword, uses your Will and Spell Casting at a -3. Complex actions like picking locks, firing bows, and loading crossbows are incredibly difficult, taking a -5.

Brands
Only a surgeon can obliterate words burned into skin by a Brand of Fire. A doctor can remove a scar by rolling a DC:15 Healing Hands check. A brand is too large to remove, but after treatment it won't spell anything out anymore.

Step Away From The Mage

Once, while I was traveling with my dear mage friend, I saw 'er overdraw magic. Hoo boy... We were facin' off against a group of ghouls and they were bearin' down on us. My friend throws up her hands and says some fancy words, then all hell breaks loose. This blue glow ripples down her staff and through her arms. I hear this hissing noise all around and then ice starts growin' all over her arms, workin' its way up her arms like a serpent. Had to crack the ice off of her with the back of my axe just to get her movin' right again. Said it was like pourin' acid through her veins and I don't doubt her one bit.

–Rodolf Kazmer

Magic Flare
STA Cost: 2
Effect: Magic Flare creates a bright flash above you. Everyone within an 8m radius must make a resistance check or be blinded for 1d6 rounds. This flare can be seen for 10 kilometers.
Range: 8m Radius
Duration: Immediate
Defense: Dodge or Magical Shield

Raise Flame
STA Cost: 3
Effect: Raise Flame allows you to spread an existing fire at a speed of 2m per round in any direction, dull down a fire to a weak blaze (lowering the fire damage by 1), or intensify the fire (raising the fire damage by 1).
Range: 10m
Duration: Active (2 STA)
Defense: Magical Shield

Tanio Ilchar
STA Cost: 3
Effect: Tanio Ilchar creates a burst of fire in a 2m by 2m area. This has a 100% chance of lighting a target in the area **on fire**.
Range: 8m
Duration: Immediate
Defense: Dodge or Magical Shield

Wave of Fire
STA Cost: 4
Effect: Wave of Fire shoots a 3m cone of fire in one direction that does 2d6 damage to anyone who isn't able to dodge or block, and has a 50% chance of **igniting** a target.
Range: 3m Cone
Duration: Immediate
Defense: Dodge, Block, or Magical Shield

Water

Carys' Hail
STA Cost: 3
Effect: Named for its creator Carys of Cintra, this spell hurls pellets of ice at high speeds at 1 opponent. For every 1 point you roll over your opponent's Dodge/Block (maximum 5), you deal 1d6 damage and have a 25% chance to **freeze** your opponent. Each roll counts as its own separate attack when determining location and dealing damage.
Range: 5m
Duration: Immediate
Defense: Dodge, Block, or Magical Shield

Control Water
STA Cost: 5
Effect: Control Water allows you to control the speed at which a body of water is moving and in what direction it's moving for the duration of the spell. This can be used to slow swimming targets by half, speed up ships by half, or slow or halt river currents.
Range: 10m
Duration: Active (2 STA)
Defense: DC set by the GM

Curse of Sedna
STA Cost: 5
Effect: Named after the tumultuous Sedna Abyss, which is considered a suicidal destination for ships, Curse of Sedna creates a powerful whirlpool in a 4 meter area. Anyone within 5m must make a Swimming check equal to your Spell Casting check or be dragged underwater. They must make a check each round or remain underwater, where they will start suffocating.
Range: 12m
Duration: Active (2 STA)
Defense: Athletics

Dormyn's Fog
STA Cost: 3
Effect: Created by Dormyn of Gemmera, Dormyn's Fog creates an area with a 10m radius, centred on you, of thick fog which puts anyone in it at a -3 to Awareness and limits vision range to 4m.
Range: 10m Radius
Duration: Active (2 STA)
Defense: None

Downpour
STA Cost: 2
Effect: Downpour creates a 10m radius area of rain that puts out any fire it hits. This spell counteracts **fire** effects.
Range: 8m
Duration: Active (2 STA)
Defense: None

Ice Slick
STA Cost: 2
Effect: Ice Slick allows you to create a 2m square area of ice. Anyone who crosses that area must make an Athletics check at a DC equal to your Spell Casting check or trip on the ice.
Range: 10m
Duration: 2d10 Rounds
Defense: Athletics

Puro Dwr
STA Cost: 2
Effect: Puro Dwr allows you to purify 1 cubic meter of water. This negates poison and disease, but will not force living creatures out of it. If cast on a small part of a larger body of polluted water, the water will begin to pollute again after the duration of the spell ends.
Range: 4m
Duration: 1d10 Rounds
Defense: None

Rhewi
STA Cost: 2
Effect: Rhewi creates a thick layer of ice around a target for the duration of the spell. The target is treated as **frozen**. If used on a non-living target, the target cannot to be manipulated or moved.
Range: 8m
Duration: 1d10 Rounds
Defense: Dodge or Magical Shield

Journeyman Spells

Mixed Element

Eilhart's Technique
STA Cost: 12
Effect: Named for its creator Phillipa Eilhart, this gruesome spell allows you to dig into a target's mind and tear out information. If you succeed on your Spell Casting roll you gain one piece of information from the target. If the target fumbles their defense, their INT is reduced by 1 permanently.
Range: 3m
Duration: Immediate
Defense: Resist Magic or Magical Shield

Illusion
STA Cost: 8
Effect: Illusion allows you to create any visual illusion you want within 20m of yourself. Anyone who fails the resistance check sees the illusion and believes it. The illusion cannot be touched, smelled, or heard, however.
Range: 20m
Duration: Active (4 STA)
Defense: Resist Magic

Teleportation
STA Cost: 10
Effect: Teleportation allows you to teleport to a known location instantaneously. You cannot take anyone with you and can only transport the items on your person or in your hands. Attempting to teleport with a person simply teleports you and leaves them behind. Teleporting require a DC: 15 Spell Casting roll. If you fail the roll, you wind up in a random location 1d6 miles away.
Range: N/A
Duration: Immediate
Defense: None

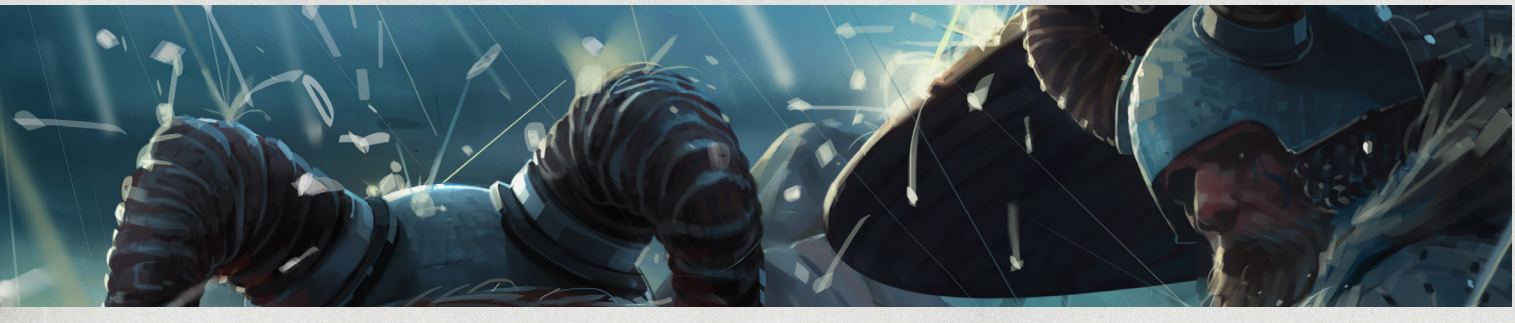
Earth

Elgan's Theory
STA Cost: 10
Effect: Elgan's Theory was discovered by Elgan of Verden who travelled to the heart of Mahakam and worked for years studying earth magic. The spell allows you to magnetize a metal object within 8m. Anything metal within 2m is drawn and sticks to the magnet. It takes a DC:18 Physique check to pry an object off. All metal that sticks to someone's weapons or armor counts against their ENC.
Range: 8m
Duration: 2d10 Rounds
Defense: Magical Shield

Rhwystr Graig
STA Cost: 15
Effect: Rhwystr Graig allows you to create a 2m by 3m rock wall with 30 points of SP anywhere within 10m with any facing. This wall remains until destroyed.
Range: 20m
Duration: Until Destroyed
Defense: None

Stammelford's Earthquake
STA Cost: 12
Effect: Stammelford's Earthquake allows you to disrupt the ground in a 10m area and create a jagged, crumbling terrain which puts everyone in the area at a -2 to Reflex and a -3 to SPD. Small structures on the shattered ground have a 10% chance of collapsing. Each round, a creature in the spell's area must make an Athletics roll or sink into the crumbling ground, which causes them to suffocate until they make a successful Athletics check to climb out. After the duration of the spell ends, the ground stops churning but it will remain shattered.
Range: 30m
Duration: 1d10 Rounds
Defense: Athletics

Blind Teleporting
You can teleport to a place you don't know as long as you have an item from that location. For instance you can teleport to a stranger's house if you have a piece of their cutlery or something of the like. This is far more complicated however and requires a DC: 20 Spell Casting check. If you succeed you teleport into the center of that location. If you fail you teleport to a random location within 2d10 Miles.



Accidental Spells

Never actually seen someone cast Merigold's Hailstorm. Heh, from what I heard Miss Merigold wasn't even plannin' to cast it when she first did. Guess that's the way of magic sometimes. Ya get into a situation where ya need some fire-power but ya ain't got the time to think it out. Sometimes ya just reach for the magic and can't think about what it's gonna do. Heh, gotta admit though, from what I've heard it sounds like she came up with one hell of a spell.

–Rodolf Kazmer

Air

Alzur's Thunder
STA Cost: 15
Effect: Alzur's Thunder allows you to shoot a powerful lightning bolt at a target which does 8d6 damage and has a 75% chance of setting the target on fire. Alzur's Thunder can travel in a straight line through targets. For every target it passes through the damage to the next target decreases by 1d6.
Range: 25m
Duration: Immediate
Defense: Dodge or Magical Shield

Gwynt Troelli
STA Cost: 12
Effect: Gwynt Troelli creates a barrier of wind around you that blocks ranged attacks and projectiles. Any projectile attack must beat your Spell Casting roll. If they fail, the barrier knocks the projectile 8m away in a random direction.
Range: 10m Radius
Duration: Active (4 STA)
Defense: None

Suffocate
STA Cost: 14
Effect: Suffocates a target for 1d10 damage per turn. The suffocation ends if the caster is struck with a weapon or stops focusing on the spell. While suffocating, a target is treated as **staggered**.
Range: 10m
Duration: Active (4 STA)
Defense: Resist Magic or Magical Shield

Fire

Demetia's Crest Surge
STA Cost: 12
Effect: Demetia's Crest Surge allows you to create a shield of pure fire magic around you that blocks a number of water spells equal to 2 times your Spell Casting skill value. Projectiles that enter the shield are destroyed, and living creatures cannot enter the area of the shield.
Range: 10m
Duration: Active (4 STA)
Defense: None

Flaming Vortex
STA Cost: 15
Effect: Flaming Vortex creates a flaming tornado 2m wide. You can direct the tornado to move a number of meters equal to your Spell Casting skill value per turn. If it runs over or into a target, make a Spell Casting roll versus their Dodge/Escape roll. If they fail, they take 5d6 damage and have a 50% chance of being set **on fire**. The vortex will not travel beyond the spell's range.
Range: 10m Radius
Duration: Active (4 STA)
Defense: Dodge or Magical Shield

Seirff Haul
STA Cost: 10
Effect: Seirff Haul creates a number of serpents from fire magic that swarm over a target. The target is **grappled** and **on fire** until they make a Dodge/Escape check vs. your Spell Casting roll. Every round that the target fails the Dodge/Escape check, the DC rises by 1 point as the serpents tighten.
Range: 10m
Duration: 2d10
Defense: Dodge or Magical Shield

Water

Anialwch
STA Cost: 8
Effect: Anialwch allows you to suck some of the liquid from a target's body, damaging and exhausting them. The spell does 4d6 damage which cannot be blocked by armor or shields. The extreme dehydration creates a fatigue which lowers the target's current STA by 4d6 as well.
Range: 10m
Duration: Immediate
Defense: Resist Magic or Magical Shield

Merigold's Hailstorm
STA Cost: 15
Effect: Named for its creator Triss Merigold, ex-advisor of King Foltest of Temeria, Merigold's Hailstorm creates a hailstorm encompassing the area of the spell. Everyone within the storm must make a Dodge/Escape check at a DC equal to your Spell Casting check each round or take 2d6 damage to a body part.
Range: 30m Radius
Duration: Active (4 STA)
Defense: Dodge or Magical Shield

Waves of the Naglfar
STA Cost: 10
Effect: Created by a mage who claimed to have witnessed the ride of the Wild Hunt, this spell creates a wave of ice magic that spreads out 3m from you in all directions. Anyone who doesn't dodge or block the spell is **frozen** and takes 4d6 damage.
Range: 3m Radius
Duration: Immediate
Defense: Dodge, Block, or Magical Shield

Master Spells

Mixed Element

Mental Command
STA Cost: 25
Effect: Mental Command allows you to plant an order in the mind of a target. This command must be executed to the letter by the target. If the command is something the target would never do, they get a +5 to their Resist Magic check.
Range: 10m
Duration: Until Task is Done
Defense: Resist Magic or Magical Shield

Standing Portal
STA Cost: 22
Effect: Standing Portal creates a 1m by 2m floating portal up to 10m from you. Stepping through this portal teleports you anywhere you can recall. The portal can transport anything that fits through it. If you end the portal while something is partially through, the portal slices the object (or creature) in two. The person is counted as being **dismembered**, as per the Critical Wound. You can create a portal to a location you don't know as per Teleportation.
Range: N/A
Duration: Active (6 STA)
Defense: None

Earth

Polymorphism
STA Cost: 22
Effect: Polymorphism allows you to take the shape of a serpent, a cat, a bird, or a dog. While in this form, you have the physical statistics of that animal (See **Bestiary**, pg.310). Any items on your person transform with you. You must cast the spell again to change back to your human form.
Range: Self
Duration: Until Re-Cast
Defense: None

Transmutation
STA Cost: 25
Effect: Transmutation allows you to change the properties of a mineral or metal. You can change one unit of metal into any other metal, or change an imperfect gem into a perfect gem suitable for magic. Dimeritium or other metals in contact with dimeritium cannot be created or changed by this spell.
Range: 2m
Duration: Permanent
Defense: Magical Shield

Air

Dervish
STA Cost: 22
Effect: Created by a mysterious Ofieri magician, Dervish allows you to create a 2m tornado around yourself. This tornado immediately redirects ranged attacks as per Gwynt Troelli and acts a Zephyr spell against anyone within 2m of you. You cannot run while within this tornado, or make attacks out of it. But if you move within 2m of a target they are effected by Zephyr.
Range: 2m Radius
Duration: Active (6 STA)
Defense: Dodge or Magical Shield

Lightning Storm
STA Cost: 25
Effect: Lightning Storm allows you to create a lightning storm. Lightning strikes randomly around the area. Anyone (except you) in the area has a 35% chance of being struck by lightning. If they miss this roll, they must make a Dodge/Escape check or take 8d6 damage to the torso and have a 75% chance to be **ignited**.
Duration: Active (6 STA)
Defense: Dodge or Magical Shield

Trapped In Animal Form

By attaching dimeritium to a mage who has polymorphed into something else you can trap the mage in that form, unable to use magic or do anything that said animal wouldn't be able to do.

Shaking Off Commands

Targets who wish to can attempt another Resist Magic check every 1d6 rounds to throw off the mental command. If they succeed they are able to stop the compulsion.

Fire

Fire From the Sky

STA Cost: 25
Effect: This spell is well known for sowing chaos on the fields of the Pontar Valley. Fire From the Sky allows you to rain balls of fire from the sky over a huge area. Anyone (except you) in the area has a 75% chance of being struck by a ball of fire. If they miss this roll, they must defend at a DC equal to your Spell Casting check or take 4d6 damage to a random location and have a 75% chance of being **ignited**.
Range: 40m Radius
Duration: 2d6 Rounds
Defense: Dodge, Block, or Magical Shield

Mirror Effect

STA Cost: 25
Effect: Mirror Effect creates a blinding beam of light which does 10d6 damage. This laser can be dodged and blocked (destroying whatever blocks it) but it cannot be displaced by wind and can only be parried by a reflective surface, which still takes damage. The reflected laser goes off in a random direction. This spell uses the rays of the sun and cannot be used where the sun's rays can't penetrate. By the light of the moon or on overcast days, it does half damage.
Range: 20m
Duration: 2d6 Rounds
Defense: Dodge, Block, or Magical Shield

Water

Part Water

STA Cost: 25
Effect: Part Water allows you to create an open area in a body of water, up to 10m by 100m by 10m. Fish, monsters, and other creatures in the water are swept back with the water. You can pass in and out of the wall as easily as stepping in or out of a body of water without disturbing the walls. If used while in the water the the effect pushes the caster aside as well. The area can be summoned in any orientation, even vertical.
Range: 10m Radius
Duration: Active (6 STA)
Defense: None

Tryferi Gaeaf

STA Cost: 22
Effect: Tryferi Gaeaf allows you to shoot a number of 2m spikes of ice equal to half your Spell Casting skill value at as many targets as you like. These spikes do 5d6 points of damage and, if they do damage through armor, **freeze** the opponent and do 2 point of damage each round until they are broken off with a DC:20 Physique check or by doing 20 points of damage to them. Otherwise, these spikes last for the duration of the spell. Each attack resolves separately.
Range: 20m
Duration: 1d10 Rounds
Defense: Block or Magical Shield

Priest Invocations

Priests and druids are unusual magic users. While mages are still unsure as to where the magic of a priest comes from, it is widely believed that their power is divine and granted to them by their deity. For priests this may be to spread the word of their god, while druids believe their power has been given to them to preserve the inherent balance of the world and of nature.

Technically priests wield the power required to cast spells. However, they do not train to the level of precision required. Instead, priests and druids perform **invocations** and create **sigils**: simpler "spell-like" charms which are cast with a less orderly and more fervent series of incantations and gesticulations.

Invocations *can* summon a vast amount of power, and many priests are adamant that they are divine, and thus more holy and pure than the heretical mage spells.

Druid Invocations

Novice Invocations
Boiling Blood
Cursed Illness
Friend to Wild Kind
Nature's Gift
Nature's Sight
Sigil of the Hidden

Journeyman Invocations
Blessing of Healing
Primal Reservoir
Threads of Life

Master Invocations
Shape Nature
Song of the Sky

Preacher Invocations

Novice Invocations
Blessing of Good Fortune
Blessing of Love
Holy Light
Waters of Clearance
Web of Lies
Vaults of Knowledge

Journeyman Invocations
Cleansing Fire
Holy Fortification
Light of Truth

Master Invocations
Divine Portal
Divine Wisdom

Arch Priest Invocations

Deity	Invocation
Corram Agh Tera	Blessing of Death
The Eternal Fire	Eternal Judgement
Freya	Freya's Bravery
Melitele	Healing Rest
Kreve	Luck of the Father
The Great Sun	White Flame

Mages Learning Invocations

Mages are incapable of learning invocations enveloped by priest and druids. They utilize and control magic in such a different way that it is impossible for them to wrap their heads around the fervent, faith-based magic of their holy counterparts. Arch Priest invocations are so rooted in the fervent belief of the Priesthood that they are usually only taught by very high-ranking priests belonging to the specific religion. High level priest sometimes manifest these invocations through deep and solemn prayer and contemplation.

Novice Druid Invocations

Boiling Blood
STA Cost: 3
Effect: Boiling Blood causes an animal or non-sentient monster within range to become enraged at a target. The creature will try to attack the chosen target until the duration ends.
Range: 8m
Duration: 1d10 Rounds
Defense: Creature's WILLx3

Cursed Illness
STA Cost: Variable
Effect: Cursed Illness causes one target to fall ill. The illness manifests differently based on how many Stamina points are spent. 2 points causes the target to double over coughing and **staggers** them. 4 points causes the target to become violently ill, **stunning** them. 6 points causes the target to become ill with a ravaging disease which is treated as a **poison**. The invocation ends when the target makes an Endurance roll at a DC equal to the casting roll.
Range: 8m
Duration: Endurance Roll Ends
Defense: Resist Magic or Magical Shield

Friend to Wild Kind
STA Cost: 1
Effect: Friend to Wild Kind grants the caster a +3 to Wilderness Survival for handling animals. Alternately it can calm one animal if the Spell Casting roll exceeds the animal's WILLx3.
Range: Self or 5m
Duration: 1d6 Hours
Defense: Creature's WILLx3

Nature's Gift
STA Cost: Variable
Effect: Nature's Gift grows a small cluster of edible plants in soil of any kind. These plants are enough to sustain a number of people equal to the number of STA points spent for 1 day.
Range: 2m
Duration: Immediate
Defense: None

Nature's Sight
STA Cost: 2
Effect: Nature's Sight allows you to see creatures that are not natural to this realm. This allows you to see monsters within 50m, even through obstacles. Monsters seen in this view appears as glowing versions of themselves.
Range: Self
Duration: Active (1 STA)
Defense: None

Sigil of the Hidden
STA Cost: 2
Effect: Drawing the Sigil of the Hidden covers a 3m area in branches, foliage, and other natural elements to provide complete visual cover. This grants you a +5 to Stealth, but immobilizes those inside and must be cast again to uncover yourself. You can cut away the brush by doing 10 points of damage to it.
Range: Self
Duration: Until Dispelled
Defense: None

Journeyman Druid Invocations

Blessing of Healing
STA Cost: 5
Effect: Blessing of Healing jump-starts a target's healing, allowing them to heal at 3 points per round. This blessing can be used multiple times to heal a critical wound.
Range: 2m
Duration: Active (3 STA)
Defense: None

Primal Reservoir
STA Cost: 6
Effect: Primal Reservoir allows you to tap into the primal power of a target and awaken it. It grants them a +2 to Melee Damage, but a -2 to INT for the duration of the spell.
Range: 5m
Duration: 2d6 Rounds
Defense: Resist Magic

Threads of Life
STA Cost: 4
Effect: Threads of Life allows you to see the life energy binding every target within the radius of the spell, which tells you their current Health Points and any critical wounds they have suffered.
Range: 10m
Duration: Active (2 STA)
Defense: None

Master Druid Invocations

Shape Nature
STA Cost: 12
Effect: Shape Nature allows you to create a golem from a small nearby tree. The golem serves you for the duration of the spell and will turn back into a tree when the duration ends. If killed, the golem only yields 2d10 units of timber. In all other ways, the tree acts as a normal golem.
Range: 10m
Duration: 1d10 Rounds
Defense: None

Song of the Sky
STA Cost: 10
Effect: The Song of the Sky changes the weather in the area directly around you. You can change the weather to: clear sky (no modifiers), cloudy (little sunlight), rainstorm (puts out fires), wind storm (-2 to DEX for ranged attacks), or lightning storm (25% chance of being struck by lightning, equivalent to the Lightning Storm spell).
Range: 50m
Duration: Active (5 STA)
Defense: None

Skelligers In A Storm

Skelliger druids like to change up the weather durin' big conflicts. Granted, ain't gonna happen much since druids don't like to get involved in combat. Heh, Skelligers do better in a sea storm than any continental and they take advantage of it.

–Rodolf Kazmer

Novice Preacher Invocations

Blessing of Fortune
STA Cost: 1
Effect: The Blessing of Fortune gives the target LUCK points equal to half the value you rolled over the DC (max 5).
Range: 10m
Duration: Until Expended
Defense: DC: 12

Blessing of Love
STA Cost: 2
Effect: The Blessing of Love gives the caster a +3 to Charisma and Seduction for the duration of the invocation.
Range: 5m
Duration: 1d10 Rounds
Defense: None

Holy Light
STA Cost: 1
Effect: Holy Light lights up an area as though the caster was carrying a torch. The light gives off no heat and cannot be used to ignite other objects like a torch can.
Range: Self
Duration: 3d10 Rounds
Defense: None

Vaults of Knowledge
STA Cost: 3
Effect: Vaults of Knowledge allows you to reach back into your mind and access any knowledge or memory that you've ever known as if you were just experiencing it.
Range: Self
Duration: Immediate
Defense: None

Waters of Clearance
STA Cost: 1
Effect: Waters of Clearance sobers the target immediately. This incantation counteracts alcohol and alchemical solutions that cause **intoxication**.
Range: 5m
Duration: Immediate
Defense: Resist Magic or Magical Shield

Web of Lies
STA Cost: 3
Effect: Web of Lies allows you to scramble the information in a target's head, making them question every piece of information and memory. This **stuns** the target until they can roll under their INT.
Range: 8m
Duration: INT roll ends
Defense: Resist Magic or Magical Shield

Preachers

Oh boy... Priests are a real strange case in the North right now. I mean, they use magic of course but their magic's 'Divine' and whatnot. Heh, seems like that's enough to keep 'em from gettin' burned at the stake. But Radovid still keeps 'em on a leash. Keeps 'em in the churches most of the time from what I hear. Some folk say it's 'cause, divine or not, magic's a dangerous thing. My guess is, Radovid ain't gonna throw the baby out with the bath water. Heh, a renegade mage is dangerous, but a loyal, pious priest who can heal your injured and give ya a benefit on the battlefield too?

–Rodolf Kazmer

Journeyman Preacher Invocations

Cleansing Fire
STA Cost: 6
Effect: Cleansing Fire ignites one target, doing 3d6 damage and setting them **on fire**.
Range: 10m
Duration: Until Put Out
Defense: Resist Magic or Magical Shield

Holy Fortification
STA Cost: 5
Effect: Holy Fortification bolsters a target's willpower and allows the target to make a new check against the effects of any spell that is currently affecting them.
Range: 10m
Duration: Immediate
Defense: None

Light of Truth
STA Cost: 4
Effect: The Light of Truth allows you to create a bright white light that forces one target to speak truthfully. Every round the target must make another check. If they fail, they must answer any question truthfully.
Range: 5m
Duration: Active (2 STA)
Defense: Resist Magic

Master Preacher Invocations

Divine Portal
STA Cost: 12
Effect: Divine Portal creates a standing portal for a brief instant. The portal lasts for just one round and allows you to transport yourself or others anywhere you can recall. This portal otherwise functions like the mage spell, Standing Portal.
Range: N/A
Duration: 1 Round
Defense: None

Divine Wisdom
STA Cost: 10
Effect: Divine Wisdom searchs with a powerful augury for the answer to a question. This answer cannot predict the future. The GM sets your DC based on the secrecy of the information.
Range: 50m
Duration: Active (5 STA)
Defense: None

Arch Priest Invocation

Blessing of Death
STA Cost: 16
Effect: Summoning the power of the Lion-Headed Spider, you cut the ties of life holding a target to this world. The target must roll Resist Magic or be thrust into Death state as if by taking normal damage. However if they are treated with a successful First Aid or Healing Hands roll at a DC of 16, they immediately recover their previous number of Health Points.
Range: 10m
Duration: Immediate
Defense: Resist Magic or Magical Shield

Eternal Judgement
STA Cost: 16
Effect: Using the power granted to you by the Eternal Fire, you cause a target to burst into a bright white fire, tinged with red. The fire does double the normal fire damage and cannot be extinguished except by magic, or by completely submerging underwater for 3 rounds. Anything that touches this magical fire ignites with normal fire and can be put out in one full round.
Range: 10m
Duration: Until Put Out
Defense: Resist Magic or Magical Shield

Freya's Bravery
STA Cost: 16
Effect: Calling upon the power of the goddess Freya, you summon her spirit into your body, creating a glow around yourself which emanates 20m in all directions. Every person within that area is emboldened by Modron Freya's love and guidance. They become immune to fear and gain 25 Health Points for the duration of the spell. If they leave the area of the invocation, its effects last for 1d6 rounds. These rounds renew if the person re-enters the area of the invocation and leaves again. This invocation affects those who don't believe in Freya, but the power can be withheld from anyone the caster chooses.
Range: 20m Radius
Duration: 20 Rounds
Defense: None

Healing Rest
STA Cost: 16
Effect: With the power granted to you by Melitele, the mother goddess, you can place a number of people equal to the value of your Spell Casting skill into a deep coma in which their bodies heal themselves. They cannot act for the entirety of the rest and are unaware of their surroundings even if touched, moved, or attacked. At the end of the rest, targets revive at full health, and their critical wounds have been healed.
Range: 5m
Duration: 1 Day
Defense: None

Luck of the Father
STA Cost: 16
Effect: With power granted to you by Kreve, the All-Father, you gather divine providence to you. For the duration of the spell you can spend a number of LUCK points equal to your Spell Casting skill value times 3. You can augment any rolls you make, but can also impose penalties or grant bonuses to the roll of anyone within 10m.
Range: Self//10m
Duration: 1 Hour
Defense: None

White Flame
STA Cost: 16
Effect: Summoning the power of the Great Sun, you create a bright aura of White Fire which lights the surrounding area to the level of bright light. This aura of fire doesn't burn anyone who touches it but does **thaw** anyone in the spell's area, and dispels water-based spells in the area. Water-based spells can only be cast in the area of the spell if the caster's Spell Casting check beats that of the Priest of the Great Sun. On top of this, any monster in the area that is vulnerable to sunlight takes double the normal penalties.
Range: 10m Radius
Duration: 1 Hour
Defense: Resist Magic or Magical Shield

Arch Priests

Arch Priest invocations are considered tremendous feats. They are so uncommon among the priesthood that more fanatical followers consider them miracles.

Kreve Vs the Eternal Flame

Don't get me wrong. Ain't a fan of either the Church of Kreve or the Eternal Flame. Bein' a dwarf, think both of 'em would be happy to put my head on a spike soon as look at me. But the North's seein' one hell of a war for the faithful between 'em right now. Radovid's stormin' into Kaedwen, to 'secure the north' and Kaedwen's sure as hell pushin' back. Both sides are pretty damn religious and you'll see banners of the Eternal Flame and Kreve trampled into the mud if ya wind up in Kaedwen. Problem is, Kreve mighta been popular a while ago but his time's fadin', and the Kaedweni may be strong but they're also short-sighted and outmanned. Think we may be seein' the death of the church of Kreve.

–Rodolf Kazmer

Witcher Signs

A witcher uses a form of magic known as signs. Signs are small magical tricks that are the dagger to the long sword of spells. These signs require a very small amount of magic and of focus.

Most other magic users look down on the use of signs since they are the lowest form of magical evocation, but they serve witchers well. Witchers don't have the magical attunement to learn any magic beyond signs and do not learn the required focus or precision to practice the higher levels of spells, even if they did have the power.

However, signs have hidden depths. Not only are there other, more complex signs, there are alternate forms of all of the basic signs taught to new witchers in the academies of Witcher training.

Using Axii For Persuasion

Axii can also be used instead of Persuasion. You roll Spell Casting instead of Persuasion, and the opponent rolls Resist Magic instead of Resist Coercion. However Axii summons a glow of white energy around your hand and the target's head, so it is easily spotted by anyone watching.

Basic Signs

Yrden (Mixed)
STA Cost: Variable
Effect: Yrden creates a large magic circle on the ground around you. Anything that steps into that circle takes a negative to SPD and REF (equal to the number of STA you spent) until they exit the circle. Any incorporeal creatures that enter the circle become corporeal.
Range: 3m Radius
Duration: 5 rounds
Defense: None

Quen (Earth)
STA Cost: Variable
Effect: Quen creates a shield that blocks one attack that you fail to dodge or block for every point of Stamina spent. This shield can block multiple attacks in the same round.
Range: Self
Duration: Until exhausted
Defense: None

Aard (Air)
STA Cost: Variable
Effect: Aard shoots a wave of telekinetic force, **staggering** creatures with a 10% chance of those affected being knocked prone. The percentage rises by 10% for each point of STA spent.
Range: 2m Cone
Duration: Immediate
Defense: Dodge or Magical Shield

Igni (Fire)
STA Cost: Variable
Effect: Igni throws out a wave of sparks and fire which does 1d6 damage per STA point spent and has a 50% chance of lighting anything it hits **on fire.**
Range: 2m Cone
Duration: Immediate
Defense: Dodge, Block, or Magical Shield

Axii (Water)
STA Cost: Variable
Effect: Axii stuns an opponent until they can make Stun save at -1. For every 2 points of additional STA you spend past 1, the Stun save becomes harder by 1 point.
Range: 8m
Duration: Until Shaken Off
Defense: Resist Magic or Magical Shield

Alternate Sign Forms

Magic Trap (Mixed)
STA Cost: Variable
Effect: Yrden now creates a magical trap that takes one round to prepare. This trap attacks using your Spell Casting & WILL and does 3d6 damage. The trap will make one attack against the closest target each round.
Range: 3m Radius
Duration: 1 Round per STA point
Defense: Dodge, Block, or Magical Shield

Active Shield (Earth)
STA Cost: Variable
Effect: Quen now creates a glowing shield around you. The shield has 10 HP for every Stamina point spent. Every round you must spend 1/2 the initial STA cost to the keep the shield up. Active Shield only covers you, but you can fit one other person into it if you are pressed together. When it is expended or dropped, anything in melee range of you is pushed back 2m and takes 1d6 damage to the torso. This includes objects, furniture, and allies. Anything rooted to the ground or heavier than 226kg is not pushed back but still takes damage.
Range: Self
Duration: Active (1/2 Initial STA)
Defense: Magical Shield

Aard Sweep (Air)
STA Cost: Variable
Effect: Aard now shoots a burst of telekinetic force around you. For each STA point spent, everything caught in the burst has a 10% chance of being knocked to the ground and **staggered**. The burst travels out in all directions as a sphere. Flying creatures struck with Aard Sweep are knocked out of the air as well as being knocked down.
Range: 4m Radius
Duration: Immediate
Defense: Dodge or Magical Shield

Fire Stream (Fire)
STA Cost: Variable
Effect: Igni now throws out a constant stream of fire and sparks from your hand which does 1d6 damage per STA point spent, and has a 75% chance of lighting the opponent **on fire**. Fire Stream must be maintained every round with a number of STA points equal to 1/2 the number of STA points spent to cast the sign. You can switch targets on your turn.
Range: 3m
Duration: Active (1/2 Initial STA)
Defense: Dodge, Block, or Magical Shield

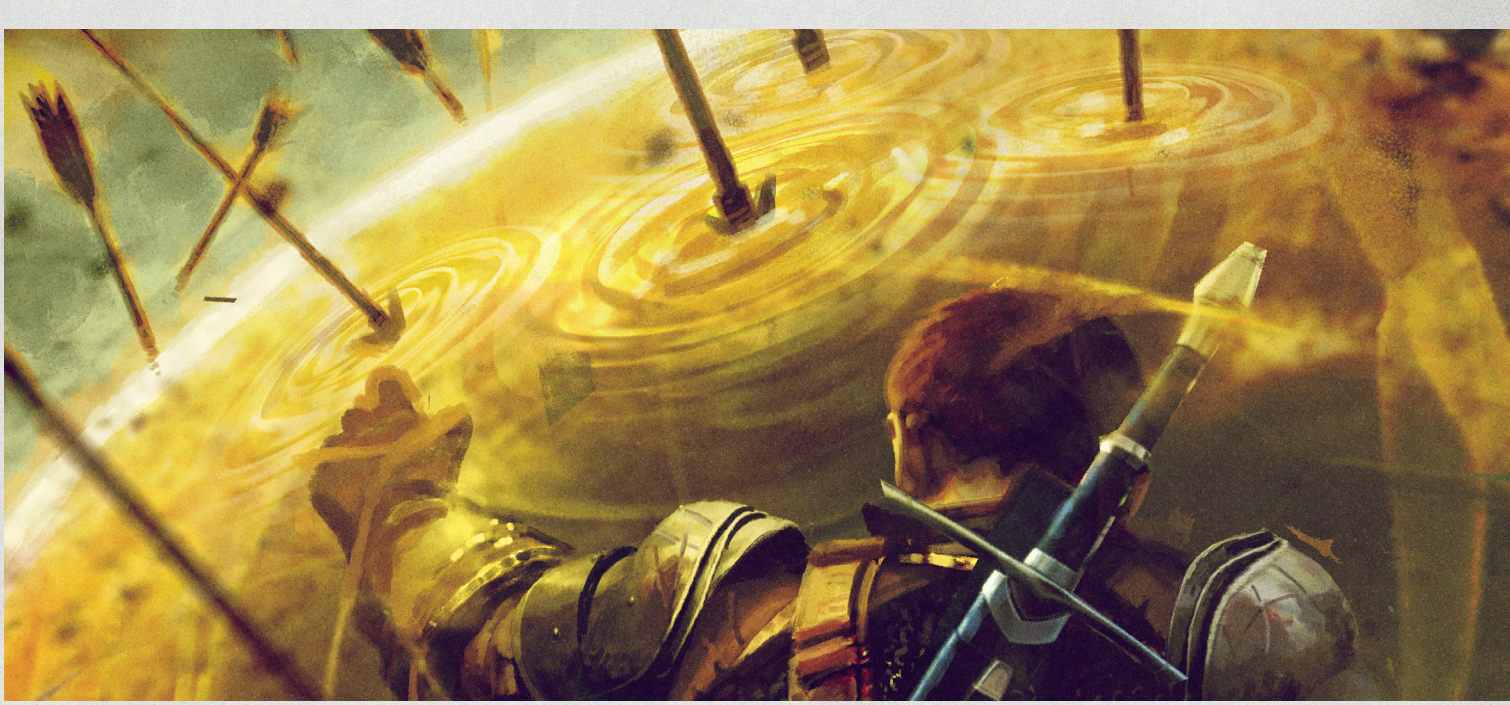
Puppet (Water)
STA Cost: Variable
Effect: Axii now controls an opponent's mind, making them your ally for a number of rounds equal to the number of STA points you spent on the spell. Each round, the target can make a Resist Magic roll against your Spell Casting roll to try and free themselves.
Range: 8m
Duration: Until Shaken Off or STA
Defense: Resist Magic or Magical Shield

Variable STA Cost

Due to the simple nature of witcher's signs, you can put as much or as little power into them as you like (Maximum 7 points) as long as it falls within your Vigor Threshold. The effects of a sign intensify as you put more STA into it.

Learning Signs

Witcher's signs are incredibly simple and require a small amount of magic to actually cast. They are very easy for any other magic user to learn (equivalent to a novice spell or incantation). Alternate signs are slightly more complicated (equivalent to journeyman spells).



Rituals

Rituals are a very formulaic and easily learned form of magic. A ritual consumes specific (often expensive) components, and it takes time to perform all of the steps of the ritual. However, rituals can produce results that even exceed the power of mage spells.

Many different rituals have been transcribed by mages from the southern tip of Nilfgaard to the farthest Northern keeps. However many of these rituals are regional and rarely seen past the bounds of their home country or city. There are a few rituals which are universal and are taught in magical academies across the continent.

Many magic users are capable only of a single ritual, or perhaps two. These lesser magic users make up most of the magical population: magical adepts who, perhaps, are hydromancers who can see events of the past or present in pools of water. They are considered magical adepts but not mages.

Rituals are also the realm of necromancy, goetia, and other magic forbidden by the Council of Mages. Performing them is punishable by death in any country.

Forbidden Rituals

Even before the world was split between Radovid burnin' mages and Emyr imprisonin' 'em there was illegal magic. Dark arts and whatnot. Chief among 'em was Necromancy and Goetia. Makes sense. Heh, necromancy's all about ressurectin' the dead and goetia lets ya make deals with devils. Gods, can't imagine the mess ya'd have to be in to think that's a good idea.

–Rodolf Kazmer

Rituals

Novice Rituals		
Cleansing Ritual	Hydromancy	Magical Message
Pyromancy	Ritual of Life	Ritual of Magic
Spell Jar	Spirit Seance	Telecommunication

Journeyman Rituals		
Consecrate	Magic Barrier	Oneiromancy

Master Rituals		
Artifact Compression	Golem Crafting	Interactive Illusion

Novice Rituals

Cleansing Ritual

STA Cost: 3
Effect: Cleansing Ritual cleanses one target's body of poisons or diseases. When activated, the caster makes a Ritual Crafting check against a specific DC to cleanse the target's body. Alcohol and drugs are reasonably easy, with a DC of 12. Poisons and oils are harder, with a DC of 15. Major illnesses are very difficult to cleanse, with a DC of 18. Cleansing Ritual cannot cure plagues such as Catriona.
Preparation Time: 5 Rounds
Difficulty Check: Variable
Duration: Immediate
Components: Chalk (x2), Spirits (x1), Mistletoe (x2), Crow's Eye (x1), Balisse Leaves (x1)

Hydromancy

STA Cost: 5
Effect: Hydromancy allows you to stare into a small body of water and glimpse an event that happened within the last two days or that is currently happening. Watching an event in the past uses the base DC. If you are trying to glimpse an event that is currently happening, increase the DC by 3 points. If you are viewing a current event, a magician present at that event can sense the augury with a Magic Training roll that beats your Ritual Crafting roll.
Preparation Time: 5 Rounds
Difficulty Check: 15 (18)
Duration: Active (2 Vigor)
Components: A Small Body of Water or a Bowl of Water, Fifth Essence (x2), White Myrtle Petals (x2), Pearl (x2), Lunar Shards (x1), Berbercane Fruit (x1)

Magical Message

STA Cost: 3
Effect: Magical Message records a message of up to 5 minutes into a gemstone or piece of glass etched with a magical sigil. You can set up to 3 specific triggers that activate the message. Once played, the message goes dormant until another trigger occurs. When triggered, an illusion of the caster appears and gives the message. When crafted with a perfect gemstone, the message appears as clear as if the ritual crafter were truly there.
Preparation Time: 5 Rounds
Difficulty Check: 12
Duration: Permanent
Components: Glass (x1), Fifth Essence (x1), Quicksilver Solution (x1)
Alternate Components: Perfect Gemstone (x1)

Pyromancy

STA Cost: 5
Effect: Pyromancy allows you to stare into a burning fire and witness events that are currently happening. Pyromancy is more dangerous than Hydromancy, making it harder to maintain and impossible to peer backwards. However, it is easier to view events that are currently happening. Similarly to Hydromancy, a mage you view can sense the augury with a Magic Training roll that beats your Ritual Crafting roll.
Preparation Time: 5 Rounds
Difficulty Check: 15
Duration: Active (4 Vigor)
Components: A Small Fire, Fifth Essence (x2), Ashes (x2), Calcium Equum (x5), Crow's Eye (x2), Wax (x2)

Ritual of Life

STA Cost: 5
Effect: The Ritual of Life creates a magic circle which influences the healing capabilities of a target within it. The circle grants regeneration of 3 Health Points per turn. This regeneration lasts for 10 rounds, and only while the target remains in the circle. If the target leaves the circle it disappears.
Preparation Time: 5 Rounds
Difficulty Check: 15
Duration: One Use
Components: Chalk (x2), Ashes (x2), Wax (x2), Mandrake Root (x2)

Ritual of Magic

STA Cost: 3
Effect: The Ritual of Magic creates a magic circle which bolsters magical tolerance, granting a bonus to Vigor Threshold equal to half the caster's Ritual Crafting skill value. This benefit is bestowed on the first person with magical ability to enter the circle and focus on it, and lasts for 5 hours. Alternatively, the caster can expend the circle to gain 1d6/2 units of Fifth Essence.
Preparation Time: 5 Rounds
Difficulty Check: 15
Duration: One Use
Components: Chalk (x2), Glass (x2), Sulfur (x2), Infused Dust (x1)

Components

Many rituals require materials which aren't considered **Components** and aren't listed in the Components list in the Crafting Section. These items, such as spirits and chalk, are in the General Gear section of the Character chapter on pg.93.

Ritual Books

You used to be able to find books of rituals in book stalls. At least in Redania they are now considered too hot to handle, what with the anti-magic hysteria that seems to be gripping us. Most of the ritual books in our great library are gone. All the ones about sex, persuasion, and wealth were lifted by the students long ago and everything else has been taken by the priests and—I assume—burned. I don't know that I believe in most generic rituals but the idea of any book being burned does horrify me. If you find a manual of rituals hang on to it. This insanity will pass and they may wind up being worth a great deal of money.

–Brandon of Oxenfurt

Spirit Possession

Any specter summoned by a Spirit Seance can possess a target by making a Spell Casting check greater than the target's Resist Magic roll. The target gets a save against the original Spell Casting check every 1d6 rounds. Until they make this check the specter completely controls their body. The possessed person gets a +5 to their Resist Magic roll if the specter makes them do something they would never do, and a +10 if the specter makes them do something suicidal.

Spell Jar

STA Cost: 5
Effect: Spell Jar creates a magical vortex inside a sealed clay jar. This magical vortex lasts for 1d6 days and activates when the jar is broken. When broken, the magical vortex opens and a random spell from the list below occurs. Roll 1d10/2:
1. Talfryn's Prison
2. Zephyr
3. Tanio Ilchar
4. Dormyn's Fog
5. Static Storm

Preparation Time: 5 Rounds
Difficulty Check: 15
Duration: 1d6 Days
Components: River Clay (x5), Fifth Essence (x1), Thread (x2), Chalk (x1), Wax (x1), Han Fiber (x2), Infused Dust (x1)

Spirit Seance

STA Cost: 5
Effect: Spirit Seance contacts the spirit of a dead person. The seance brings the soul back as a specter with the sentience of the original person. The specter retains all memories, including the memory of their death, and can be spoken with at its burial site. The specter cannot be sent back to the realm of the dead except at its own choice, or by killling it. The Seance will summon the spirits of anyone of the same bloodline within 20m so using this spell in family crypts is not advised.
Preparation Time: 5 Rounds
Difficulty Check: 12
Duration: Permanent
Components: Some Blood of the Deceased or a Relative, Mandrake Root (x1), Sewant Mushrooms (x2), Wolfsbane (x2), Sulfur (x2)

Telecommunication

STA Cost: 3
Effect: A Telecommunicator allows you to communicate with another person with a Telecommunicator. The ritual is simple but requires both participants to have a telecommunicator and perform the ritual. However it allows you to communicate across tremendous distances, allowing communication between all parts of the known Continent.
Preparation Time: 5 Rounds
Difficulty Check: None
Duration: 1 Hour
Components: A Telecommunicator

Oneiromancy

Oneiromancy seems to be mostly a gift rather than a study. It is so rare that even charlatan oneiromantics are rare. They are supposed to be able to dream of past, present, or future events, which I suppose would be handy if we ever learned from past events. The only legitimate onieromancers I've heard of belong to the Tilly family so perhaps it is a question of genetics.

–Brandon of Oxenfurt

Journeyman Rituals

Consecrate

STA Cost: 12
Effect: Consecrate creates a magic circle which temporarily repels monsters. This circle can be up to 10m in radius and forces any monster that tries to enter the area to roll a Resist Magic check at a DC equal to the Ritual Crafting check used to create the circle. Spell effects generated by monsters cannot enter the circle, but non-magical projectiles thrown by monsters ignore it.

A monster that makes a successful roll to enter the circle can remain in it, but must make another roll to exit the circle. If you are using the traditional rules for monster vulnerabilities, you must use silver for monsters vulnerable to silver and meteorite for monsters vulnerable to meteorite.
Preparation Time: 10 Rounds
Difficulty Check: 18
Duration: Until Dispelled
Components: Fifth Essence (x5), Infused Dust (x2), Chalk (x4), Silver or Meteorite (x5)

Magic Barrier

STA Cost: 10
Effect: Magic Barrier creates a circular barrier of pure force that is 10m in diameter. This barrier takes 50 Health Points before it is destroyed. On your turn you can spend an additional STA point on top of the active cost to regenerate Health Points in the shield at a rate of 5 Health per STA point.

This shield is solid and impassible to any solid object. Once the shield has been erected, nothing can enter. Air is replenished within the shield, so those within can breathe. If a mage wishes, they can stop this replenishment, leaving only 20 rounds of air. For every extra person in the shield the rounds of air are reduced by 1. Ethereal creatures can pass through this shield, and you can teleport in or out.
Preparation Time: 10 Rounds
Difficulty Check: 18
Duration: Active (2 STA)
Components: Fifth Essence (x5), Infused Dust (x2), Chalk (x4)

Oneiromancy

STA Cost: 8
Effect: Oneiromancy grants the caster a dream which unveils secrets and events of the past and present. A caster can perform the ritual alone, much like Hydromancy. It also requires a Ritual Casting check to witness events that have occurred previously and a more difficult DC to witness events that are occurring at the moment. Oneiromancy can be detected like Hydromancy.

However the Oneiromancer can also guide a number of people equal to their Ritual Crafting skill value to share their enlightening dream. To do this, the oneiromancer must make a bond with the people they want to enlighten. This requires the participants to answer a series of personal questions, as truthfully as possible. The dream lasts for the duration of the ritual.
Preparation Time: 10 Rounds
Difficulty Check: 15 (18)
Duration: 1d10 Rounds
Components: A Place to Sleep

Master Rituals

Artifact Compression

STA Cost: 16
Effect: Artifact Compression converts a target creature within 10m to 1/10th original scale and encases them in jade. While in the statuette this target is unconscious. The process of transformation is excruciatingly painful for the target and the target must make a DC:15 Endurance check or take 6d6 damage to their torso.

A target can be kept in a state of Artifact Compression for an indefinite amount of time and their body is held in suspension so they don't age. While in condensed form, a target has 1/5th (rounded up) their normal Health Points. If these points are expended the target dies. If a limb is broken off, either with a DC:14 Physique check or 5 points of damage, the target is treated as if that limb was **dismembered**. If the head is snapped off, the target dies. Gluing pieces back onto a compressed figurine doesn't reattach the limb. After a target is uncompressed they are stunned until they make a successful Stun save.
Preparation Time: 10 Rounds
Difficulty Check: 18
Duration: Until Reversed
Components: Perfect Gemstone (x1), Fifth Essence (x5), Infused Dust (x2), River Clay (x4)

Golem Crafting

STA Cost: 15
Effect: Golem Crafting creates a golem that serves the caster until it dies. The process creates a simple golem that is bound to your will. It will do anything that you ask it to, but it cannot think and can't perform finesse tasks that require fingers or grabbing small things. A golem will execute the last order it was given. If it fails, it will try again endlessly until it succeeds or you order it to stop. If the order is ongoing ("fetch some water") the golem will continue to perform that order until it dies or you order it to stop.
Preparation Time: 10 Rounds
Difficulty Check: 20
Duration: Permanent
Components: Chalk (x2), A Perfect Gemstone (x1), Hardened Timber (x10), Stone (x10), Infused Dust (x5), Fifth Essence (x2)

Interactive Illusion

STA Cost: 12
Effect: Interactive Illusion creates an illusion with sight, sound, smell, and tangible feelings. Nothing about the illusion is real but it all feels real to anyone who enters its area. The illusion covers a 20m radius and its caster actively controls and shapes it. If they create a danger within the illusion to battle intruders, each intruder may make a Magic Resistance or Endurance check at DC:12. If they succeed, they realize that nothing is actually happening to them and take no damage. If they fail they think that the damage is real, and must roll a Stun save. The damage cannot kill but it can stun.
Preparation Time: 10 Rounds
Difficulty Check: 18
Duration: Until Dispelled
Components: Perfect Gemstone (x1), Fifth Essence (x5), Infused Shard (x1), Glass, (x2), Ducal Water (x3)

Golem Work Ethic

You should never underestimate a golem's work ethic. They never tire, never rebel, and never get bored. If you order your golem to kill a target, it will chase that target to the ends of the earth, continuing to search even after the target has escaped. If you told your golem to dig straight down, it would dig non-stop until it reached the planet's core and melted. It wouldn't even stop as it started to melt.

Dying As An Artifact

If a compressed target is beheaded or is knocked down to zero health while they are compressed they die. You cannot attempt to stabilize a compressed target. If the target is dismembered while compressed they take all of the appropriate effects and damage when they are uncompressed.

Hexes

Curses are one of the most vicious and inscrutable forms of magic in the Witcher world. Luckily for most people, curses are very difficult to cast. Most people do not decide to cast a curse. Curses are magical phenomena that come about when tension is high, blood is flowing, and hatred is permeating everything. Hexes on the other hand are much simpler and much more easily tamed.

Many mages and priests are capable of casting hexes just like they cast spells or invocations. Channeling magic through their body, the magic user can inflict small, less-dangerous curses on their targets with the knowledge that the hex will take hold as long as it's cast appropriately and against a weak-willed enough target.

Unlike curses, hexes are formulaic. They are cast a certain way and can be lifted with a certain ritual. These rituals are often strange and esoteric, leading to many folktales and baffling many mages.

Unlike regular magic (spells, invocations, and rituals) hexes and curses appear to draw on magic from somewhere other than the elemental planes. Some magicians and scholars have postulated that while standard magic draws energy from elementals, curses and hexes draw power from the devils that live in the vast void beyond the mortal plane.

Of course, this make hexes and curses much more dangerous than their tamer cousins. A miscast hex has a percentage chance to affix itself to the caster rather than their target. Many mages have suffered for weeks with the effects of a hex that they failed to cast on an enemy.

The Hex of Shadows

STA Cost: 4
Effect: The Hex of Shadows creates whispers in the shadows, and silhouettes around corners. The subject must make random Awareness checks with an unspecified DC, always almost catching a glimpse of something or someone. The awareness checks are never a real threat, just visions.
Danger: Low
Requirement To Lift: The subject must bring a bowl of clear water, a branch from a white myrtle bush, and a bottle of ink to a clearing under a crescent moon. When the moon is at its highest the subject must pour the ink into the water, dip the branch in the mixture, and shake droplets in a circle around themselves while holding their breath.

The Eternal Itch

STA Cost: 4
Effect: The Eternal Itch causes enflamed, itchy pustules to grow on the subjects genitals. The itch does no damage but is a constant annoyance, causing a -1 to all tasks. As well as this -1 the target takes a -5 to Seduction once 'in the bedroom.'
Danger: Low
Requirement To Lift: The subject must gather a unit of scleroderm, fool's parsely, and bryonia. The subject must light a campfire and bundle up the herbs. With everything prepared the subject must light the herbs and crumble the burning ashes onto the afflicted area while reciting a series of magic words.

The Devil's Luck

STA Cost: 8
Effect: The Devil's Luck plagues the subject with bouts of bad fortune. In situations of high stress such as combat or when performing any task with a deadline or a DC higher than 15, the subject rolls a fumble on a natural 1 *or* 2.
Danger: Medium
Requirement To Lift: The subject must hammer a silver nail into their door frame and hang 2 units of wolvesbane, tied with a lock of virgin's hair, from it. Finally the subject must stand under the silver nail, set fire to the bundle of wolvesbane and virgin hair, and breath deeply.

The Nightmare

STA Cost: 8
Effect: The Nightmare forces the subject to relive the same horrifying nightmare. Every night the subject must make a Resist Coercion check at a DC equal to the Hex Weaving roll the caster made to hex them. If they succeed they manage to get a full, though restless, night's sleep. If they fail, they barely sleep and do not recover STA or HP during the night. If they fail 3 nights in a row they halve their Stamina and take a -2 to all actions until they can get a full night's rest.
Danger: Medium
Requirement To Lift: The subject must gather 5 candles, 5 units of beast bones, and 1 unit of glowing ore. The night of the ceremony the subject must arrange the candles in a circle around them, linked by bones, and place the glowing ore under their head. If the subject is able to sleep through the night they will be freed of the hex.

The Pesta's Kiss

STA Cost: 12
Effect: The Pesta's Kiss breaks down the subject's ability to fight illness and resist nausea. Anytime the subject comes in contact with a diseased person they have a 75% chance of catching the illness. Any time they smell something even slightly nauseating they must succeed at a DC:16 Endurance check or be nauseated.
Danger: High
Requirement To Lift: The subject must gather 3 units of river clay, 1 unit of coal, 3 units of resin, and 1 unit of infused dust. First the subject must craft a totem from the clay mixed with infused dust and coated in resin, with the coal forming its eyes. This takes a DC:14 Fine Arts roll. Then the subject must repeat a series of magic words, infusing the totem with power. Immediately after, the totem must be smashed and the coal eyes must be powdered and consumed by the subject.

The Hex of the Beast

STA Cost: 12
Effect: The Hex of the Beast makes the target anathema to animals and beasts. Any time the target comes within 10m of an animal that animal will react poorly to the subject, giving them a -3 to Wilderness Survival for handling animals. Each time they come within 10m of an animal there is a 50% chance the animal will attack.
Danger: High
Requirement To Lift: The subject must gather a small live animal of some sort, 2 units of mistletoe, 1 unit of phosphorus, 2 units of crow's eye, 3 units of mandrake root. Under a full moon the subject must cut the throat of the animal and consume its blood. Then the animal's body must be wrapped in bundles of mistletoe, crow's eye, and mandrake root and placed in an open fire. As the scales or fur of the animal start to burn away, the phosphorus must be thrown into the fire. When the fire has burned out the subject must remove the bones of the animal and wear them on their person for a full day.

How To Lift a Hex

Lifting hexes is much easier than lifting curses. Due to their formulaic design each hexes has an equally formulaic dismissal method. Discovering that method, however, is difficult. Low danger hexes require an Education roll at DC:16 or a Witcher Training roll at a DC:14. Medium danger hexes have an Education DC of 20 and a Witcher Training DC of 18. High danger hexes have an Education DC of 26 and a Witcher Training DC of 22.

"Hexed" Library

Hexes, while usually minor, can be extremely useful. I've told my students that any person other than myself who leaves my personal library with one of my books without permission will soon find their eyesight failing and their sexual organs perpetually engorged—and a putrid purplish green. In order to reverse the hex the individual must copy out the book in question entirely. It's all rubbish of course, since I can't use magic of even the blandest sort.

–Brandon of Oxenfurt

Places of Power

Using Places of Power

Overdrawing from a Place of Power is tremendously dangerous. A Place of Power can be utilized infinitely but the risk goes up exponentially each time. The second time you draw from a Place of Power you must make a DC: 20 Endurance save or immediately take 5d6 damage and suffer the effects of the magic type (See Overexertion). Every successful roll raises the DC by 4.

Places of power are potent magical ruins left behind by ancient elven mages, constructed at conjunction points. When a magically-potent person spends a full three turns focusing on the place of power, they gain a temporary bonus based on the element that place is tied to, and 10 I.P. to be used only on learning new magic or raising magical skills. Alternately, an invoker can forego the bonus and extract 5 units of Fifth Essence. Keep in mind that places of power are very rare and only found where their associated element is strongest.

Earth

Found along fault lines or in the depths of natural sinkholes and caverns.
Benefit: Your Vigor Threshold for earth magic goes up by 5 and your Spell Casting is considered 2 points higher for earth magic.
Duration: 1 hour

Air

Found in areas where tornadoes are common, and at the tops of high mountains.
Benefit: Your Vigor Threshold for air magic goes up by 5 and your Spell Casting is considered 2 points higher for air magic.
Duration: 1 hour

Fire

Found at the tops of volcanic mountains and in the heart of the desert, where the heat is most intense.
Benefit: Your Vigor Threshold for fire magic goes up by 5 and your Spell Casting is considered 2 points higher for fire magic.
Duration: 1 hour

Water

Found where two bodies of water or rivers meet and in sea caves.
Benefit: Your Vigor Threshold for water magic goes up by 5 and your Spell Casting is considered 2 points higher for water magic.
Duration: 1 hour

Learning Magic

Learning new spells works similarly to the I.P. system used to gain new skills and improve known skills. You learn spells through knowledge and experience. There are three steps to learn a new spell:

1. Find someone or something to teach you the spell/hex/ritual you want to learn. This can be another mage or priest, or a tome of some sort.

2. Acquire the I.P. required to learn it. Each magic technique requires improvement points based on its level, as listed below.

3. Spend a week learning the spell. You must make an appropriate number of successful learning rolls for the magic in that week. If you fail one of these rolls, you must try again the next day. For each failure, the time required to learn the spell increases by a day.

Magic Level	I.P. Required	Time To Learn	Learning DC	Learning Checks
Novice/Low	10	4 Days	14	2
Journeyman/Medium	20	1 Week	18	4
Master/High	30	3 Weeks	22	6
Arch Priest	40	5 Weeks	24	8

Learning Magic

Due to the nature of magic in the Witcher world, only those born with magic are capable of learning to perform it. If you did not start with a Vigor value above 0 you cannot learn magic. Each profession also learns magic differently.

Mages can learn spells, rituals, hexes ,and signs.

Priests can learn invocations, rituals, hexes, and signs.

Witchers are only capable of learning signs.

Craftsmen & Alchemists

"I've devoted my life to alchemy, son. Literally. Spent countless days and nights with nothing but alembics, choking on fumes, scorching my skin with acids. If you think I'll simply betray to you what I learned through years of sacrifice and toil... then you are mistaken. Deeply."

–Gremist, Witcher 3: Wild Hunt

Craftsmen are hard-working and often hard-worked professionals. All around the world people need things fixed or need someone to build something for them. Especially now that the world at large is at war, the factions of this great war need craftsmen more than ever. In the North, woodworkers shore up defenses in rural towns and smiths make cheap weapons for their friends and families. Bowyers make more bows for the Scoia'tael that raid the forests and human trade routes. In the mountains of Mahakam the forges work non-stop, pumping out weaponry and armor that put others to shame. In the guts of the Nilfgaardian war machine, armorers patch cracks in knights' armor and carpenters repair siege machines and defenses that will be needed again soon as they burn their way across the North. Craftsmen are so important in this time of sword and axe that they are often forced into military service or kidnapped by Scoia'tael commandos. But of course for every military use of a crafter there is a civilian use. For every armorer in the field there are jewellers and coopers and shoemakers who work at their trade to brighten the world or just to help the people around them. Some even just because they love their work.

Why Should I Craft?

Craftsmen can be invaluble to a party's success in the Witcher TRPG. Gear is expensive and repairing it saves time and money. It's better to have someone who can make the sword you need for a third the normal cost and use that money for even more gear. And if that person can also fix the same sword when it breaks, you've got a real treasure on your hands. Crafting also lets you make the most of any recipes your party finds. There are new technologies to discover and old technologies lost to the ages to be recovered. A skilled craftsman can give a party amazing benefits like alchemical bombs and traps, poisonous blade oils, and runes to enchant their weapons. They say a weapon is only as good as the person wielding it. Well that's true—but it helps to have a quality weapon.

Crafting System

Diagrams

Diagrams are sheaves of paper that show you detailed instructions on how to create a certain item. They will always include the list of required ingredients.

The process of crafting weapons, armor, enhancements, and traps breaks down into three simple steps:

1. Determine if you have the right diagram.

2. Determine if you have the components.

3. Make a Crafting roll.

Determine If You Have The Diagram

For every tool you can make or buy, there's a diagram that explains how to make it: what ingredients, how to refine them, and how to assemble the parts. Having the physical diagram in front of you grants a +2 to your Crafting check to make the item, since you have explicit instructions.

Determine If You Have The Ingredients

Every diagram indicates the ingredients required to create the item. Unlike in Alchemy, you cannot substitute similar components for those in the diagram. For example, making an iron long sword requires:

- **Timber (x1)**
- **Iron (x2)**
- **Leather (x2)**

You must have all of these ingredients in full to begin crafting the iron long sword.

Make Your Crafting Roll

Crafting requires specific tools. It works like this:

- **Crafting Tools** allow you to craft Armor, Armor Enhancements, Weapons, Traps, Glyphs, and Runes.
- **Forges** are required for any recipe with metal components. You can buy a tinker's forge to work on the road.

Once you have the appropriate crafting tools you can begin crafting the item. Each diagram lists how long it takes to craft and a difficulty for crafting the item. When crafting, tell the GM that you take the required time. At the end of the required time, make a Crafting roll with a DC equal to the diagram's **difficulty**. If you succeed, you have made the item. If you fail, you did some process wrong and the product is unusable.

Recovery (Optional Step)

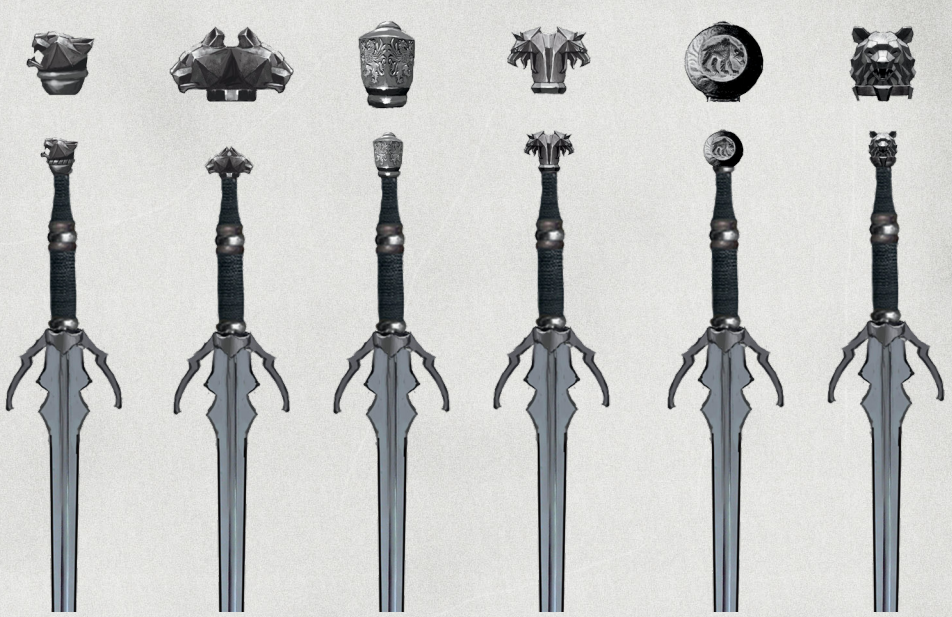
You have one chance, directly after you fail your Crafting roll, to salvage materials from the project. You can make another Crafting check at a DC equal to the diagram's difficulty. If you succeed, you salvage half of each material you used in the project (rounding up).

For example, I want to make that iron long sword. So I get my components together and get out my crafting tools. I have the diagram with me, so it will be 2 points easier to craft this sword. An iron long sword takes 5 hours to craft and has a drop-dead easy difficulty of 10. Because I have my diagram, the DC drops to 8. I spend the 5 hours working and at the end of that time I roll to see how the finished product comes out. I roll 1d10 and add my Crafting skill and my CRA stat.

*I'll more than likely succeed, but let's say I somehow **fumbled** and roll lower than 8: I failed. I probably forgot to harden the blade before putting it all together, a real rookie mistake. Either way it doesn't work and I have to start over. I make my recovery roll and get a 15. I could have used that roll earlier! But hey, at least I got some material back and I won't have to hunt down as much for my next attempt at the sword.*

Memorizing Recipes

You can memorize as many recipes (diagrams or formulae) as you have points in your INT stat. Memorizing a recipe means that you can craft it without having physical copy on hand.



Crafting Components

"Units"

In this game, we use Units as a measurement of components. (It's a lot more specific than ounces, liters, or grams) They tell you how many "doses" of a component you get from a given source/batch.

Foraging

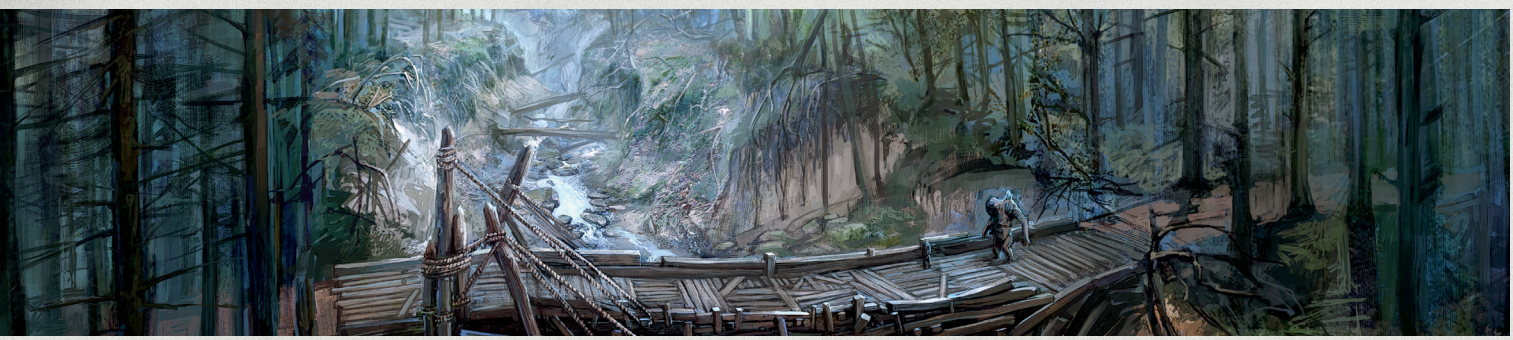
You can make a Wilderness Survival check at a DC based on the Forage DC of a component to try and find it in the wilderness. You must be in the location where that component occurs. If you succeed you find a number of units of that component based on its quantity.

Crafting Materials

Name	Rarity	Location	Quantity	Forage DC	Weight	Cost
Ashes	E	Fires & burned items	1d10 Units	10	.1	1
Coal	C	Fires, mountains or underground	1d10 Units	14	.1	1
Cotton	C	Fields & plantations	1d10 Units	12	.1	1
Double Woven Linen	P	Bought or crafted	N/A	N/A	.1	22
Glass	P	Bought or crafted	N/A	N/A	.5	5
Hardened Timber	P	Bought or crafted	N/A	N/A	.1	16
Linen	C	Bought or crafted	N/A	N/A	.1	9
Oil	C	Bought or crafted	N/A	N/A	.1	3
Resin	C	Forests	1d6 Units	10	.1	2
Silk	P	Bought	N/A	N/A	.1	50
Thread	C	Bought or crafted	N/A	N/A	.1	3
Timber	E	Forests	2d6 Units	8	1	3
Wax	C	Forests & fields	1d6 Units	12	.1	2

Hides & Animal Parts

Name	Rarity	Location	Quantity	Forage DC	Weight	Cost
Beast Bones	C	Found on monsters & beasts	Variable	N/A	4	8
Cow Hide	C	Bought	N/A	N/A	5	10
Draconid Leather	R	Bought or crafted	N/A	N/A	5	58
Draconid Scales	R	Found on wyverns	1d6 Units	N/A	5	30
Feathers	E	Found on birds	1d6 Units	N/A	.1	4
Hardened Leather	P	Bought or crafted	N/A	N/A	3	48
Leather	C	Bought or crafted	N/A	N/A	2	28
Lyrian Leather	P	Bought or crafted	N/A	N/A	2	60
Wolf Hide	C	Found on wolves	3 Units	N/A	3	14



Alchemical Treatments

Name	Rarity	Location	Quantity	Forage DC	Weight	Cost
Darkening Oil	P	Forests	1d6 Units	16	.1	24
Drake Oil	P	Rivers & coasts	1d6 Units	16	.1	45
Ester Grease	C	Forests & fields	1d10 Units	14	.1	8
Etching Acid	C	Caves & mountains	1d10 Units	14	.1	2
Fifth Essence	R	Places of Power, mages & fiends	Variable	N/A	.1	82
Ogre Wax	C	Caves	1d10 Units	14	.1	10
Sharpening Grit	P	Mountains & caves	1d6 Units	16	.1	32
Tanning Herbs	C	Fields & forests	1d10 Units	14	.1	3

Ingots & Minerals

Name	Rarity	Location	Quantity	Forage DC	Weight	Cost
Dark Iron	R	Mountains & underground	1d6 Units	18	1.5	52
Dark Steel	R	Bought or crafted	N/A	N/A	1	82
Dimeritium	R	Bought or crafted	N/A	N/A	1	240
Gemstone	R	Mountains & underground	1d6/2 Units	24	.1	100
Glowing Ore	R	Mountains & underground	1d6/2 Units	20	1	80
Gold	R	Mountains & underground	1d6/2 Units	18	1	85
Iron	P	Mountains & underground	1d6 Units	16	1.5	30
Mahakaman Dimeritium	R	Bought or crafted	N/A	N/A	1	300
Mahakaman Steel	P	Bought or crafted	N/A	N/A	1	114
Meteorite	R	Anywhere above ground	1d6/2 Units	24	1	98
River Clay	P	Rivers or shores	1d6 Units	14	1.5	5
Silver	R	Mountains & underground	1d6/2 Units	16	1	72
Steel	P	Bought or crafted	N/A	N/A	1	48
Stone	E	Everywhere	2d6 Units	8	2	4
Tretegor Steel	P	Bought or crafted	N/A	N/A	1	64
Zerrikanian Powder	P	Mountains or underground	1d6/2 Units	18	.1	30

Meteoric Steel

Silver swords are effective against monsters but otherwise appear useless. I have no idea why. That would make a wonderful project for one of my more enthusiastic students. Many heroic blades that have been used to rid the world of human monsters are made of meteoritic iron. Apparently a small star falls from the heavens through the elemental planes and lands on our planet. Its burned-up husk contains a great deal of iron ore that has been magicktized by all of the elements and can be forged into magic-imbued weapons.

–Brandon of Oxenfurt

Investment Cost

If you're in a town and have extra money you can speed up crafting a bit by paying the listed **Investment** cost. If your GM allows, spending the extra crowns gives you the materials immediately.

Crafting Diagrams

Ingredient Diagrams

Novice Diagrams					
Name	**Crafting DC**	**Time**	**Components**	**Investment**	**Cost**
Double Woven Linen	14	1/2 Hour	Linen (x1), Thread (x2)	15	30
Hardened Leather	14	1/2 Hour	Leather (x1), Wax (x2)	32	64
Hardened Timber	12	1/2 Hour	Timber (x1), Resin (x3)	11	21
Leather	12	1 Hour	Cow Hide (x1), Tanning Herb (x3)	19	38
Linen	10	15 Minutes	Thread (x2)	6	12
Thread	10	15 Minutes	Cotton (x2)	2	4

Journeyman Diagrams					
Name	**Crafting DC**	**Time**	**Components**	**Investment**	**Cost**
Dark Steel	17	1 Hour	Dark Iron (x1), Coal (x5)	55	110
Lyrian Leather	17	1 Hour	Leather (x1), Ogre Wax (x1), Coal (x2)	40	80
Steel	15	1 Hour	Iron (x1), Coal (x5)	35	70
Tretogor Steel	16	1 Hour	Iron (x1), Coal (x5), Feathers (x2)	43	86

Master Diagrams					
Name	**Crafting DC**	**Time**	**Components**	**Investment**	**Cost**
Dimeritium	20	1 Hour	Glowing Ore (x2)	160	320
Draconid Leather	18	1 Hour	Draconid Scales (x1), Tanning Herb (x3)	39	78
Mahakaman Dimeritium	24	1 Hour	Glowing Ore (x2), River Clay (x3), Ashes (x2), Beast Bones (x3)	201	402
Mahkaman Steel	22	1 Hour	Iron (x1), Coal (x5), Ashes (x2), River Clay (x3), Beast Bones (x3)	76	152

Weapon Diagrams

Novice Diagrams					
Name	**Crafting DC**	**Time**	**Components**	**Investment**	**Cost**
Ammunition, Blunt (x5)	12	1 Hour	Timber (x1), Iron (x1), Feathers (x1)	37	74
Ammunition, Standard (x30)	10	2 Hour	Timber (x1), Iron (x1), Feathers (x1)	37	14
Arming Sword	13	7 Hours	Timber (x2), Hardened Leather (x2), Steel (x3)	201	404
Brass Knuckles	10	2 Hours	Steel (x1), Hardened Timber (x1), Resin (x2), Wax (x1)	72	125
Dagger	8	2 Hours	Timber (x1), Iron (x1)	33	74
Gleddyf	14	7 Hours	Hardened Timber (x1), Hardened Leather (x1), Leather (x1), Iron (x1), Steel (x3)	210	426
Hand Axe	10	3 Hours	Hardened Timber (x1), Steel (x1), Hardened Leather (x1), Leather (x1), Resin (x4)	148	306
Hunter's Falchion	14	7 Hours	Hardened Timber (x1), Hardened Leather (x2), Steel (x3), Ester Grease (x4)	240	486
Iron Long Sword	10	5 Hours	Timber (x1), Iron (x2), Leather (x2)	119	240
Orions (x3)	12	1 Hour	Steel Ingot (x1), Oil (x2), River Clay (x2)	62	125
Short Bow	15	8 Hours	Hardened Timber (x4), Thread (x4), Wax (x2), Resin (x2), Ester Grease (x3), Iron (x1), Leather (x2)	210	434
Spear	12	6 Hours	Hardened Timber (x5), Steel (x2), Resin (x2), Leather (x2)	276	562
Throwing Axes (x3)	10	1 Hour	Timber (x2), Steel Ingot (x1)	51	116
Throwing Knives (x3)	8	1 Hour	Steel Ingot (x1)	48	74

Ester Grease

Lotta weapons and armor use ester grease. Soaks into the leather and makes it smooth and supple. 'Specially good for leather armor and whatnot but lotsa folks use it for the handles of swords too. Heh, it's a small thing but when you're runnin' up and down a battlefield, cuttin' down all manner of enemies a smooth, supple handle on your sword's a godsend.

–Rodolf Kazmer

Dark Steel

Lotta people ask me what dark steel is. Kinda a hard question to answer... Mean, at the end of the day it's a type of steel. Heh, aint' too helpful though. Dwarves created dark steel a few decades back after they found dark iron in the Mahakams. To my understandin' it's a rougher, tougher form of iron. Ain't as tough as meteorite but it's strong and hard and it holds an edge better. It's a nice dark grey color too. Ya can buff it up to a shine but I like the natural color myself.

–Rodolf Kazmer

Journeyman Diagrams					
Name	**Crafting DC**	**Time**	**Components**	**Investment**	**Cost**
Ammunition, Bodkin (x10)	16	1 Hour	Hardened Timber (x1), Steel (x1), Feathers (x1), Sharpening Grit (x1), Ogre Wax (x1)	110	224
Ammunition, Broadhead (x10)	15	1 Hour	Timber (x1), Iron (x1), Feathers (x1), Sharpening Grit (x1)	69	125
Battle Axe	17	9 Hours	Hardened Timber (x4), Steel (x3), Leather (x3), Ester Grease (x4), Ogre Wax (x5), River Clay (x5)	389	786
Crossbow	17	9 Hours	Hardened Timber (x4), Thread (x5), Wax (x3), Resin (x2), Steel (x2), Hardened Leather (x1), Ester Grease (x2), Ogre Wax (x2), Iron (x1)	343	682
Esboda	17	9 Hours	Hardened Timber (x2), Steel (x3), Dark Steel (x2), Hardened Leather (x2), Drake Oil (x1)	481	974
Hand Crossbow	15	8 Hours	Hardened Timber (x2), Thread (x4), Wax (x2), Resin (x2), Steel (x1), Hardened Leather (x1), Ester Grease (x2), Ogre Wax (x2), Iron (x1)	214	426
Hooked Staff	18	9 Hours	Timber (x6), Steel (x1), Fifth Essence (x2), Ester Grease (x2), Wax (x1), Steel (x2), Etching Acid (x2), Hardened Leather (x1), Thread (x4)	412	824
Krigsverd	16	8 Hours	Hardened Timber (x2), Dark Steel (x3), Hardened Leather (x2), Resin (x4), Beast Bones (x7)	423	854
Long Bow	16	8 Hours	Hardened Timber (x6), Thread (x6), Wax (x4), Resin (x2), Ester Grease (x3), Steel (x1), Hardened Leather (x1)	252	712
Mace	16	8 Hours	Hardened Timber (x2), Steel (x3), Iron (x4), Hardened Leather (x2), Ogre Wax (x4)	384	786
Pole Axe	16	8 Hours	Hardened Timber (x5), Dark Steel (x2), Leather (x2), Sharpening Grit (x1), Ester Grease (x2)	349	690
Poniard	18	4 Hours	Hardened Timber (x1), Dark Steel (x1), Hardened Leather (x1), Sharpening Grit (x2), Etching Acid (x4), Beast Bones (x4)	250	534
Staff	18	9 Hours	Timber (x6), Steel (x1), Fifth Essence (x2), Ester Grease (x2), Wax (x1)	250	502
Stiletto	16	4 Hours	Timber (x1), Resin (x1), Dark Steel (x1), Wax (x2), Darkening Oil (x1), Sharpening Grit (x2), Coal (x5)	184	412

Master Diagrams					
Name	**Crafting DC**	**Time**	**Components**	**Investment**	**Cost**
Berserker's Axe	25	13 Hours	Mahakaman Steel (x4), Hardened Timber (x5), Hardened Leather (x1), Steel (x2), Resin (x1), Sharpening Grit (x1), Ester Grease (x1)	722	1440
Crystal Staff	25	13 Hours	Timber (x6), Steel (x2), Fifth Essence (x4), Ester Grease (x3), Wax (x1), Gemstone (x1), Etching Acid (x4), Drake Oil (x1)	623	1296
Highland Mauler	25	13 Hours	Dark Iron (x5), Dark Steel (x1), Hardened Timber (x7), Hardened Leather (x1), Etching Acid (x4), Beast Bones (x10), Ester Grease (x4), Meteorite (x1)	720	1440
Iron Staff	20	10 Hours	Dark Iron (x4), Fifth Essence (x2), Dark Steel (x1), Leather (x1), Etching Acid (x2), Hardened Timber (x1)	506	1012
Jambiya	20	5 Hours	Hardened Timber (x1), Draconid Leather (x1), Dark Steel (x1), Steel (x2), Sharpening Grit (x2), Resin (x1), Darkening Oil (x1)	342	660
Kord	22	11 Hours	Hardened Timber (x2), Dark Steel (x3), Dark Iron (x2), Hardened Leather (x2), Resin (x4), Beast Bones (x7), Silk (x1)	525	1012
Monster Hunter's Crossbow	24	12 Hours	Hardened Timber (x6), Thread (x6), Wax (x4), Resin (x4), Dark Steel (x4), Hardened Leather (x3), Ester Grease (x2), Ogre Wax (x4), Dark Iron (x2), Beast Bones (x4)	844	1686
Red Halberd	22	11 Hours	Hardened Timber (x6), Dark Steel (x3), Tretegor Steel (x2), Hardened Leather (x2), Sharpening Grit (x2), Ester Grease (x2)	647	1296
Torrwr	25	13 Hours	Hardened Timber (x3), Dark Steel (x5), Steel (x2), Hardened Leather (x3), Resin (x5), Ashes (x4), Beast Bones (x2), Sharpening Grit (x1)	760	1462
Vicovarian Blade	24	12 Hours	Hardened Timber (x3), Dark Steel (x4), Dark Iron (x2), Hardened Leather (x3), Resin (x4), Ashes (x4), Beast Bones (x5)	660	1282
War Bow	22	11 Hours	Hardened Timber (x6), Thread (x6), Wax (x4), Resin (x4), Ester Grease (x3), Dark Steel (x4), Hardened Leather (x1), Drake Oil (x2)	626	1296

Nilfgaardian Steel

That area that was Nilfgaard fifty years ago is naturally poor in minerals, which seem to be found at the foot of mountains. In the North most of our forgeables appear to come from Kovir and Poviss or Mahakam. In the south, Nilfgaard has had to expand into Gemmera, Mag Turga, and Maecht in order to equip the Nilfgaardian war machine. They have also been fortunate enough to absorb the superior weapon manufacturing skills of their vassals.

–Brandon of Oxenfurt

Armor Diagrams

Novice Diagrams					
Name	**Crafting DC**	**Time**	**Components**	**Investment**	**Cost**
Aedirnian Gambeson	12	6 Hours	Linen (x6), Thread (x6), Leather (x2)	131	362
Cavalry Trousers	13	7 Hours	Linen (x5), Thread (x4)	57	112
Double Woven Gambeson	15	8 Hours	Double Woven Linen (x5), Thread (x6)	187	374
Double Woven Hood	13	4 Hours	Double Woven Linen (x3), Leather (x2), Thread (x7), Wax (x3)	129	262
Double Woven Trousers	15	8 Hours	Double Woven Linen (x4), Thread (x6)	165	336
Gambeson	10	5 Hours	Linen (x6), Thread (x6)	75	150
Leather Shield	12	3 Hours	Leather (x1), Timber (x2), Tanning Herbs (x1)	37	74
Padded Trousers	14	7 Hours	Linen (x5), Thread (x4), Cotton (x10), Leather (x1)	94	186
Spectacle Helm	15	4 Hours	Steel (x3), Beast Bones (x1)	152	300
Steel Buckler	15	4 Hours	Steel (x1), Hardened Timber (x1), Hardened Leather (x1), Ogre Wax (x2)	112	224
Temerian Shield	16	4 Hours	Hardened Timber (x3), Iron (x1), Hardened Leather (x3), Ogre Wax (x1)	172	342
Verden Archer's Hood	10	3 Hours	Linen (x2), Leather (x1), Thread (x6), Wax (x3)	70	150

Journeyman Diagrams					
Name	**Crafting DC**	**Time**	**Components**	**Investment**	**Cost**
Armored Hood	17	5 Hours	Leather (x2), Hardened Leather (x3), Double Woven Linen (x3), Thread (x4), Ogre Wax (x3)	260	524
Armored Trousers	16	8 Hours	Hardened Leather (x2), Steel (x1), Leather (x1), Thread (x5)	187	374
Brigandine	16	8 Hours	Leather (x3), Hardened Leather (x3)	228	450
Chain Coif	16	4 Hours	Steel (x4)	192	374
Kaedweni Shield	19	5 Hours	Hardened Timber (x5), Dark Steel (x1), Beast Bones (x7), Leather (x1), Ogre Wax (x5), Wax (x2)	300	600
Lyrian Leather Jacket	18	9 Hours	Lyrian Leather (x4), Thread (x6), Leather (x2), Linen (x4), Steel (x1)	392	786
Lyrian Leather Trousers	18	9 Hours	Lyrian Leather (x4), Thread (x6), Leather (x2), Linen (x4), Steel (x1)	392	786

Redanian Greaves	17	9 Hours	Hardened Leather (x4), Leather (x2), Tretegor Steel (x3), Thread (x5)	295	600
Redanian Halberdier's Armor	17	9 Hours	Hardened Leather (x2), Leather (x1), Tretegor Steel (x5), Thread (x5)	299	600
Skellige Raider Shield	18	5 Hours	Hardened Timber (x5), Dark Steel (x1), Beast Bones (x5), Leather (x1), Ogre Wax (x1)	240	486
Steel Kite Shield	17	5 Hours	Steel (x4), Dark Steel (x1), Leather (x1)	302	600
Temerian Armet	18	5 Hours	Steel (x4), Leather (x3), Hardened Leather (x3), Ester Grease (x2)	352	712

Master Diagrams

Name	Crafting DC	Time	Components	Investment	Cost
Great Helm	19	5 Hours	Steel (x6), Hardened Leather (x3), Thread (x6), Ogre Wax (x2), Linen (x1)	431	862
Hindarsfjall Heavy Armor	22	11 Hours	Dark Steel (x4), Hardened Leather (x1), Beast Bones (x5), Thread (x6), Drake Oil (x1)	565	1124
Hindarsfjall Heavy Chausses	22	11 Hours	Dark Steel (x3), Hardened Leather (x2), Leather (x1), Beast Bones (x5), Thread (x8), Drake Oil (x1),	565	1124
Nilfgaardian Greaves	24	12 Hours	Dark Steel (x4), Hardened Leather (x2), Leather (x2), Darkening Oil (x1), Drake Oil (x1), Linen (x1), Ashes (x10)	631	1274
Nilfgaardian Helm	24	6 Hours	Dark Steel (x5), Hardened Leather (x1), Darkening Oil (x1), Drake Oil (x1), Ashes (x10)	600	1200
Nilfgaardian Pavise	22	6 Hours	Hardened Timber (x10), Hardened Leather (x3), Ogre Wax (x1), Dark Steel (x1), Ester Grease (x2), Darkening Oil (x1), Ashes (x10), Etching Acid (x2)	450	900
Nilfgaardian Plate Armor	24	12 Hours	Dark Steel (x5), Hardened Leather (x1), Leather (x1), Darkening Oil (x1), Drake Oil (x1), Linen (x1), Ashes (x10)	637	1274
Pavise	19	5 Hours	Hardened Timber (x10), Hardened Leather (x3), Ogre Wax (x1), Steel (x1), Ester Grease (x2)	378	750
Plate Greaves	19	10 Hours	Steel (x5), Hardened Leather (x4), Thread (x7), Etching Acid (x4), Drake Oil (x1), Ogre Wax (x1)	468	798
Plate Armor	19	10 Hours	Steel (x6), Hardened Leather (x3), Thread (x7), Etching Acid (x4), Drake Oil (x1), Ogre Wax (x1)	468	937
Skellige Helm	22	6 Hours	Dark Steel (x4), Hardened Leather (x2), Beast Bones (x5), Thread (x6), Drake Oil (x1)	527	1050

Pavise Insignias

The pavise is a tall shield somewhat bowed left to right. In Nilfgaard many of the services, other than the cavalry of course, carry pavise, usually decorated with a variant of the Great Sun. These distinctions can be important if you are in Velen or occupied Aedirn. There's a great difference between insulting a infantryman in a tavern and insulting one of the Emperor's Impera Brigade. Hopefully you will never run across Impera infantry wearing the silver salamander. If you do it means that the Emperor himself is near and you had best curl up under a table and wait to die.

–Brandon of Oxenfurt

Huntin' In The Hills

Folk say the Skelligers have this tradition. When a man gets too old to fight and he starts seein' his twilight years comin' to claim him, he heads off into the forest to hunt a bear with a dagger. Heh, lets him end his life on his own terms and look like a badass doin' it. Now I ain't anywhere near my twilight years but I've almost had the pleasure.

Two years ago, was out in the foothills of the Mahakams, travelin' back toward Lyria. It's cold as a witch's tit and I'm gettin' awful sick of jerky and dried fruit. Time for a hunt. Stalkin' the foothills with my crossbow, lookin' for a deer or somethin' of the like when suddenly I hear somethin' rushin' me. Throw myself to the side just in time and find myself face ot face with a big, mean-lookin' boar. Full grown and a meter at the shoulders easy. Get off a shot with my crossbow but it doesn't bring the thing down and it's on me in a minute, tusk tearin' into my leg. Crossbow's spent and the boar's on me so I pull out my cleaver. Fine, Mahakaman-made, and just sharpened. Heh, had one hell of a tussle with that boar. But nothin' beats Mahakaman steel.

–Rodolf Kazmer

Elderfolk Crafting Diagrams

Weapon Diagrams

Master Diagrams					
Name	**Crafting DC**	**Time**	**Components**	**Investment**	**Cost**
Dwarven Axe	24	12 Hours	Mahakaman Steel (x3), Hardened Timber (x4), Hardened Leather (x2) Etching Acid (x4), Sharpening Grit (x1), River Clay (x2), Coal (x3)	555	1110
Dwarven Cleaver	19	10 Hours	Mahakaman Steel (x2), Hardened Timber (x1), Leather (x1), Sharpening Grit (x1), Drake Oil (x1), River Clay (x5)	374	750
Dwarven Heavy Crossbow	24	12 Hours	Hardened Timber (x5), Mahakaman Steel (x3), Hardened Leather (x2), Thread (x4), Ogre Wax (x5), Dark Iron (x1)	632	1274
Elven Glaive	19	10 Hours	Hardened Timber (x6), Dark Steel (x4), Steel (x1), Leather (x4), Feathers (x3), Sharpening Grit (x2), Ester Grease (x4)	692	1386
Elven Messer	19	10 Hours	Hardened Timber (x2), Leather (x3), Dark Steel (x3), Silk (x1), Sharpening Grit (x1), Etching Acid (x1)	446	892
Elven Travel Bow	22	11 Hours	Hardened Timber (x4), Thread (x4), Wax (x4), Fifth Essence (x1), Leather (x1), Feathers (x3), Beast Bones (x2), Dark Steel (x1), Ester Grease (x5), Etching Acid (x3)	432	862
Gnomish Staff	22	11 Hours	Hardened Timber (x6), Fifth Essence (x5), Darkening Oil (x3), Dark Steel (x1), Double Woven Linen (x1)	682	1364
Halfling Rondel	19	10 Hours	Dark Steel (x2), Hardened Timber (x1), Hardened Leather (x1), Sharpening Grit (x3), Darkening Oil (x1), Ester Grease (x2)	364	726
Mahakaman Martell	22	11 Hours	Mahakaman Steel (x5), Hardened Timber (x3), Hardened Leather (x2), Wolf Hide (x1), Sharpening Grit (x1), Ester Grease (x3), Drake Oil (x2), River Clay (x4), Linen (x1)	675	1350
Meteorite Sword	20	10 Hours	Hardened Timber (x2), Leather (x2), Meteorite (x5), Sharpening Grit (x2), Etching Acid (x2), Ester Grease (x1)	650	1312
Vrihedd Cavalry Sword	24	12 Hours	Hardened Timber (x2), Silk (x1), Dark Steel (x4), Sharpening Grit (x3), Ester Grease (x4), River Clay (x4)	558	1117

Grand Master Diagrams					
Name	**Crafting DC**	**Time**	**Components**	**Investment**	**Cost**
Dwarven Pole Hammer	25	13 Hours	Hardened Timber (x6), Mahakaman Steel (x3), Hardened Leather (x3), Sharpening Grit (x1), Ogre Wax (x1)	624	1248
Elven Walking Staff	25	13 Hours	Hardened Timber (x6), Gold (x2), Ester Grease (x6), Wolf Hide (x2), Dark Steel (x1), Silk (x1), Fifth Essence (x3), Gemstone (x1)	735	1470
Elven Zefhar	25	13 Hours	Hardened Timber (x8), Thread (x8), Ogre Wax (x8), Fifth Essence (x2), Leather (x2), Feathers (x4), Beast Bones (x4), Dark Steel (x2), Ester Grease (x8), Etching Acid (x6)	830	1660
Gnomish Black Axe	25	13 Hours	Hardened Timber (x4), Hardened Leather (x2), Dimeritium (x1), Dark Steel (x3), Sharpening Grit (x1), Ogre Wax (x1)	688	1376
Gnomish Gwyhyr	25	13 Hours	Hardened Timber (x2), Hardened Leather (x1), Dimeritium (x2), Dark Steel (x1), Sharpening Grit (x3), Ester Grease (x4), Darkening Oil (x1)	814	1628
Gnomish Hand Crossbow	25	13 Hours	Hardened Timber (x2), Thread (x4), Wax (x2), Resin (x2), Dark Steel (x2), Darkening Oil (x2), Drake Oil (x1), Ester Grease (x1)	317	634
Meteorite Chain Mace	25	13 Hours	Meteorite (x5), Hardened Timber (x1), Hardened Leather (x1), Ester Grease (x1), Dark Steel (x1), Sharpening Grit (x1)	676	1352
Tir Tochair Blade	26	13 Hours	Hardened Timber (x2), Hardened Leather (x1), Mahakaman Dimeritium (x2), Dark Steel (x1), Sharpening Grit (x1), Ester Grease (x2), Draconid Leather (x1)	888	1776

Ammunition Diagrams

Master Diagrams					
Name	**Crafting DC**	**Time**	**Components**	**Investment**	**Cost**
Dwarven Impact (x5)	20	1/2 Hour	Mahakaman Steel (x1), Hardened Timber (x1), Feathers (x1), Ogre Wax (x2), Iron (x1)	184	100
Elven Burrower (x5)	20	1/2 Hour	Dark Steel (x1), Hardened Timber (x1), Feathers (x2), Sharpening Grit (x2), Ogre Wax (x1), Resin (x1), Thread (x1)	185	100

Elven Armor

The armor of the elves is puzzling. They appear to wear only padded and leather armor with perhaps a few small metal insets. The only elves I've seen in metal armor, like light chainmail, were hardened Scoia'tael types who have turned their backs on many elven traditions. I know that elves are somewhat obsessed with aesthetics but I assume this lack of heavy armor is due to some sort of nature fixation or their armor is so permeated with magic that metal armor is unnecessary.

–Brandon of Oxenfurt

Armor Diagrams

Master Diagrams

Name	Crafting DC	Time	Components	Investment	Cost
Dwarven Cloak	18	9 Hours	Hardened Leather (x12), Resin (x10), Leather (x6), Thread (x10), Ogre Wax (x10), Drake Oil (x2), Ester Grease (x7), Cow Hide (x1)	1050	2100
Elven Shield	20	5 Hours	Hardened Wood (x5), Hardened Leather (x5), Dark Steel (x2), Ester Grease (x2), Etching Oil (x4), Ogre Wax (x2)	528	1050
Gnomish Buckler	22	6 Hours	Dark Steel (x3), Leather (x1), Ester Grease (x1), Etching Acid (x4), Drake Oil (x1)	335	674
Halfling Protective Doublet	18	9 Hours	Silk (x4), Double Woven Linen (x2), Thread (x10), Cotton (x7)	281	562
Scoia'tael Armor	20	20 Hours	Dark Steel (x12), Wolf Hide (x3), Ester Grease (x10), Etching Acid (x12), Ashes (x10), Double Woven Linen (x7), Darkening Oil (x4), Hardened Timber (x12), Drake Oil (x2), Thread (x9)	1738	3486

Grand Master Diagrams

Name	Crafting DC	Time	Components	Investment	Cost
Gnomish Chain	24	24 Hours	Dark Steel (x8), Leather (x2), Darkening Oil (x1)	736	1462
Gnomish Dragoon Armor	25	25 Hours	Dark Steel (x12), Mahakaman Dimeritium (x2), Ester Grease (x8), Etching Acid (x12), Double Woven Linen (x5), Darkening Oil (x4), Drake Oil (x1), Meteorite (x1), Thread (x15)	2131	4274
Mahakaman Pavise	26	7 Hours	Hardened Timber (x10), Hardened Leather (x5), Ogre Wax (x3), Mahakaman Steel (x2), Ester Grease (x2), Etching Acid (x2), Leather (x1)	788	1574
Mahakaman Plate Armor	28	28 Hours	Mahakaman Steel (x12), Mahakaman Dimeritium (x2), Ester Grease (x8), Etching Acid (x12), Hardened Leather (x5), Darkening Oil (x2), Drake Oil (x1), Meteorite (x2), Ogre Wax (x3), Thread (x10)	2645	5286

Armor Enhancement Diagrams

Novice Diagrams					
Name	**Crafting DC**	**Time**	**Components**	**Investment**	**Cost**
Fiber	14	3 Hours	Double Woven Linen (x1), Thread (x2)	28	60
Studded Leather	14	3 Hours	Leather (x1), Iron (x1), Thread (x1)	61	120

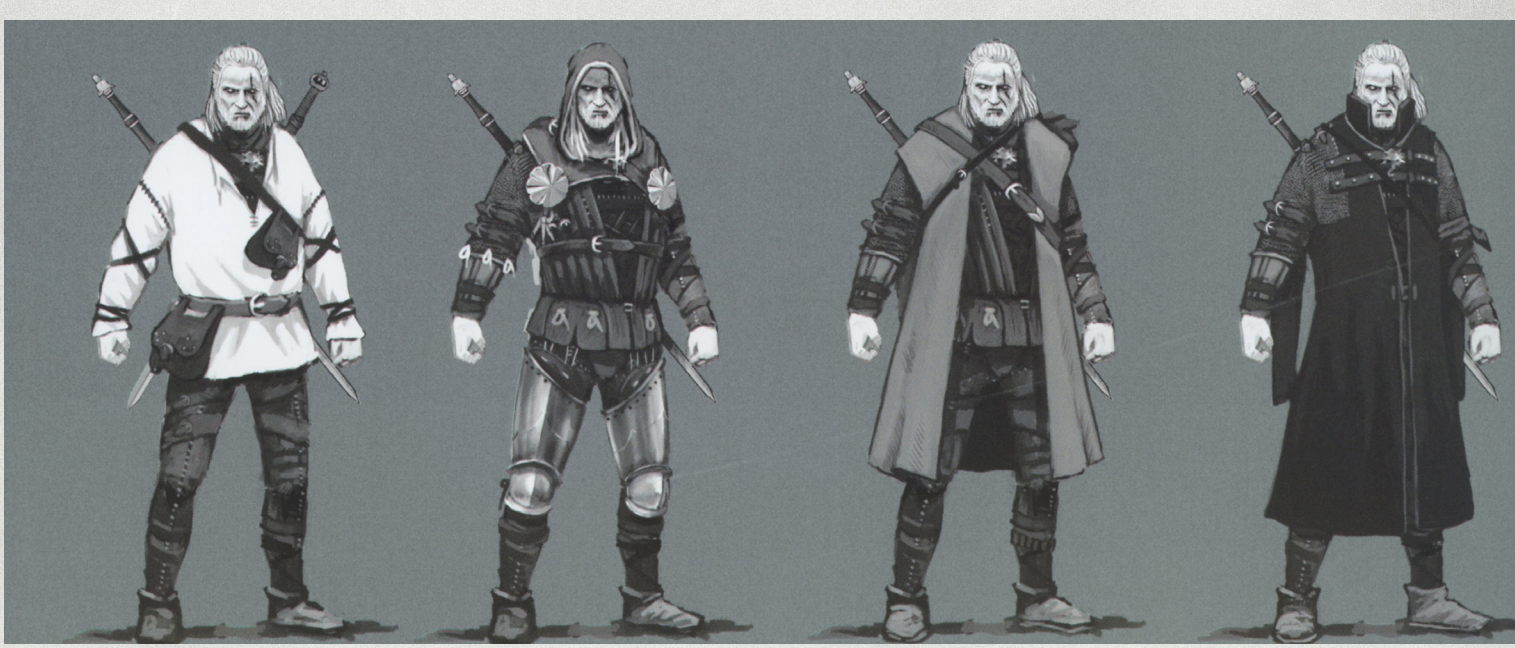
Journeyman Diagrams					
Name	**Crafting DC**	**Time**	**Components**	**Investment**	**Cost**
Chain Mail	17	5 Hours	Steel (x2)	96	187
Hardened Leather	16	4 Hours	Hardened Leather (x1), Leather (x1), Thread (x5), Wax (x3)	97	195
Steel	18	5 Hours	Steel (x2), Thread (x3), Etching Acid (x2)	109	217

Master Diagrams					
Name	**Crafting DC**	**Time**	**Components**	**Investment**	**Cost**
Elven	24	6 Hours	Dark Steel (x1), Hardened Leather (x1), Thread (x5), Feathers (x1)	149	300
Dwarven	24	6 Hours	Mahakaman Steel (x1), Wolf Hide (x1), Thread (x5)	144	292

Mahakaman Steel

The best steel in the world's made in the Mahakaman mountains. Ya can argue til ya turn blue in the ploughin' face but it's always gonna be true. We dwarves are probably the best smelters in the world and the craft's just been refined in the Mahakams. Why d'ya think the clans up in the mountains get so little hassle from humans? If Mahakam turns its back on ya, ya can forget about Mahakaman steel.

–Rodolf Kazmer



Fixing & Salvaging

Smithin' Magic

Ever seen a smith take a handful of broken arrows, some leather and a split helmet and make a sword? Magical, it really is.

–Rodolf Kazmer

Disassembling Weapons & Armor

When you disassemble a weapon or piece of armor you break it down into the components that made it. However, some of these components are damaged by the process: you gain half of each type of component back, minimum 1 each.

Fixing Broken Weapons & Armor

When a weapon or armor is broken (i.e. it loses all of its SP to attacks and whatnot) the weapon or armor ceases to function. Any weapon or armor can be fixed with a Crafting roll. The process of fixing a weapon or armor is simple and similar to crafting a weapon or armor of the same type. You must:

Salvage

You can't fix a weapon or armor if you don't have it in hand. You don't necessarily need all of the pieces but you need to have the base weapon or armor.

Obtain the Materials

When re-crafting a weapon or armor you need to add some of the original materials to fill in for broken pieces. To fix a weapon or armor gather 1 unit of each material listed in the original diagram.

Tools

Repairing a weapon or armor requires all the same tools needed to make it initially.

Roll

When fixing a weapon or armor you must make a Crafting roll at a DC equal to the crafting DC of the item minus 5. For every rune/glyph/enhancement placed on the item, the DC goes up by 2. If you succeed at this check then the item is fixed. If you fail this roll, the item remains broken and the extra materials you added for repairs are used up. As with regular crafting you can attempt a recovery check at the same DC as the crafting DC you just rolled.

Alchemy System

The process of crafting alchemical solutions in the Witcher world consists of three essential steps:

1. Determine if you have the formula required.

2. Determine if you have the components.

3. Make an Alchemy roll.

Huntin' Guts

Sometimes this world's a miraculous ploughin' place. Heh, the thought that a dwarf like me can make hundreds of crowns sellin' a few sloppy bags of guts from a bunch of God-forsaken monsters truly is amazin'.

–Rodolf Kazmer

Alchemical Substances

Alchemy depends on nine special alchemical substances. You can extract the same alchemical substances from many raw materials. Alchemists will pick, dig up, or hack off all kinds of things to get them.

- Vitriol
- Rebis
- Aether
- Quebrith
- Hydragenum
- Vermilion
- Sol
- Caelum
- Fulgur

Determine If You Have The Formula

Every alchemical solution in the Witcher TRPG has a formula that acts as a recipe, listing all ingredients and how to process them for the desired effect. Having a written formula's explicit instructions in front of your grants you a +2 to the Alchemy skill roll to make the item.

Determine If You Have The Ingredients

Formulas always indicate the type and number of alchemical substances required for the product they create. Alchemy isn't particular about the raw material you get the substance from, just that you use enough of each and in the proper proportions. Finally, you need an **alchemy set**, a required tool without which alchemy is impossible.

Make Your Alchemy Roll

Once you have your ingredients, it's time to create your solution. Your formula indicates the time required and also the difficulty. First, tell your GM that you're spending the required time. Then make your Alchemy skill roll at a DC equal to the Difficulty of the formula. If you succeed, you've created one dose of the formula. If you fail, you refined too little or combined too soon and the result is useless.

Recovery (The Optional Step)

You have one chance, immediately after you fail the Alchemy check, to recover some ingredients from the failed creation. You can make an Alchemy roll versus the formula's DC. If you succeed, you recover one of the alchemical substances that you used in pure form.

Substances

Vitriol

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Balisse Fruit	C	Fields	1d10 Units	12	.1	8
Barley	C	Fields	1d10 Units	12	.1	9
Calcium Equum	C	Mountains & underground	1d10 Units	12	.1	12
Crow's Eye	P	Fields & forests	1d6 Units	15	.1	17
Ghoul Claw	R	Found on ghouls	N/A	N/A	1	60
Nekker Teeth	P	Found on nekkers	N/A	N/A	.1	30
Sewant Mushrooms	P	Caves	1d6 Units	15	.1	17
Troll Hide	R	Found on rock trolls	N/A	N/A	4.5	147
White Myrtle Petals	C	Fields	1d10 Units	12	.1	8

Rebis

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Celandine	C	Fields & Forests	1d10 Units	12	.1	8
Drowner Brain	P	Found on drowners	N/A	N/A	1	80
Han Fiber	P	Fields	1d6 Units	15	.1	17
Hag Teeth	R	Found on grave hags	N/A	N/A	.1	90
Lunar Shards	R	Mountains or Underground	1d6/2 Units	18	.1	91
Nekker Heart	P	Found on nekker	N/A	N/A	.5	30
Wine Stone	R	Breweries	1d6/2 Units	18	.5	88

Aether

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Allspice Root	P	Fields	1d6 Units	15	.1	18
Berbercane Fruit	C	Mountains & swamps	1d10 Units	12	.1	9
Essence of Wraith	R	Found on wraiths	N/A	N/A	.1	95
Ginatia Petals	P	Fields	1d6 Units	15	.1	17
Hellebore Petals	P	Forests	1d6 Units	15	.1	19
Pearl	R	Ocean floor & shore	1d6/3 Units	20	.1	100
Quicksilver Solution	R	Mountains or underground	1d6/2 Units	18	.1	77
Scleroderm	E	Forests & caves	2d6 Units	10	.1	5

Newt Eyeballs

Apparently some alchemical things must be rendered into dust to be effective. My understanding is that you acquire the thing in question, dry it thoroughly in a kiln, then crush it up and sieve it so that only dust remains. One of my students contracted a horrible pneumonia after inhaling a great deal of powdered green snake. Apparently one is supposed to use a mask of some sort. Even with this danger it is preferable to make your own dust rather than buy it. I don't know what dust of newt eyeballs looks like and I don't think there is a test except to buy the dust, mix it up with other terribly expensive substances, and see if it works. If it doesn't you're not going to get much by going back to the merchant and saying "Those were never newt eyeballs!" even if the villain hasn't scarpered with your cash.

–Brandon of Oxenfurt

Shopping

Shops for alchemical components are also starting to spring up. For the poorer folk who always want their miracles cheap, there are the places with rat's tails, dried cockroaches, and cat vomit. For the fashionable wealthy among whom this is a fad there are slick salesmen giving "Alchemy Parties" in the homes of the elite, demonstrating a few simple formulas and selling expensive components. If you wish to purchase an alchemy book or pay for an alchemy service, be sure to choose an establishment that has been around long enough to have a thick coating of dust on the shelves and disregard the urchin hanging around outside ready to spring when you exit. "That alchemy stuff is pretty pricey, ain't it, sir? I know a man that can fix you up for cheap." Those who don't know what grave hag dust is supposed to look like are easy targets for charlatans.

–Brandon of Oxenfurt

Quebrith

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Balisse Leaves	C	Fields	1d10 Units	12	.1	8
Ducal Water	C	Mountains & underground	1d10 Units	12	.1	20
Fool's Parsley	E	Fields	2d6 Units	10	.1	2
Ghoul Marrow	R	Found on ghouls	N/A	N/A	.5	80
Honeysuckle	C	Fields	1d10 Units	12	.1	21
Optima Mater	R	Mountains & underground	1d6/2 Units	18	.1	100
Sulfur	C	Mountains & underground	1d10 Units	12	.1	14

Hydragenum

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Cortinarius	P	Forests	1d6 Units	15	.1	18
Essence of Water	R	Found on drowners & sirens	N/A	N/A	.1	46
Infused Dust	R	Found on wraiths, noon wraiths, griffins, & golems	N/A	N/A	.1	146
Mistletoe	P	Fields & forests	1d6 Units	15	.1	8
Nekker Claw	P	Found on nekkers	N/A	N/A	.5	40
Troll Liver	R	Found on rock trolls	N/A	N/A	1	87
Werewolf Saliva	R	Found on werewolves	N/A	N/A	.1	60

Vermilion

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Arachas Chitin	R	Found on arachasae	N/A	N/A	5	106
Endrega Saliva	P	Found on endrega	1d6 Units	15	.1	38
Griffin Egg	R	Found on griffins or in griffin nests	N/A	N/A	1	150
Griffin Feathers	R	Found on griffins	N/A	N/A	.1	148
Mandrake Root	R	Fields & forests	1d6/2 Units	18	.1	65
Phosphorus	P	Mountains & underground	1d6 Units	15	.5	20
Wolfsbane	P	Fields, forests & mountains	1d6 Units	15	.1	9

Sol

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Fiend's Eye	R	Found on fiends	N/A	N/A	.5	149
Light Essence	P	Found on noon wraiths	N/A	N/A	.1	43
Siren Vocal Chords	R	Found on sirens	N/A	N/A	.1	65
Vampire Saliva	R	Found on katakans	N/A	N/A	.5	155
Verbena	P	Fields	1d6 Units	15	.1	18
Wolf's Aloe Leaves	P	The Blue Mountains	1d6 Units	15	.1	39
Wyvern Eyes	R	Found on wyverns	N/A	N/A	.1	75

Caelum

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Arachas Venom	R	Found on arachasae	N/A	N/A	.5	76
Bryonia	C	Mountains & cities	1d10 Units	12	.1	8
Drowner Tongue	R	Found on drowners	N/A	N/A	.5	86
Fiend Dung	R	Found in fiend territory or in fiends	1d6/2 Units	20	1	106
Grave Hag Tongue	R	Found on grave hags	N/A	N/A	.5	80
Green Mold	C	Caves	1d10 Units	12	.1	8
Vampire Teeth	R	Found on katakans	N/A	N/A	.1	150
Venom Extract	P	Found on ghouls, grave hags, endrega, arachasae, wyverns	N/A	N/A	.1	38

Fulgur

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Arachas Eyes	R	Found on arachasae	N/A	N/A	.5	95
Dog Tallow	C	Found on dogs & wolves	N/A	N/A	.1	10
Dwarven Immortelle	R	Underground	1d6/2 Units	18	.1	75
Endrega Embryo	R	Found on endrega	N/A	N/A	1.5	55
Golem Heart	R	Found on golems	N/A	N/A	1	167
Grave Hag Ear	R	Found on grave hags	N/A	N/A	.1	134
Specter Dust	P	Found on wraiths	1d6 Units	N/A	N/A	30
Wyvern Egg	R	Found on wyverns	N/A	N/A	2	150

A Fiend's Eye

So I want ya to picture this. Really get your imagination crankin'. You're travelin' with a witcher. Ya've been all around the North and now you're headin' back to town from gods know where. Ya just helped this witcher kill some big ugly bastard he called a fiend and he was nice enough to let ya keep the big ol' third eye. Ya happen to know, if ya get the thing back to town and find an alchemist ya can get 149 crowns easy, upwards of 200 if ya find the right person. But ya got a problem. How do ya transport an eyeball the size of a God-damned human head? It ain't an easy question, lemme tell ya that.

–Rodolf Kazmer

Formulae

Traditional Alchemy

The whole lead to gold quest of the alchemists began during the reign of King Abdank, the mentally limited Temerian king. Luckily for Temeria the kingdom was really being ruled by Abdank's court sorcerer Raffard the White, who kept Abdank busy feeding his interest in alchemy. All sorts of alchemists from far and wide were promised immense wealth and fame, brought to Temeria, ordered to turn lead into gold, and then executed when they failed. Eventually the word got around and no more alchemists came to Temeria but the idea of turning lead into gold stuck with the alchemical community, who are usually skint after paying for dragon scales and dried fiend testicles. There are new rumors of success every year but no proof. Why they are so obsessed with this when they know that mages learned how to turn lead into gold long ago is entirely beyond me.

–Brandon of Oxenfurt

Novice Formulae

Name	Crafting DC	Time	Components	Cost
Adda's Tomb	13	5 Rounds		27
Base Powder	12	5 Rounds		27
Clotting Powder	12	5 Rounds		30
Hallucinogen	12	5 Rounds		47
Invisible Ink	11	5 Rounds		22
Numbing Herbs	12	5 Rounds		18
Poisoner's Friend	14	10 Minutes		24
Smelling Salts	14	10 Minutes		37
Sterilizing Fluid	12	5 Rounds		33
Succubus' Breath	14	10 Minutes		30
Wives' Tears Potion	14	10 Minutes		28

Journeyman Formulae

Name	Crafting DC	Time	Components	Cost
Acid Solution	16	15 Minutes		84
Alchemical Adhesive	15	10 Minutes		52
Black Venom	15	10 Minutes		67
Chloroform	16	15 Minutes		54
Quick Fire	16	15 Minutes		67

Master Formulae				
Name	**Crafting DC**	**Time**	**Components**	**Cost**
Bredan's Fury	22	1/2 Hour		142
Fisstech	18	1/2 Hour		120
Pantagran's Elixir	17	15 Minutes		100
Perfume Potion	18	1/2 Hour		114
Talgar's Tears	20	1/2 Hour		118
Zerrikanian Fire	17	15 Minutes		97

The Green Devil

Seen a lotta atrocities through all three wars. Hell, we're rollin' out weapons for this war that I think nobody woulda thought possible in the first Northern War. Zerrikanian fire's among 'em. Never seen somethin' worse. In small doses it ain't so bad, but I've seen those green flames swallow towns whole.

–Rodolf Kazmer

Combat in The Witcher

"The witcher's right hand rose, as fast as lightning, above his right shoulder while his left jerked the belt across his chest, making the sword hilt jump into his palm. The blade, leaping from the scabbard with a hiss, traced a short, luminous semi-circle and froze, the point aiming at the charging beast. At the sight of the sword, the monster stopped short, spraying gravel in all directions. The witcher didn't even flinch."

-Andrzej Sapkowski, The Last Wish

Combat in the *Witcher* is deadly, bloody, and punishing. When blades start swinging and arrows start flying it's best for you to keep an eye out and plan your moves carefully. You can go running into battle, hacking and slashing hither and thither but that likely won't help you too much in a real solid fight against anything tougher than a mugger in the local tavern. Always keep in mind that damage can be punishing and death is never too far away. A tactical warrior will always make it farther than a savage madman.

Don't Fight Groups

Even the most skilled warrior in the world is in trouble if they have to fight more than one opponent at a time. While you engage one person, more enemies attack you from behind, dog-pile you to the ground, or otherwise ruin your day. The fact of the matter is, you need focus to fight and it's hard to focus on more than one person at once. There are ways to help in that situation: put all your opponents in front of you, wield a shield, keep your opponents at a distance. All of these approaches help but none of them eliminate the core problem. Keep this in mind when you face bandits and lesser monsters like nekkers. One of these enemies is easy to kill. But how will you fare against four—when, every time you swing at one, three more attack you from behind?

Use Your Advantages

You should also always exploit every advantage and vary up your fighting where possible. Are you in a swamp with a boggy pond nearby? Throw your enemy into it and attack while they try to swim out. Can you back

Don't Be Discouraged

You may be frustrated getting to this point if you're not playing a witcher. Don't be. Witchers are bonafide killing machines but they are far from the only deadly people out there. We see many others including the dwarf, Yarpen Zigren and lordly knight, Eyek of Denesle who have taken on and not only survived but come out victorious against some of the most dangerous monsters out there. That's without even taking into account the sociopathic mercenary Leo Bonhart, who is rumored to have killed three witchers in single combat.

Fighting Monsters Without Silver

Most people who encounter monsters are forced to fight them without a silver weapon to help them. They are also usually forced to fight said monsters with no magical or alchemical aid. Common folk fighting monsters tend to poison them with bait or to get a whole bunch of people together with spears and sharpened branches and pin the monster down so the bravest and strongest young lad can behead it with an axe. This works on smaller monsters but proves difficult on things like griffins and grave hags.

your opponent up against a wall or corner them so they can't escape? Do it. Fast attacks not landing enough damage to get through armor? Try a strong attack, or pin them so a buddy can stab in between the plates of their armor. Keep your opponents on their toes.

Critical Wounds

There are wounds and then there are *critical* wounds. Both will kill you but a critical wound is a hundred times worse. Regular wounds represent cuts, bruises, scratches and such—smaller problems that can all add up to your death. Obviously the more damage you take from the wound the more impressive it is.

Critical wounds, on the other hand, represent structural damage to your body—wounds that not only drag you closer to death's door but also break down your body's ability to fight and function. These can be literal structural damage, such as broken or cracked bones, but they can also be less obvious things like brain damage and internal organs rupturing. All of these wounds are grievous and many of them cause major haemorrhaging or some other form of ongoing damage as well as negatives to stats or abilities.

While you can keep fighting for quite a while with a few minor wounds, a critical wound puts a finite timer on your life. Until healed you are hampered in combat and getting closer and closer to death. These types of wounds are too complicated to just put a bandage on or suture yourself up. You can stop the bleeding or close the wound, but you're going to need full-on invasive surgery and for that you're going to need a doctor. If you can stagger to a doctor, you'll make it but it'll be a while before you heal. Luckily these critical wounds are based on how skilled you are compared to your opponent, and on how lucky you both are.

Fighting Monsters

Keep in mind when you're going up against monsters that fighting a monster is very different from fighting a man. Monster have special abilities and defenses that can make fighting them hellish. To start with, monsters are resistant to conventional weapons, taking much less damage from a non-silver weapon than a regular person would. If you run into a battle, say with a griffin, and are unaware of its damage resistance and stunning shriek, you will probably have some very fatal issues. Of course on the other hand, if you enter a battle with a fiend aware loud noises can stun them, you might come away with victory despite the amazingly unfair odds. The key to fighting monsters is knowledge. If utilized properly, solid knowledge can turn a monster from unbeatable, to survivable.

Fighting with Magic

Mages are the artillery of the world of *The Witcher*. They wield power greater than any other person on the planet, but they have limits and often require people around them to help them operate best, or to defend them from attack. The worst situation for a mage is to be in melee range of an opponent or, God forbid, multiple opponents. Keep this in mind whether you are a mage who will be in combat often or you're facing off against mages.

Many mages don't wear heavy armor because it interferes with spell casting, and thus many weapons can pierce a mage at close range. This combined with a lack of weapon training leads most mages to stay at range by use of teleportation, or have allies act as a barrier between them and the enemy. However, if a mage stays at range and manages Stamina well they can bring tremendous effects to the battlefield. Just remember, staves and amulets are your friends, and spells can be fickle.

Combat

The Basics

Rounds

Before you begin playing the *Witcher* TRPG you'll have to know the ins and outs of **rounds**. A round is a time block of about 3 seconds. Rounds signify the order in which things happen in game. Rounds primarily are used during combat but GMs also use them to keep track of **screen time**, AKA how long people get to be the center of attention in the game. In and out of combat, during a round every person in the scene has a chance to act. These actions are all taken simultaneously within the space of 3 seconds.

Initiative

Initiative measures how quickly the participants, usually in a combat, react to the situation around them. Before going into rounds, you put the players and NPCs (Non-Player Characters) in order from the highest initiative to the lowest. This is the order in which the GM asks for your action that round. When the person with the lowest initiative has gone, go back to the person with the highest initiative.

To get your initiative, roll 1d10 and add it to your REF stat. If players roll a tie, remember the number they rolled. Have them roll again. The players go at their original initiative, but in order by their second roll. Though there are some ways to temporarily change your initiative (see **Fast Draws**), you usually keep the same initiative for the entire combat or scene.

Actions

In one round, you have enough time to move a distance equal to your SPD in meters and perform one action. Speaking is never considered an action except during Verbal Combat.

Line of Sight, Vision Cone, & Facing

To perform most attacks against a target, you must have line of sight to the target and be within range. Line of sight means having nothing between you and your target that obscures your view of the target. If there is nothing between you and your target, you have clear line of sight. If there is something solid between you and your target, you don't. See **Using Cover** for cases when solid objects partly obscure your target.

Your vision cone determines what you can see around you. Anything outside of your vision cone is invisible to you. When targeting something outside of your vision cone you take a -3 to the attack and cannot aim. An enemy outside of your vision cone gains a +3 to their attack against you.

Normally your vision cone includes everything in front of you from one shoulder to the other. When wearing a helmet with **restricted vision** your view is limited to a cone directly in front of you, and a witcher's Awareness bonus and Scent Tracking are disabled.

Actions
Attack You can make an attack (see **Combat Resolution**).
Initiate Verbal Combat You can begin **Verbal Combat** with an opponent (see Verbal Combat).
Cast Magic Depending on the casting time, you can cast or begin casting any form of magic (see **Magic Resolution**).
Use a Skill to do Something You can use a skill (see **Skill Resolution**).
Run You can move up to your (SPD x 3) by taking your whole turn to run.
Pick Up/Draw an Item or Weapon You can pick up or draw a weapon or item.
Actively Dodge By taking your turn to actively dodge, you impose a -2 penalty on anyone trying to strike you in melee range for that round.
Aim By taking a full turn to aim, you can raise your ranged attack by +1. You can aim for up to 3 turns in a row, giving you a +3 to your attack.
Take a Recovery Action By taking your turn to catch your breath, you can gain back an amount of STA equal to your REC stat. Out of combat recovery actions can be used to recover HP.

Extra Attacks & Defense

You can spend 1 point of STA to make one extra attack against a target at a -3. Similarly, if you are forced to take more than one defensive action during a round (repositioning, blocking, etc.), each action costs 1 STA. However, if you chose to use your action to actively dodge, you do not suffer STA drain for defending.

Attack Modifiers

Modifiers (Add to Attack Roll)	Mod
Target immobile	+4
Target dodging	-2
Moving target REF >10	-3
Fast draw	-3
Ambush	+5
Ricochet	-5
Blinded by light or dust	-3
Target silhouetted	+2
Firing while running	-3
Aiming (per round)	+1

Scatter

Roll 1d10 to find out where the projectile went.
Roll another 1d6 to determine how many meters it over/undershot.

Ramming Size Modifiers

Size	Mod
Small (Cat or nekker)	+2
Medium (Man-sized)	+0
Large (Troll or horse)	-2
Huge (Fiend)	-4

Common Cover

Cover	SP
Stone wall	30
Large tree	30
Brick wall	25
Wooden wall	5
Heavy wooden door	15
Steel door	20
Cart	10
Tent	5
Thatch roof	7
Wooden barrel	10
Brambles	7

Ranges & Target DC

Ranges	Target DC	Mod
Point Blank The weapon is very close or physically touching the target.	10	+5
Close ¼ the listed range of the weapon	15	+0
Medium ½ the listed range of the weapon	20	-2
Long The listed range of the weapon	25	-4
Extreme 2x the listed range of the weapon	30	-6

Critical Levels

Beat Defense By...	Critical Level	Bonus DMG
7	Simple	3
10	Complex	5
13	Difficult	8
15	Deadly	10

Vision Cones

Normal **Restricted**

Human Damage Location

Location	Roll	Penalty	DMG
Head	1	-6	x3
Torso	2-4	-1	x1
R. Arm	5	-3	x1/2
L. Arm	6	-3	x1/2
R. Leg	7-8	-2	x1/2
L. Leg	9-10	-2	x1/2

Monster Damage Location

Location	Roll	Penalty	DMG
Head	1	-6	x3
Torso	2-4	-1	x1
R. Limb	5-7	-3	x1/2
L. Limb	8-9	-3	x1/2
Special	10	-2	x1/2

Light Levels

Light Level	Effect
Bright Light (Desert sun or sun reflecting off snow)	-3 to Awareness and -3 to Attack and Defense if facing the sun.
Daylight (Daylight)	No penalties
Dim Light (Moonlight)	-2 to Awareness
Darkness (New moon night or a deep cavern)	-4 to Awareness and -2 to Attack and Defense

Finally, your facing is just what direction you're facing and thus what direction your vision cone is facing. Changing facing as part of your movement is considered a free action.

Ambushes

You gain bonuses against enemies by sneaking up on them. You must be the one to instigate a combat to ambush a target. First, make a successful Stealth check against the target's Awareness check. If you succeed, you go unnoticed and can sneak up on your opponent. Next, make your attack. You gain a +5 against all targets who were unaware of you. This bonus lasts for the first round of the combat. If one of your targets notices you but doesn't have time to alert the rest, you still get the bonus against those who aren't aware. After you make your ambush attack, everyone in the area makes an initiative roll and initiative continues from there. Your first attack (the ambush) isn't counted in the initiative.

Damage

Damage is split into two categories: **lethal** and **non-lethal**. Any wound that brings you closer to death deals lethal damage. When your amount of lethal damage is equal to your Health Points, you enter Death State and begin dying (see **Death & Dying**). Temporary damage that impairs you (concussion, shock) is non-lethal damage. When you have taken non-lethal damage equal to your Health Points, you are knocked unconscious and treated as stunned until you recover at least 20 points of health with recovery actions and make a Stun save.

Damage of both types is usually determined by rolling different combinations of 6- or 10-sided dice. Different weapons also do one of four different damage types: **piercing**, **slashing**, **bludgeoning**, and **elemental**.

Fast Strikes Versus Strong Strikes

When making an attack you can make either a **fast strike** or a **strong strike**. A fast strike allows you to attack twice in one round without penalty. These attacks don't have to be made against the same target as long as both targets are within range. Fast strikes can be very useful when you are surrounded by a large group of enemies.

When making a strong strike, you make one huge attack at a -3 to your roll which does double damage against the opponent. Strong strikes are best when you need to do a lot of damage to a slower target with a lot of armor.

- **Bows:** When using a strong strike with a bow you pull the bow to full draw and fire, doubling the damage. Since it takes quite a bit of time to draw and nock arrows, bows can only fire once, even if making a fast strike.
- **Crossbows:** You cannot make strong or fast strikes with a crossbow since they have one draw length and draw weight.

Hit Location

After you attack, determine what body part you hit. Unless you aimed for a specific spot, roll on the **Humanoid** or **Monster Damage Location** tables.

Aiming for specific parts is harder, but can be worth it. Each part has a penalty to hit it and a damage modifier. After you've reduced your damage based on armor (see Damage Reduction), you multiply the remaining damage based on the modifier for the location.

Holding Action

You can choose to act later in the round by **holding** your action. If you choose to hold your action, the initiative order continues as normal but you can jump in and act before or after someone further down the initiative list. If you hold your action until the very end of the round, you must either use your turn or sacrifice it. You cannot hold your action and choose to act at the beginning of the next round.

Fast Draw

By declaring a **Fast Draw** at the start of the round, you raise your initiative by +3 for that round by taking a -3 to your attack. However, you *must* make an attack and you cannot benefit from aiming or any other aim-related ability.

Party Initiative

To speed things up, you can choose to designate one player as the **Leader** of the party. The Leader rolls initiative for the entire party and their roll is added to each other player's REF score to determine their initative. This method is good for getting initiative for large groups of enemies as well.

Layering Table

Each extra layer of light or medium armor adds +1 to the EV of your total armor. Every layer of heavy armor adds +2 to the EV.

Humanoid Damage Location

Location	Roll	Penalty	DMG
Head	1	-6	x3
Torso	2-4	-1	x1
R. Arm	5	-3	x1/2
L. Arm	6	-3	x1/2
R. Leg	7-8	-2	x1/2
L. Leg	9-10	-2	x1/2

Monsters which have different anatomy from humans have a different table for damage location. When fighting a non-humanoid monster, roll on the **Monster Damage Location** table.

Monster Damage Location

Location	Roll	Penalty	DMG
Head	1	-6	x3
Torso	2-4	-1	x1
R. Limb	5-7	-3	x1/2
L. Limb	8-9	-3	x1/2
Special	10	-2	x1/2

Certain types of attacks (bombs, traps, and some spells, for example) strike multiple body locations at once. Bombs and explosive traps hit everywhere, dealing their damage to every location separately. In this case, calculate full dice damage for each location separately.

Armor

Armor is anything that makes it harder for an attack to kill you. For players, this mostly means reinforced clothing and plates of steel. For monsters, this can be hardened skin or natural shells. All armor has a **stopping power (SP)**. The stopping power of armor determines how much incoming damage it absorbs when an attack strikes you. When an attack strikes you, subtract the SP of your armor from the incoming damage. It's important to remember that armor is based on location: A steel plate under your silk shirt doesn't protect your head.

Damage Resistance

Damage resistance (DR) is structural or magical protection from specific damage types: fireproof clothes, for instance, or scaly skin that turns blades. Like armor, DR saps the sting from attacks. If you take damage of a type (piercing, slashing, bludgeoning, elemental) you're resistant to, halve the damage *before* applying your armor.

Layering Armor

Layering armor may seem like a good idea. Stack up a gambeson, a brigandine, and some plate armor and you can laugh off a damn ballista bolt! Unfortunately it doesn't work like that for two reasons.

First, armor is cumulative: underneath your brigandine is a gambeson and a chain mail shirt and underneath your plate armor is another gambeson and another chain mail shirt. So your stacked gambeson, brigandine and plate armor is really three gambesons, a brigandine, two shirts of chain mail, and plate armor over top of it all. Throw in four layers of armored trousers and a great helm with two padded caps, two chain mail coifs, and leather hood? Not only do you look like the Michelin Man's mercenary brother, you're also wearing about 39 kilograms of armor alone, each layer adding more encumbrance. For this reason you can only stack three pieces of armor and you can only wear one layer of heavy armor and one layer of medium armor.

Second, each layer of armor doesn't add its full SP. Any armor lighter than your heaviest armor acts as a buffer between you and the blow. To determine how much extra armor you get subtract the lighter armor from the heavier armor and find the difference on the table on the next page.

This bonus is the amount of armor you add to your heaviest armor. If you have 3 layers, calculate the layers in pairs: Compare your first and second layers to find their combined strength, then compare that augmented strength to the third set of armor to get the full strength of the armor.

Bonus Armor Table

Difference in SP	Bonus Armor
0-4	+5
5-8	+4
9-14	+3
15-20	+2

Armor Piercing

There are two armor piercing levels in the *Witcher* TRPG: **armor piercing** and **improved armor piercing**. Armor piercing weapons negate the damage resistance of any armor that they hit. Improved armor piercing weapons not only ignore damage resistance but also halve the SP value of the armor they hit.

Staged Penetration

Attacks that hurt you also damage your armor, making it less resilient to further attacks. Each attack that penetrates a piece of armor and does damage to the wearer reduces the SP of the armor by 1 point. When the SP reaches 0, the armor is fully broken and no longer soaks any damage. In the case of shields and weapons, blocking an attack negates the attack but reduces the item's reliability or SP by 1. When the shield's SP or weapon's reliability reaches 0 it's useless for blocking or attacking. Weapons and armor can be fixed with appropriate crafting rolls (see the Crafting section).

Using Cover

When you are under fire from archers, arbalists, mages, and the like, you can choose to take cover. Anything solid that comes between you and a projectile counts as cover. An attack must penetrate the cover before it can get to you. If an attack does enough damage to exceed the cover's SP, the rest of the damage strikes you and must get through your armor before doing damage to you.

Common Cover Table

Cover	SP
Stone wall	30
Large tree	30
Brick wall	25
Wooden wall	5
Heavy wooden door	15
Steel door	20
Cart	10
Tent	5
Thatch roof	7
Wooden barrel	10
Brambles	7

Human Shields

We all knew it would come to this. Yes, people, animals, and monsters can count as cover when in a pinch or feeling vindictive! To use a person or creature as a human shield you have to put them between you and the attack by rolling a Brawling or Physique check against their Physique or Dodge/Escape. If you succeed, they are hit by the attack instead of you. If you are already grappling or pinning the person, you are not required to make this roll and the creature you are holding is considered cover for your torso. Any attack that hits your torso hits the "shield" instead of you. For information on attacking through a human shield, see the sidebar.

Layering Example

Say for instance you want to wear a gambeson, a brigandine, and a full plate armor on your torso. Well, first look at all of the individual stopping powers: gambeson (3), brigandine (12), and plate armor (20). Now subtract the gambeson from the brigandine and we get 9. If we compare that to the table it shows us that with the gambeson and brigandine our SP becomes 15 (12+3). We then subtract that 15 from the SP 20 plate armor and get 5. Consulting our table again the total SP we have is 24. We also have a total EV of 3.

Human Shields As Cover

If you are using a human shield and someone tries to attack you through the "shield" they must do enough damage to get past the "shield's" BODY stat, plus any torso armor they have. The "shield" takes damage as if they had been hit and any damage that penetrates the "shield's" SP (BODY+Armor) hits you in the torso.

Lost Teeth & Dented Helmets

Didya know my back five teeth on my left side are wooden? Yeah. Second War took a bit more outta me than I figured goin' in. Also taught me not to rely on helmets too much. For a while I wore a helmet like a lotta the other lads. One battle, the black ones broke our pike line and hit the arbalists hard. I grabbed my axe but some bloody bastard got me with a blow to the head so hard my jaw snapped shut and I crushed five of my teeth. Lucky I pulled my tongue in or I'd have a hard time bein' the chatty son a bitch I am now, heh.

–Rodolf Kazmer

Reliability

The **reliability** of a weapon determines how easy it is to break. Not only will this apply if you attempt to block with the weapon (see Staged Penetration) but it also applies to fumbles. If you fumble an attack, block, or parry with your weapon it can take extra reliability damage.

Wounds

Assuming your armor didn't stop an attack, you take damage. Enough lethal damage will begin to hamper your actions. This is called your **wound threshold**, and it varies based on your maximum Health Points. When your current HP goes below your wound threshold, you halve your REF, DEX, INT, and WILL: you're holding yourself together with sheer willpower and adrenaline.

Wound Threshold Table

Max Health	Threshold
15	3
20	4
25	5
30	6
35	7
40	8
45	9
50	10
55	11
60	12
65	13
70	14

Criticals and Fumbles

Fortune plays a big role on the battlefield. You may get lucky and strike a vital location, but you could just as easily trip on a rock. **Criticals** and **fumbles** have more importance during combat than in everyday encounters.

When you roll a natural 10 on 10-sided die you've rolled a **critical**. Roll again and add both rolls. If you roll another 10, roll a third time and add that value too. This can continue many times and doesn't end until you fail to roll a 10. For example, rolling a 7 after rolling a 10, gives you a total of 17. However, if you roll a 10 after rolling a 10 you roll again. This new value is added to the 20 you rolled before.

Not only do criticals allow you to hit opponents with ease, they also give you a chance to inflict punishing and lethal critical wounds on your opponent.

Fumbles, on the other hand, are a warrior's worst enemy. When you roll a natural 1 on a 10-sided die, roll again and subtract the next value from your base. Just like criticals, if you roll a natural 10 after rolling a natural 1, you *must* roll again and subtract that value as well. You cannot drop your base below a value of 0. As an example, rolling a 7 after rolling 1 means that you subtract 7 from your base. So if you had a 7 REF and a +6 Swordsmanship, your roll would bring you to 6. However, if you roll a 10 after rolling a 1, you roll again. Say you get a 4. This means you subtract 14 from your base and bottom out at 0. Just as criticals can disable enemies, fumbles punish you based on how high your negative was, as shown in the **Fumble Outcome** table.

Fumble Table

Roll Type	Result
Reflex (Melee)	**1-5:** No major fumble. **6:** Your weapon glances off and you are **staggered**. **7:** Your weapon lodges in a nearby object and it takes 1 round to free. **8:** You damage your weapon severely. Your weapon takes 1d10 points of reliability damage. **9:** You manage to wound yourself. Roll for location. **>9:** You wound a nearby ally. Roll location on a random ally within range.
Reflex Defending	**1-5:** No major fumble. **6:** Your weapon takes 1d6 extra points of reliability damage. **7:** Your weapon is knocked from your hand and flies 1d6 meters away in a random direction (see Scatter table). **8:** You are knocked to the ground. You are now prone and must make a Stun save. **9:** Your weapon takes 2d6 extra points of reliability damage. **>9:** Your weapon ricochets back and hits you. Roll for location.
DEX (Ranged)	**1-5:** No major fumble. **6-7:** The ammunition you fired, or weapon you threw, hits something hard, breaking. **8-9:** Your bowstring comes partially undone, your crossbow jams, or you drop your thrown weapon. It takes 1 round to undo this. **>9:** You strike one of your allies with a ricochet. Roll location on a random ally within range.
DEX (Defense)	**1-5:** No major fumble. **6:** The attack glances off of you and you are **staggered**. **7:** You trip on something and fall prone. **8:** You trip and fall prone, dropping your weapon 1d6 meters away. **9:** You trip and hit your head. You are knocked prone, take 1d6 points of non-lethal damage, and must make a Stun save. **>9:** You fail horribly and not only fall prone but also take 1d6 lethal damage and must make a Stun save.

Stabilizing VS Treating

Stabilizing a critical wound is akin to cauterizing a wound, tying a tourniquet, or otherwise keeping the wound from gushing blood or killing you some other way. It requires a First Aid roll equal to the Healing Hands DC of the wound. Once stabilized the wounded party is at a negative but no longer being killed by the wound. Only once a doctor has healed the wound with multiple Healing Hands rolls does the wound begin to heal. More information can be found on pg.174.

Critical Wounds

Whenever you roll over your opponent's defense by 7 or more, you score a **critical wound**. Every time you score a critical wound, roll on the appropriate Critical Wound table to see what extra harm you inflict on your opponent. Each level of critical wound inflicts bonus damage and forces the opponent to make a Stun save. Critical wounds can leave permanent impairments.

Critical Wounds Table

Beat Defense By...	Critical Level	Bonus DMG
7	Simple	3
10	Complex	5
13	Difficult	8
15	Deadly	10

Simple Critical Table

Roll	Effect	Stabilized	Treated
12	**Cracked Jaw** The blow cracked your jaw, making it hard to speak clearly. You are at a -2 to Magical Skills & Verbal Combat (Charisma, Persuasion, Seduction, Leadership, Deceit, Social Etiquette, and Intimidation).	You are at a -1 to Magical Skills & Verbal Combat.	You are at a -1 to Magical Skills.
11	**Disfiguring Scar** The blow mangled your face in some way. You are grotesque and difficult to look at. You take a -3 to empathic Verbal Combat (Charisma, Persuasion, Seduction, Deceit, Social Etiquette, and Leadership).	You take a -1 to empathic Verbal Combat.	You take a -1 to Seduction.
9-10	**Cracked Ribs** The blow cracked your ribs, making it painful to breathe and exert strength. You take a -2 to BODY. This does not effect Health Points.	You are at a -1 to BODY.	You take a -10 to Encumbrance.
6-8	**Foreign Object** The blow lodged a piece of clothing or armor in your wound, causing an infection. Your Recovery and Critical Healing are quartered.	Your Recovery & Critical Healing are halved.	You take a -2 to Recovery and a -1 to your Critical Healing.
4-5	**Sprained Arm** The blow sprained your arm, making it difficult to maneuver. You take a -2 to actions that use the arm.	You are at a -1 to actions with that arm.	You take a -1 to Physique.
2-3	**Sprained Leg** The blow sprained your leg, making it difficult to walk and maneuver. You take a -2 to SPD, Dodge/Escape, and Athletics.	You take a -1 to SPD, Dodge/Escape, and Athletics.	You take a -1 to SPD.

Complex Critical Table

Roll	Effect	Stabilized	Treated
12	**Minor Head Wound** The blow rattled your brain and caused some internal bleeding. It's hard to think straight. You take a -1 to INT, WILL, and STUN.	You are at a -1 to INT and WILL.	You are at a -1 to WILL.
11	**Lost Teeth** The blow knocked out some teeth. Roll 1d10 to see how many teeth are lost. You take a -3 to magical skills and Verbal Combat.	You take a -2 to magical skills and Verbal Combat.	You take a -1 to magical skills and Verbal Combat.
9-10	**Ruptured Spleen** A tear in your spleen begins bleeding profusely, making you woozy. Make a Stun save every 5 rounds. This wound induces **bleeding**.	You must make a Stun save every 10 Rounds.	You take a -2 to Stun.
6-8	**Broken Ribs** The blow breaks your ribs, causing immense pain when you bend and strain. Take a -2 to BODY and a -1 to REF and DEX.	You are at a -1 to BODY and REF.	You are at a -1 to BODY.
4-5	**Fractured Arm** The blow fractures your arm. You take a -3 to actions with that arm.	You take a -2 to actions with that arm.	You take a -1 to actions with that arm.
2-3	**Fractured Leg** The blow fractures your leg. You take a -3 to SPD, Dodge/Escape, and Athletics.	You take a -2 to SPD, Dodge/Escape, and Athletics.	-1 to SPD, Dodge/Escape, and Athletics.

Difficult Critical Table

Roll	Effect	Stabilized	Treated
12	**Skull Fracture** The blow fractures a part of your skull, weakening your head and causing bleeding. You take a -1 to INT and DEX, and take quadruple damage from head wounds.	Take a -1 to INT and DEX and quadruple damage from head wounds.	You take quadruple damage from head wounds.
11	**Concussion** The blow caused a minor concussion. Make a Stun save every 1d6 rounds and take a -2 to INT, REF, and DEX.	You take a -1 to INT, REF, and DEX.	You take a-1 to INT and DEX
9-10	**Torn Stomach** The blow rips your stomach, pouring its contents into your gut. You take a -2 to all actions and take 4 points of acid damage per round.	You take a -2 to all actions.	You take a -1 to all actions.
6-8	**Sucking Chest Wound** The wound tears your lung, which fills your chest with air, crushing organs. You take a -3 to BODY and SPD. You also start **suffocating**.	You take a -2 to BODY and SPD.	You take a -1 to BODY and SPD.

Monsters Without Anatomy

Elementa and specters are kept alive by magic and do not have physical forms like other living creatures.

This means that they do not suffer certain critical wounds that rely on damaging organs. If you score one of the following critical wounds against an elementa or specter, the strike instead does bonus damage as stated in the Bonus Damage table.

Foreign Object
Ruptured Spleen
Torn Stomach
Sucking Chest Wound
Septic Shock

Specters are also immune to any strike to the legs (since they have no legs), so you must roll again on location.

Bonus Damage

Level	Bonus
Simple	+5
Complex	+10
Difficult	+15
Deadly	+20

Prosthetics

You can buy prosthetics to replace arms or legs that you lose in combat. They allow you to use that limb again and alleviate the penalties somewhat.

Basic arm prosthetics allow you to use your arm for basic tasks that don't require fine manipulation (opening doors or grabbing people) but you cannot wield a weapon with them. Basic leg prosthetics allow you to move at 3/4th your normal SPD but you still take a -5 to Dodge/Escape and Athletics.

Quality arm prosthetics allow you to use your arm for basic tasks that don't require fine manipulation and allow you to wield weapons at a -5. Quality leg prosthetics allow you to move at your normal SPD and give only a -3 to Dodge/Escape and Athletics.

If they are struck in combat, the wearer takes no damage but the prosthetic comes off.

4-5	**Compound Arm Fracture** The blow crushes your arm. Bone sticks out of the skin. The arm is rendered useless and you start **bleeding**.	That arm is useless.	That arm must remain in a sling, but it can hold things.
2-3	**Compound Leg Fracture** The blow snaps your leg, rendering it useless. Quarter SPD, Dodge/Escape, and Athletics. This induces **bleeding**.	Halves SPD, Dodge/Escape, and Athletics.	-2 to SPD, Dodge/Escape, and Athletics.

Deadly Critical Table

Roll	Effect	Stabilized	Treated
12	**Separated Spine/Decapitated** The blow either snaps your neck or separates your head from your shoulders. You die immediately.	This wound cannot be stabilized.	This wound cannot be treated.
11	**Damaged Eye** The blow cuts into or indents your eyeball. You take a -5 to sight-based Awareness and -4 to DEX. This wound begins **bleeding**.	You take a -3 to sight-based Awareness and -2 to DEX	Permanent -1 to sight-based Awareness and DEX.
9-10	**Heart Damage** The blow damages your heart. Make an immediate Death save. If you survive, the wound is **bleeding** and you must quarter your Stamina, SPD, and BODY.	You halve your Stamina, SPD, and BODY.	You take +2 damage from **bleeding** permanently.
6-8	**Septic Shock** The blow damages your intestines, letting waste enter your blood stream. Quarter your Stamina, take a -3 to INT, WILL, REF, and DEX. You are **poisoned**.	Your Stamina is halved and you take a -1 to INT, WILL, REF, and DEX.	You take a -5 to Stamina permanently.
4-5	**Dismembered Arm** The blow rends your arm from your body or damages it beyond repair. The arm cannot be used and you start **bleeding**.	That arm is useless.	The arm can be replaced with a prosthetic.
2-3	**Dismembered Leg** The blow tears your leg from your body or damages it beyond repair. Quarter your SPD, Dodge/Escape, and Athletics. This wound begins **bleeding**.	You quarter your SPD, Dodge/Escape, and Athletics.	The leg can be replaced with a prosthetic.

Effects

Bombs, traps, spells, and even conventional weapons can all inflict extra unpleasant effects. Each effect goes on until you take the steps specified to end it.

Effect Table

Name	Effect
Fire	You are now engulfed in flames. Every turn you take 5 points of damage to every body location. Armor soaks the damage, but fire does 1 point of damage to armor and weapons every turn. To put out the fire you must take a turn to either pour water on yourself or stop, drop, and roll.
Stun	You are stunned, your head reeling and vision swimming. You can't take any actions while stunned and anyone attacking you only has to beat DC:10 to hit you. To end this effect you must make a Stun save. This roll takes your whole turn. If you are struck while stunned you snap out of it immediately.
Poison	Poison or venom courses through your body, doing 3 points of damage every turn which armor does not negate. To shake off the poison you must make a DC:15 Endurance check.
Bleed	Your wound opens a vein, causing horrible bleeding. You take 2 points of damage each turn until the bleeding is stopped. You can end the bleeding by either casting a Healing spell on it or making a successful First Aid check at a DC:15.
Freeze	You're not literally frozen in a block of ice, but your whole body is stiff and an icy glaze has formed on your clothes. Until you break the ice you have a -3 to your SPD and a -1 to Reflex. You can break free with a DC:16 Physique check.
Stagger	You are thrown off balance and take a -2 to your next action. At the begining of your next round you recover your balance.
Intoxication	You're stumbling drunk. Your REF, DEX, and INT are at a -2 and you are at a -3 for Verbal Combat. There's a 25% chance your won't clearly remember everything you did while you were intoxicated.
Hallucination	You are seeing visions and images that aren't really there. The GM has free rein to make any false sensory experience they want appear to you. It takes a DC:15 Deduction check to recognize each false image.
Nausea	Your stomach is churning and you have to concentrate not to vomit. Every 3 rounds you must roll under your BODY or spend the round vomiting or dry-heaving.
Suffocation	Your access to air has been cut off and you are choking to death. Every round you take 3 damage which armor does not negate. Depending on your situation there are different ways to end this suffocation. Restoring your air supply (surfacing from water, escaping a chokehold, etc.) ends this effect.
Blinded	Your eyes have been blocked or damaged. Until you take a turn to clear your eyes you are at a -3 to all Attack and Defense and a -5 to sight-based Awareness.

Susceptibility

Some monsters are especially susceptible to certain effects (fire, poison, etc.). Attacks the target is susceptable to do double damage. Non-damage spells of that effect type impose a -2 to resistance rolls and double their duration. The exception to this case is silver. All monsters are considered suceptable to silver (see Monster Resistances and Silver).

Resistances

Some monsters are resistant or even immune to specific effects. This could be because a magical force protects them, or due to attunement with that particular force. If a subject is immune to a force then that force does not affect it in any way. If a subject is resistant to a force, it takes half damage from that force and get a +2 on all rolls to resist it.

Prosthetics Note

In our world, simple prosthetic limbs have been around since the time of the Egyptians. If you're interested in the story of the ultimate prosthetic bad-ass, check out Gotz Von Berlichingen whose prosthetic hand made him a legend.

Stun: The Last Thing You Want

Being poisoned, being on fire, being frozen. All of these are things you deal with during a fight. They hinder you but not so much that you can't continue fighting. Being **stunned** on the other hand is incredibly dangerous. While stunned you are a sitting duck. Any opponent who wants to attack you is likely going to and will often score critical wounds since you aren't in any shape to dodge. Luckily, being struck once (even if it doesn't penetrate your armor) will snap you out of your stunned state.

Healing Yourself

You can attempt to stabilize your own wounds, but it is much harder due to Wound Threshold penalties.

Monster Resistances and Silver

All monsters, except wolves, are resistant to steel and thus take half damage from steel weapons. All such monsters are susceptible to silver instead, though this susceptibility manifests differently. Due to an unknown force, silver repels monsters and burns them. A silver weapon striking a monster does the extra damage noted in the weapon's stats. A silver object that is not a weapon does an extra 1d6 damage. If a piece of silver becomes lodged in a monster, they take damage as if **poisoned** until they take an action to pull it out.

Death Saves

When you have been knocked below 0 Health Points you are put into Death State. In Death State, all your stats fall to 1/3 normal and you must make a Death save at the same value as your Stun save. If you fail this save, you die and no amount of magic can bring your back. If you succeed, you survive for that round.

Each round you must make another Death save at a cumulative -1. On a successful roll you survive. On a failure you die. A tough player can survive for quite a while, but eventually you're gonna cash out. Every time you are injured in Death State you must make another Death save at a cumulative -1.

Stabilization

To stop someone from dying, you must stabilize them. To stabilize a character, make a First Aid roll at a DC equal to how far the character is below 0 Health Points. If you fail the patient continues to die, but if you succeed they are brought back to 1 Health Point and leave Death State.

Stabilizing a Critical Wound

If you can't get to a doctor immediately and your injury is killing you, you can attempt to **stabilize** the wound. Stabilizing a critical wound lessens its effects so you can keep fighting or get to a doctor in time. Stabilizing a wound requires one First Aid check with a DC based on the severity of the wound (see the Stabilization table). Stabilizing a wound doesn't heal it. The healing clock only starts once someone applies Healing Hands or healing spells on it.

Stabilization

Critical	DC
Simple	12
Complex	14
Difficult	16
Deadly	18

In Depth Combat

Melee Weapons

Melee weapons, the most prevalent in the world of the Witcher, rely on REF to hit. The formula for melee attacks is:

REF stat+Weapon skill +Modifier+1d10

Brawling & Wrestling

You may wind up in the midst of combat unarmed. In this case you'll be brawling. Unless marked differently, these attacks each take an action and replace fast or strong strikes. Brawling does non-lethal damage.

- **Punch:** You can punch or strike with your fist, palm or elbow, dealing an amount of non-lethal damage equal to your Punch damage. You can choose to make strong or fast strikes with punches.
- **Kick:** You can kick or strike with your foot or knee, dealing an amount of non-lethal damage equal to your Kick damage. You can choose to make strong or fast strikes with kicks.
- **Push Kick:** Instead of doing damage, you can try to push a target back with a powerful forward kick. If you succeed, you push the opponent back a number of meters equal to your Body/3. You only do half damage, and this attack always hits the torso.
- **Charge:** Much like armed charges, you can move up to your Run speed and then make a strong punch or kick. This strike still suffers a -3 to hit but if the attack is blocked you can make a Physique check against the opponent's Physique roll to knock the target prone.
- **Disarm:** You can roll Brawling against your opponent's Dodge/Escape to attempt to disarm an opponent. Unlike disarming with a weapon, you can try to either knock the opponent's weapon away (1d6/2 meters in a random direction) or to grab the weapon with a free hand. Trying to take the weapon imposes a -3 penalty.
- **Grapple:** You can roll to grab hold of a target. While grappled, a target cannot move away from you and takes to -2 to all physical actions. This is a prerequisite to **pins**, **chokes**, and **throws**. Each turn, your opponent can attempt a Dodge/Escape roll against your Brawling to slip loose.
- **Pin:** While grappling, you can pin your opponent. If you succeed, the opponent is immobilized and cannot move or act until they escape with a Dodge/Escape roll against your Brawling.
- **Choke:** After grappling a target, you can roll to attempt to choke them. The opponent is **suffocating** until they are able to escape.
- **Throw:** While grappling, you can roll to throw your opponent. The opponent is thrown to the ground (prone), takes damage equal to your Punch damage, and must make a Stun save at -1.
- **Trip:** You can attempt to kick the target's legs out from under them and knock them prone. If you succeed, the opponent falls prone.

Special Attacks

Anyone can swing a sword. Real soldiers like to throw in special strikes for best effect. Unless marked otherwise, each special attack requires 1 action, replacing a normal attack action.

- **Charge:** By taking a full round, you can execute a charge against a target. A charge allows you to move up to your Run speed and then make a strong strike. This strike still suffers a -3 to hit, but if the attack is blocked you can make a Physique check against the opponent's Physique roll to knock the target prone.
- **Pommel Strike:** By making a weapon attack, you can non-lethally strike against a target by bashing with the pommel of your weapon. Halve the weapon's damage roll and apply it as non-lethal.
- **Disarm:** By making a weapon attack, you can attempt to knock an opponent's weapon out of their hand with a well-aimed strike. If you succeed, you knock the opponent's weapon from their hand and send it flying, 1d6 meters away in a random direction (see the Scatter table).
- **Trip:** By making a weapon attack, you can attempt to strike the target's legs and knock them prone. If you succeed, the opponent is falls flat.
- **Feint:** By rolling Deceit instead of your first fast strike, you can attempt a feint. If your opponent fails an Awareness check against your Deceit roll, you confuse them and can make your second attack at a +3.

Scatter

Roll 1d10 to find out where the projectile went.
Roll another 1d6 to determine how many meters it over/undershot.

Dual Wielding

Dual wielding allows you to make a joint attack with two weapons you hold at the same time . When making a joint attack, roll two attacks with a -3 to both of them. Your opponent must have two weapons (or a weapon and a shield) if they want to block or parry both attacks. If they can't they must dodge or reposition to escape the second attack. You can make a joint attack with any two weapons you can hold in one hand, including two hand crossbows.

Prone

When knocked prone you take a -2 to your attack and defense rolls until you take a move action to stand up.

Size Modifiers

Size	Mod
Small (Cat or nekker)	+2
Medium (Man-sized)	+0
Large (Troll or horse)	-2
Huge (Fiend)	-4

Shield Attacks

You can use a shield in combat as a bludgeoning weapon. Using your shield as a weapon requires a Melee attack roll and does damage equal to your Punch, but lethal. Medium shields do damage as though your Punch were two levels higher, and heavy shields do damage four levels higher. See the Hand to Hand table on pg.48.

Defenses

When defending against attacks there are many options for getting clear of or stopping a killing blow. Unless marked otherwise, all of these defenses work against ranged as well as melee attacks.

- **Dodge:** By moving slightly out of the way, you can dodge an incoming attack. Dodging requires a Dodge/Escape roll against your opponent's attack roll.
- **Reposition:** By ducking or rolling out the way, you can not only dodge an attack but also maneuver to escape being surrounded. If you succeed in an Athletics roll versus your opponent's attack roll, you avoid the attack and can move a distance equal to half your SPD in any direction that is not blocked.
- **Block:** You can choose to attempt to block an incoming attack with your weapon, shield, or even yourself. Only a shield can block ranged attacks. Roll your weapon skill to negate an attack with your weapon. Roll Melee to negate an attack with a shield. Whichever you parry with takes 1 point of damage. If you are in a seriously tight fix or protecting someone else, you can attempt to block an attack with your arm or hand by using Brawling. If you succeed, you immediately take the attack's damage to that location. Armor is applied, so you *may* not take damage if your armor is high enough.
- **Parry:** You can parry an attack at a -3 to your weapon/Melee/Brawling roll. If you succeed, you knock the opponent's weapon aside and not only negate the attack but do so without damaging your weapon. Your opponent is also **staggered**. You cannot parry bow or crossbow attacks, but can parry thrown weapons at a -5.

Ranged Weapons

Anything shot or thrown counts as a ranged weapon. To make a ranged attack (Bows, Crossbows, Thrown Weapons) you must roll a combination of:

DEX stat+Weapon skill +RNG Modifier+1d10

...equal or greater than the defensive roll of your target. If you're attacking an unaware or inanimate target, you must beat its target DC, augmented by its size (See Size Modifiers).

Ranges & Target DC

Ranges	Target DC	Mod
Point Blank The weapon is very close or physically touching the target.	10	+5
Close ¼ the listed range of the weapon	15	+0
Medium ½ the listed range of the weapon	20	-2
Long The listed range of the weapon	25	-4
Extreme 2x the listed range of the weapon	30	-6

Crossbows & Loading

Crossbows are wonders of mechanical workmanship that allow weak people to fire bolts with the same strength as trained bowmen. However they require more time to load than a bow due to their loading mechanisms. This extra time means that loading a crossbow takes 1 action.

Bombs & Traps

Bombs and traps work slightly differently from other ranged attacks. Bombs can be thrown at a single opponent, but their damage affects an area. Everyone in that area takes the bomb's damage to every part of their body and feels the bomb's effects. If you fail your Athletics check, the bomb lands off target (see the Scatter table).

Traps are placed in an area. When a person enters that area they trigger the trap, and they (and anyone in the trap's **radius**) feel the trap's effect and take the trap's damage to every part of their body.

Environmental Effects

The environment can and will affect the way you travel and fight, and in some cases the weapons you choose to use. Light and darkness, weather, water, and terrain all change the course of battle in their own ways.

Lighting

Light affects your aim and situational awareness.

Light Level Table

Light Level	Effect
Glaring Light (Desert sun or sun reflecting off snow)	-3 to Awareness and -3 to Attack and Defense if facing the sun.
Daylight (Daylight)	No penalties
Dim Light (Moonlight)	-2 to Awareness
Darkness (New moon night or a deep cavern)	-4 to Awareness and -2 to Attack and Defense

Snow & Ice

Snow and ice are a benefit and a hindrance. When tracking in snow you gain a +3 to Wilderness Survival to follow recent tracks, but a -3 to follow old tracks. When fighting on snow and ice you must make a DC:14 Athletics check after running or attacking to stay standing. If naked or lightly clothed in icy conditions, you can survive without shelter for a number of hours equal to your Stun. After that time has elapsed you enter Death State.

Extreme Heat

Traveling and fighting in extreme heat is incredibly difficult even for trained warriors. When traveling through a desert environment such as the Korath desert, characters lower their STA by a third. If they are wearing medium or heavy armor, they halve their STA.

Swampy or Overgrown Environments

When traveling and fighting in swamps or brush, you have to keep an eye on the ground around you. You take a -2 to Dodge/Escape and Athletics.

Fighting in Water

Fighting underwater is possible, but definitely much more difficult. When fighting with melee weapons underwater, the ROF of all weapons falls to 1, and attacking, blocking, and parrying are at an additional -2. While underwater, use Athletics to dodge and reposition. Thrown weapons (with the exception of spears) will not function underwater, and both crossbows and bows have their ranges quartered and their damage halved. They also suffer the -2 penalty to attack.

Repositioning in Water

When repositioning underwater, you can move in three dimensions but are only able to move half your LEAP.

Environmental Awareness

Most of my students assume that strength and speed are the key elements in combat. But in my personal study of the subject I believe that environmental awareness is the key. Can you cause a careless opponent to trip over door sills or tree roots? Can you maneuver them into a crowd of self-important little old ladies, or perhaps an armed opponent bigger than either of you? Is there anything in your environment that can be used as a weapon? A drunken belligerent can often be set on fire with a candle or hearth ash. Can you climb trees and perhaps drop on your assailant or cause him to slip as you carefully cross streams or rivers? It is true, my students, that most of you do not have overwhelming strength or martial training, but you may use your sharp wits even more effectively.

–Brandon of Oxenfurt

Magic Resolution

Overdrawn Priests

Priest use magic differently than mages. They draw a little bit of magic from many different elements to achieve the effects they want. This means that a priest who overdraws or fumbles always uses the **mixed** elemental fumble result.

Magic Attacks

Magical attacks are a mage's main weapon and a good backup for witchers and priests. The effects of these attacks can vary but they all use WILL instead of REF or DEX. The formula for magical attacks is:

WILL Stat+Spell Casting skill +1d10

Vigor Threshold & Stamina

Casting spells and invocations draws magic (referred to as chaos) from the elemental realms through your body to create a magical effect. Every magically capable character has a **Vigor Threshold** which shows how much magic you can channel through your body before you start to damage yourself. You can cast any spell with a **STA Cost** below or equal to your Vigor Threshold without harming yourself.

Your power also depends on your STA derived statistic. This is how much magic you can use before you become exhausted and pass out. When you cast a spell or use magic, you subtract the STA Cost from your STA. If you have too little Stamina left you become **stunned** and must make a Stun save to recover. While stunned, you recover Stamina at a rate equal to your REC.

Overexertion and Fumbles

While casting magic you can overexert yourself to cast bigger spells. You can attempt to cast a spell that has a larger STA Cost than your Vigor Threshold by sacrificing Health Points. For every 1 point of Vigor Cost beyond your Vigor Threshold, you must spend 5 HP.

If you fumble while casting a spell, you risk damaging your body. As with any fumble, any time you roll a natural 1 on your magical attack, you must roll another 1d10. With that number, refer to the Magic Fumble Outcome table.

Magic Fumble Outcome

Roll Type	Result
Will (Magic)	**1-6:** Magic sparks and crackles and you take 1 point of damage for every point you fumbled by, but the spell still goes off. **7-9:** The magic that is already partially through you ignites inside you. Not only does the spell fail but you suffer an **elemental fumble effect** as noted below. **>9:** Your magic explodes with a catastrophic effect. Not only do you suffer an **elemental fumble effect**, but any focusing item you are carrying explodes as if it were a bomb (doing 1d10 damage) with a 2 meter radius.

Elemental Fumble Effect

Element	Effect
Mixed	Magic sparks out of your body. You not only take 1 point of damage for every point you fumbled by but also suffer one of the effects below, chosen randomly by the GM.
Earth	The earth around you rocks. You take 1 point of damage for every point you fumbled by and are also **stunned**.
Air	The air rushes around you. You take 1 point of damage for every point you fumbled by and are thrown back 2 meters.
Fire	Your body bursts into flames. You take 1 point of damage for every point you fumbled by and are also set on **fire**.
Water	Frost crackles and hardens around your body. You take 1 point of damage for every point you fumbled by and are also **frozen**.

Magical Focuses

Mages use magical staves and amulets to lower the STA Cost of a spell by a specific amount based on the focus. Magical focuses can never bring a STA Cost below 1 point and must be in the mage's hand to work. A mage can only utilize one focus at a time, even when carrying several. Weaving magic through focuses takes a great deal of attention and control.

Dimeritium, Bane of Mages

Dimeritium is a precious metal found sparsely all over the world. Due to its composition it has anti-magic properties, which makes it impossible for average magic users to summon up magic while touching the substance. The very presence of dimeritium can lessen a magic user's Vigor Threshold by 1 for every unit of it within 5 meters. When forced to touch dimeritium, a magic user reduces their Vigor Threshold to 0 and must make an Endurance check (DC:16) and apply the results from the Dimeritium Effects table. This check must be made every half hour as long as contact continues.

Highly Skilled Mages

Highly skilled mages like Yennefer of Vengerburg or the infamous Vilgefortz of Rogeveen are capable of feats that most average mages couldn't even dream of. Magic spells normally rely on incantations and hand gestures. However, high Spell Casting skill allows magic users to omit certain components when casting, as shown below.

Skill	Requirements
1-6	All magic requires spoken words and hand gesture.
7-8	Spells/invocations only require hand gestures.
9-10	Spells/invocations only require minor gestures, which can be made with any part of the body.

Dimeritium Effects

Roll	Effect
≥18	The dimeritium makes your skin itch. You feel uncomfortable but nothing more.
≥16	Your skin feels itchy and you feel mildly queasy but you are unimpaired.
≥14	Your skin feels itchy, you feel queasy, and your body spasms from time to time. Every 1d6 turns, roll a DC:15 Endurance check or be **staggered**.
≥12	Your skin burns and your stomach is roiling. You are **nauseated**.
≥10	Your skin feels like it's on fire and you can barely focus on anything. You must roll Stun saves every round.
≤10	The dimeritium boils the magic in your system and you take 1d6 damage per round that you are touching the dimeritium.

Dimeritium

Dimeritium is a strange mineral that damps the use of magic. Nilfgaardian Mage Hunters use cuffs, chains, and weapons made of a bluish alloy of dimeritium and iron. It is the best defense against mages, assuming you can put the dimeritium on them. No one knows how it works and it occurs rarely in the North, mainly in Kovir and Poviss, (like everything else the gods may have put in the ground). If you figure out why it works, be sure and let the University's chemists know. It's driving them insane.

–Brandon of Oxenfurt

Magic Targeting

Spells and invocations affect different numbsers of targets depending upon their range.

- **Direct:** Direct spells affect one or more targets specifically, but do not affect you or the area nearby. These spells act much like standard ranged attacks.
- **Area of Effect:** Area of effect spells fill a certain area and affect anyone inside it. These spells act much like direct spells, except that anyone in the area must make a defensive roll against your Spell Casting roll.
- **Self-Affecting:** Self-affecting spells only affect the caster of the spell. To cast a self-affecting spell you only have to roll above the casting DC of the spell.

Rituals

Rituals require more focus and precision than the average spell or incantation. Casting a ritual requires specific components for the ritual, and significant time. Much like crafting, you must spend the amount of time listed for the ritual first. Next, roll a Ritual Crafting check against the DC of the ritual. If you succeed, the ritual is successful. If you fail, the ritual has no effect, and the ritual components are used up. If you fumble a ritual, you take 1 point of damage for each point of Vigor spent.

Being Interrupted

If you are interrupted by something before you can finish the ritual, you must make a Ritual Crafting roll to keep focus and continue. The DC to continue the ritual is 15 if you were shaken, bumped, yelled at, or had something tossed at you. If you are attacked and physically harmed, the DC to continue the ritual is 18. If you are physically removed from the ritual area, you can continue if you get back to the area in 1 round and make a DC:16 Ritual Crafting check.

Group Rituals

Other people can help you perform a ritual. These people don't have to be magically potent, but they must be able-bodied enough to help draw chalk circles, place ritual items, or recite text. Every person you have helping you (maximum 4) lowers the DC of the ritual by 1.

Hexes

Hexes function a bit differently from both spells/invocations and rituals. To weave a hex you must draw not only a certain amount of magic, but also personal hatred for the targeted person or place. Failing to cast a hex does nothing. There's no backfire unless you fumble. If you *do* fumble, you have a 50% chance of inflicting the hex on yourself.

Transportation & Cavalry

Control Rolls

When riding animals or driving vehicles you have to concern yourself with keeping control. Whenever you attempt a maneuver, you must make a Control check to keep your transportation under control:

REF stat+Ride skill +Control Mod.+1d10

This Control check must beat a DC appropriate to whatever maneuver you are trying to accomplish.

- **Simple (15):** Swerve a vehicle or jump a low obstacle on a horse.
- **Difficult (20):** Control a skidding vehicle or make an abrupt stop.
- **Very Difficult (25):** Jump a vehicle or leap a high obstacle on a horse.

Control Modifiers

Each mode of transportation has its own **control modifier**. Add the value from the control modifier table to your Control rolls.

Control Loss

If you fail a Control check, you risk losing control completely and having horrible things happen to you and your mount/vehicle. If you are driving a vehicle, use the Vehicle Control Loss table. If you are on a mount, something happens to both you and the mount. Roll twice on the Mounted Control Loss table, once for the riders and once for the mount, to see what happens.

Control Modifier

Mount/Vehicle	Control Mod.
Horse	+2
War horse	-2
Mule	-0
Ox	-2
Sailboat	-1
Sailing ship	-1
Cutter	-0
Cart	-0
Carriage	-1

Vehicle Control Loss

Roll	Result
1-2	**Skid or Slew:** No other results.
3-4	**Major Skid:** Slide 1d10x2 meters sideways in the direction of travel. If you hit an object, use the Charging rules to see what damage is done to your vehicle and the object.
5-6	**Rolled the Vehicle:** Your vehicle skids 1d10x3 meters sideways in the direction of travel and rolls. In a land vehicle, you, the vehicle, and the animals pulling it take 5d6 damage. In a water vehicle, you have capsized and are trapped underwater until you make a DC:12 Swimming check to swim out and up.

Bareback Penalty

When riding bareback (without a saddle of any form) you are at a -2 to all Control checks.

Redanian Cavalry

The Redanian cavalry are our finest army units. They are trained rigorously. But this is not the only reason cavalry, any cavalry of semi-competent riders, is dangerous. What is the most dangerous weapon in an army? The sword? The halberd? The trebuchet? Give me a horse any day. Your horse can kill your opponents simply by stepping on them and running into them, even in plate mail. One can use a horse and a weapon. Mounted on a horse you are elevated and a moving target. Horses can make a hasty retreat. Well-trained riders can hang from one side of their saddle using their entire horse as cover. The rumbling and shaking of a line of well-trained cavalry has been known to seriously dishearten infantry. A well-barded horse is nearly unstoppable.

–Brandon of Oxenfurt

Getting Out From Under A Horse

If your mount falls on top of you, you have two options: let it come to and get off you naturally or try to get out from under it. If someone can make a Physique check with a DC of 25, they can lift the horse off of you.

Mounted Control Loss

Roll	Personal Results	Mount Results
1-3	**Tack Dropped:** The reins slip out of your hands. You are now at a -1 to Control checks until you grab them again, which requires a turn.	**Refusal:** Your mount simply doesn't to do what you want it to do. You must make another Control check next round.
4	**Bucked:** Your mount bucks. Make a DC:15 Athletics check. You must succeed to stay in the saddle.	**Spooked:** Your mount startles and rears. You must make an Athletics check (DC:16) to stay on its back and an Animal Handling check (DC:18) to calm it down before you can keep riding.
5	**Bucked:** Your mount bucks. Make a DC:18 Athletics check. You must succeed to stay in the saddle. If you fall you are considered prone.	**Stumble:** Your mount stumbles and must make a DC:14 Athletics check to stay standing.
6	**Bucked:** Your mount bucks. Make a DC:20 Athletics check. You must succeed to stay in the saddle. If you fall you are considered prone.	**Stumble:** Your mount stumbles and must make a DC:18 Athletics check to stay standing.
7	**Bucked:** Your mount bucks. Make a DC:25 Athletics check. You must succeed to stay in the saddle. If you fall you are considered prone.	**Trip:** Your mount trips and must make a DC:15 Athletics check or fall and take 1d10 points of damage to one randomly rolled leg. Roll 1d10. 1-3: Front Left, 4-6: Front Right, 7-8: Back Left, 9-10: Back Right.
8	**Thrown:** You have been thrown from your mount. Roll 1d6/2 to see how many meters you fly. If you land without hitting anything, roll location and take 1d6 damage to that location. If you hit something along the way, roll location and then take a number of d6 damage equal to the number of meters you would have flown. If you hit a living thing, it takes this damage as well.	**Trip:** Your mount trips and must make a DC:20 Athletics check or fall and take 2d10 points of damage to one randomly rolled leg. Roll 1d10. 1-3: Front Left, 4-6: Front Right, 7-8: Back Left, 9-10: Back Right.
9	**Thrown:** You have been thrown from your mount. Roll 1d6 to see how many meters you fly. If you land without hitting anything, roll location and take 1d6 damage to that location. If you hit something along the way, roll location and then take a number of d6 damage equal to the number of meters you would have flown. If you hit a living thing, it takes this damage as well.	**Fall:** Your mount falls over. If you are on it or within a meter of it, make a DC:18 Athletics check to avoid being landed on. If you fail, your mount falls on you. Roll a random location to see what part of you falls under the horse, then take 2d10 damage to that location. Your horse takes this as torso damage. After this you are trapped under your mount. You can attempt a Control check the next turn to get it off of you.
10	**Thrown:** You have been thrown from your mount. Roll 1d10 to see how many meters you fly. If you land without hitting anything, roll location and take 1d6 damage to that location. If you hit something along the way, roll location and then take a number of d6 damage equal to the number of meters you would have flown. If you hit a living thing, it takes this damage as well.	**Faint:** Your mount faints from the sheer stress of the situation. If you are on it or within a meter of it, make a DC:18 Athletics check to avoid being landed on. If you fail, your mount falls on you. Roll a random location to see what part of you falls under the horse and take 2d10 damage to that location. Your horse takes this as torso damage. After this you are trapped under your mount. Your mount must make a Stun save each round to come to.

Vehicle Combat

You can make all the usual attacks from the back of a mount or on a vehicle. You can also draw or stow weapons, but there are a few things to keep in mind. Each time you attack you must make a Control check.

Charging & Ramming

When making a melee attack from the back of a mount or on a vehicle, you are essentially charging. You can also ram your vehicle into something, but for a vehicle pulled by animals that Control check is at a -10.

When charging you must still roll to hit: Weapon skill if attacking from horseback, and Ride or Sailing if ramming. If you hit, you do either normal weapon damage or ramming damage, but you add damage to both based on the speed of the charge. To calculate this extra damage, divide the number of meters between you and your target by 2, (rounded down and capped at 5). Add this number of d6s to your damage. If you are galloping on your horse, assume your number is 5. Then, multiply this extra damage by the appropriate modifier on the Weight Modifier table. In the case of a ramming vehicle, the full damage is done to your vehicle as well as the target.

Vehicle Damage

Each vehicle has Health Points much like a mount or character. When the vehicle runs out of HP, it collapses and cannot move.

Weight Modifier

Target Size	Mod.
Very Light (Small box, nekker, cat)	x1/2
Light (Human-sized target)	x1
Medium (Werewolf, cart, endrega)	x2
Heavy (Arachas, troll, castle door)	x3

Ramming Damage

Mount/Vehicle	DMG
Horse	3d6
War horse	4d6
Mule	2d6
Ox	4d6
Sailboat	2d6
Sailing ship	4d6
Cutter	5d6
Cart	3d6
Carriage	4d6

Example Combat

For an example of combat, let's pit a man at arms (Johan), a witcher (Hanson), a mage (Storm), and a criminal (Wren) against a small group of 4 ghouls.

As the sun goes down the travelers spot a group of ghouls stalking a battlefield. Before they can change course and sneak around them, the ghouls spot our would-be heroes and go on the attack.

To start with, everyone rolls inititative (REF+1d10). To keep things quick, all eight ghouls have one intiative roll. Our initative roster comes out as follows:

1. *Wren*
2. *Hanson*
3. *Johan*
4. *Ghouls*
5. *Storm*

Wren goes first, drawing her long bow and firing on ghoul A. She rolls an attack (DEX+Archery+1d10) and gets a total of 23. The ghoul rolls a dodge (DEX+Dodge/Escape+1d10) and gets a total of 22. Wren hits. Since she wasn't aiming she rolls 1d10 to determine location. She gets a 9 and shoots the ghoul in the left leg. She rolls her long bow damage (4d6) and gets a lucky roll of 20. Ghouls have no armor but they are resistant to steel, which halves the initial damage. On top of that, the shot was to the leg so damage is halved again. Ghoul A takes 5 points of damage, lowering its health to 20 out of 25.

Next Hanson draws his silver sword and uses the Axii sign on ghoul B. He rolls Spell Casting (WILL+Spell Casting+1d10) and gets a total of 25. The ghoul rolls to resist magic (WILL+Resist Magic+1d10) and gets a total of 13. The ghoul is stunned.

John, who already had his sword out just in case, runs up to the stunned ghoul and swings for its head. He rolls an attack (REF+Swordsmanship+1d10-6) and gets a total of 15. The ghoul can't roll dodge since it is stunned, so Johan easily hits and scores a deadly critical on the ghoul's head. He rolls weapon damage (4d6+4) plus the bonus damage from a deadly critical and gets a total of 25. This damage is halved thanks to the ghoul's resistance but multiplied by 3 because it struck the ghoul's head. Johan does 36 points of damage to the ghoul and rolls to see what critical wound he inflicted. Since he aimed, he rolls 1d6 and tries to roll a 5 or 6. He rolls a 4 and damages the ghoul's eye. The ghoul would be blinded in one eye but the 36 points of damage kills it.

Now the ghouls go, all together. Ghoul A attacks Johan and rolls a total of 20. Johan repositions (DEX+Athletics+1d10) and rolls a total of 21. He dodges back 2m before ghoul C can get to him. Ghoul C attacks and rolls a total of 19. Johan blocks with his sword (REF+Swordsmanship+1d10) and rolls a total of 22. He negates the ghoul's damage but his sword takes 1 point of damage. Ghoul D runs at Storm and attacks with a 14. Storm dodges with an 18 and isn't damaged.

Finally Storm falls back and spends 3 STA to casts Carys' Hail with a Spell Casting roll of 22. Ghoul C rolls a 17 to dodge, getting struck by all 5 of Storm's ice pellets. Ghoul C takes 2 attacks to the torso, 2 attacks to the left leg, and 1 attack to the head. Factoring in modifiers for location, the ghoul takes 14 points of damage (4+4+1+2+3), bringing it down to 11 of its original 25 HP.

With one round of combat done, the ghouls are missing one of their number and the players are still unharmed. The combat continues like this until either all the enemies (or players) are dead or one side escapes combat. Since each round encompasses 3 seconds, most combats are over in less than a minute.

Healing

Healing Over Time

Characters begin healing Health Points naturally over time if someone makes either a Healing Hands or a First Aid roll for them. They regain a number of HP equal to their REC stat per day of rest. While resting, you must not do anything too strenuous. If you spend a lot of time running around, doing work, or fighting, you only heal half of your Recovery per day. If healed with a Healing Hands check you gain an extra 3 HP per day. Critical wounds heal differently.

Healing with Magic

If you are traveling with (or can find) a mage or priest, they can heal you with magic. Magical healing is uncommon: most magic users are incapable of performing it. If you are a witcher, or mildly suicidal, you could take a witcher's potion. For witchers this is perfectly safe. For non-witchers it can be like drinking poison.

- **Spells & Rituals:** A mage can cast a magical healing spell on a target to regenerate their Health Points over time. A Ritual of Life restores health immediately on casting.
- **Potions:** Witchers and non-witchers can drink a *swallow potion* to gain health back, but non-witchers must make a DC:18 Endurance check or be **poisoned**.

Healing Critical Wounds

Critical wounds require time and medical attention. A doctor can heal a critical wound using their Healing Hands ability (see the Healing Hands table), while a mage can use a Healing spell a number of times to heal a critical wound (see the Healing Spell table). The mage must dedicate the spell not to regenerating Health Points but to healing the wound.

Training with Prostheses

Some **deadly critical wounds** have lasting effects that can be alleviated by a prosthesis. However, the penalties can only be brought down so far. You can buy down these penalties further by applying improvement points to them. 10 improvement points subtracts 1 from the penalty. You cannot buy down penalties past -2 and you cannot buy down penalties to use a limb that you don't have a prosthesis for. It is impossible to train a prosthetic to feel.

Healing Hands

Critical	Turns	DC
Simple	2	12
Complex	4	14
Difficult	6	16
Deadly	8	18

Healing Spell

Critical	Uses	DC
Simple	4	14
Complex	6	16
Difficult	8	18
Deadly	10	20

After a critical wound has been treated by a doctor or a mage it must heal over time. Check your BODY stat and wound level on the Critical Healing table to see how many days you'll need to get rid of the Treated penalty.

Critical Healing

Body	Simple	Complex	Difficult	Deadly
3	5	9	12	15
4	4	8	11	14
5	3	7	10	13
6	2	6	9	12
7	1	5	8	11
8	1	4	7	10
9	1	3	6	9
10	1	2	5	8
11	1	1	4	7
12	1	1	3	6
13	1	1	2	5

Optional Rules

Monsters in the Novels

Technically the rules in this book are based on the *Witcher* video games, which were simplified for ease of play. If you want to follow the rules of the *Witcher* novels, things are slightly different. In the novel continuity, witchers carry two swords; only some monsters are susceptible to silver, while others are susceptible to Meteorite Steel.

Monsters Susceptible to Silver:
Cursed Ones
Elementals
Necrophages
Relicts
Specters
Vampires

Monsters Susceptible to Meteorite Steel:
Beasts
Hybrids
Draconids
Insectoids
Ogroids

Adrenaline

Adrenaline is the willpower to go on and fight harder in dire situations. With this option, you gain **adrenaline dice** by scoring critical hits on your opponent. For every critical hit you strike on your opponent you gain one six-sided die. You can have as many dice in your adrenaline dice pool as you have points in your BODY stat. Spend an adrenaline die either to add 1d6 damage to an attack *or* to gain 1d6 temporary HP for the duration of the combat.

You can use as many adrenaline dice per attack or HP bonus as you want, but for every one you spend you lose 10 Stamina. At the end of combat, any adrenaline points or bonus Health Points you have are lost. Just like LUCK, you must declare the use of adrenaline before you take an action.

You can also spend an adrenaline point to bring you up above 0 HP immediately if an enemy attack or other effect knocks you below.

Using Optional Rules

These optional rules are here so you can customize your game. If you want the game to play more like the novels, use the **Monsters in the Novels** rules to change how you fight monsters. If you're playing a more combat-focused game you might want to use **Adrenaline**, which allows you to fight longer and harder, with more excitement and reward when you score critical strikes. For a more social game you could use the **Verbal Combat** system so that your players can still have exciting duels without risking their lives. It's all up to you and how your play group operates.

Empathetic VS Antagonistic

Verbal Attacks are split up into empathetic and antagonistic. Empathetic attacks aim to endear your target to you. They offer more options, but tend to be weaker and entirely reliant on your EMP. Antagonistic attacks, on the other hand, are often more powerful and can benefit from torture and torment. The catch is that antagonistic attacks are more likely to win you the combat *and* ensure that your target either avoids you or acts as your enemy in the future.

Making Friends

Making a friend of your opponent makes them an official Acquaintance (as per Lifepath). They will be friendly towards you and won't actively act against you without good reason. The second time you befriend and opponent you make them a dedicated friend. This means they will not only be friendly but also be likely to do things for you and help you out. The third time you befriend an opponent they become a "blood-brother" and will do just about anything for you as long as it's reasonable.

Verbal Combat

When you're running a more diplomatic game or have a lot of bards, merchants, or talkative characters, you may want to use this Verbal Combat system, which grants persuasion and other verbal skills their own "combat." When starting a Verbal Combat, each party establishes what their goal is in the combat. Each player then determines their Resolve, which acts as their Health Points for the Verbal Combat.

Resolve = ((WILL + INT)/2)x5

A Verbal Combat works much like a regular combat, with each person using an **attack** and their target defending with one of the **defenses** noted on the next page. The person who rolls higher does the damage listed to their opponent's Resolve. The person whose Resolve falls to 0 first loses the combat and is convinced of whatever their opponent is arguing. A Verbal Combat can take place between any number of people, and you can aim attacks at any or *all* your opponents in the argument, who all get a chance to defend. Each person who succeeds in defending does damage to the attacker's Resolve. Instead of attacking you can use one of the Verbal Combat **tools**. These take one full turn to use, but help you in a Verbal Combat.

Empathetic Attacks

Name	Skill	DMG	Effect
Seduce	Seduction	1d6+EMP	Defender is a little hot under the collar and takes a cumulative +2 damage from each Seduction for the combat.
Persuade	Persuasion	1d6/2+EMP	If you end a combat with a successful Persuasion check, you have convinced them to agree with you.
Appeal	Leadership	1d10+EMP	The defender thinks you probably have the right idea and takes a cumulative +1 damage from empathetic attacks for each time you succeed at Appeal.
Befriend	Charisma	1d6+EMP	If you end a combat with a successful Befriend attack, you have made a friend of your opponent.

Antagonistic Attacks

Name	Skill	DMG	Effect
Deceive	Deceit	1d6+INT	If you end a combat with a successful Deceit check, you have convinced the defender of the lie.
Ridicule	Social Etiquette	1d6+WILL	If you successfully Ridicule a person in public, you also lower their Reputation with those people by 2 for each successful Ridicule. This penalty lasts for one day.
Intimidate	Intimidation	1d10+WILL	Anyone you intimidate is afraid of you and takes a cumulative +4 damage from Intimidation for the combat.

Defenses

Name	Skill	DMG	Extra Effect
Ignore	Resist Coercion	1d10+EMP	NONE
Counter-argue	See Extra Effect	See Attack	Instead of taking a defensive action you can make an attack that negates the first attack. If you beat the opponent's roll, their attack is negated and your's does damage.
Change the Subject	Persuasion	1d6+INT	NONE
Disengage	Resist Coercion	NONE	Ends the argument.

Empathetic Tools

Name	Skill	DMG	Effect
Romance	Charisma	NONE	The Romanced party falls in love with the Romancer. This gives them a -3 against the Romancer in Verbal Combat, but only as long as the attacker continues to convince the defender they are in love and treats them well. If the romance ends poorly, the defender gets a permanent +3 against the attacker's empathetic attacks.
Study	Human Perception	NONE	Studying allows you to look for or probe weaknesses in your opponent's mental armor. Roll against their INTx3. If you succeed, you get +2 to Verbal Combat for one round.

Antagonistic Tools

Name	Skill	DMG	Effect
Imply	Persuasion or Deceit	NONE	Implying allows you to suggest something good or bad about your current argument. If you succeed, you lower your opponent's defenses by -4. You can only use Imply once per combat.
Bribe	Gambling	NONE	For every 50 Crowns you offer, you gain +1 to your empathetic Verbal Combat rolls for the rest of the fight if you succeed on your Gambling roll.

Torture & Torment

If you have a target at your mercy and do damage to them, you take negatives to empathetic attacks and gain bonuses to antagonistic attacks. Harming a target gives you a -3 to empathetic attacks but grants a +3 to Intimidation. Bringing a target down to their wound threshold gives you a -10 to empathetic attacks but a +10 to Intimidation.

The World of the Witcher

"The Golden Court, the country town's elegant inn, was crowded and noisy. The guests, locals and visitors, were mostly engaged in activities typical for their nation or profession. Serious merchants argued with dwarves over the price of goods and credit interest. Less serious merchants pinched the backsides of the girls carrying beer, cabbage and beans. Local nitwits pretended to be well-informed. Harlots were trying to please those who had money while discouraging those who had none. Carters and fishermen drank as if there were no tomorrow. Some seamen were singing a song which celebrated the ocean waves, the courage of captains and the graces of mermaids, the latter graphically and in considerable detail."

-Andzrei Sapkowski, Last Wish

You've seen quite a bit about the world around you through weapons, professions, and introductions to the game. However, there's a lot more to learn. At the moment the world is split between the Empire of Nilfgaard, the Northern Kingdoms, and Skellige. While these are the basic sides as far as the Third Nilfgaardian War goes, there is a lot more differentiation to be made between the alliances within these factions. The Empire of Nilfgaard is a tremendous expanse covering many many countries and regions. Due to its rapid and brutal expansion much of the Empire is held under Imperial law but remains true to its original culture. This means that while the country of Nilfgaard functions one way, its further provinces and more autonomous duchies may be drastically different in customs and operation. You can't assume that working in the capital of Nilfgaard will be the same as operating in Gheso.

Similarly, the Northern Kingdoms and Skellige are really only united by the fact that they are all fighting Nilfgaard. Further, with the loss of many of their rulers, most of the North has fallen into chaos.

The Importance of Alliances

Who you ally yourself with is as important as where you're from in the world of *The Witcher*. Each alliance, including religions, comes with allies and enemies and it's assumed that if you join an alliance you will be working towards its goals. As we've seen with the Lodge of Sorceresses, that can be problematic.

A Lesson

I, Brandon of Oxenfurt, Professor of History at Oxenfurt University, have been asked to contribute a chapter of this tome regarding the world situation. Being a student of history both past and present, I watch the tides of our world ebb and flow not just in the safe and privileged world of Oxenfurt, not just in Redania, nor even just in the North. No, I am an internationalist and I believe that our lives are affected as much by the fate of occupied Aedirn or the Imperial Will of Nilfgaard as they are by the proclamations of our Good King Radovid or the cost of figs in the marketplace. I will prove my point by showing you what we know of the countries, religions, and powerful alliances of our world. Take notes—there will be a test after.

–Brandon of Oxenfurt

The North

Elven Ruins

Numerous human cities such as Vizima, Maribor, and Tretogor were built on top of the ruins of ancient elven cities.

"King" Abdank

Legend says that King Dezmod of Temeria was succeeded by a mentally deficient son, Abdank. During his rule, he was "advised" by the sorcerer Raffard the White, who turned down the crown but kept the power. They resolved the Six Year War, though little of that story has come down to us. It seems fairly certain that Raffard objected to the formation of the Brotherhood of Sorcerers, and was killed. After his death, and a few years of Abdank fumbling along, the king died and a struggle ensued between Maribor and Ellander. Supposedly Adalbert of Maribor succeeded Abdank, and was succeeded by Geddes. This is an opportunity for some serious scholarship .

–Brandon of Oxenfurt

500 years ago, the Nordlings arrived, in an event called the Landing of the Exiles. These were the humans destined to take over all of the North. They had cautious relations with the dwarves and gnomes, but relations with the elves became hostile. For a long time human settlement progressed rapidly. Territorial agreements and treaties with the elves were made and broken at the convenience of the humans. At first the elves believed that eventually the humans would stop expanding, but it never happened. Eventually the werebubbs and vran were forced back into a few small enclaves and the elves began to retreat, destroying their glorious cities behind them. But not all the elves were willing to resign themselves. A young elvish woman named Aelirenn led one last campaign against the humans. Many, many young elves were killed.

Redania

Soon after the Landing, the four major countries of the North began to form. In Redania, Sambuk ruled an area including Novigrad and the Pontar Delta. The port and the river drove Redanian trade development. Eventually as the countries became larger, the Redanian trade empire bumped up against the Temerian trade empire across the Pontar, sometimes with volatile results.

Sambuk's grandson Radovid I, also known as Radovid the Great, solidified the Redania we know today. Radovid despised his brother, Troydan, and suspected that he was scheming to take the throne. He gave his brother what should have been an honor title: dominion over the northern province of Kovir; a cruel joke, as the province of Kovir has eleven months of winter and August. Little did Radovid know that Kovir contained one of the largest gold deposits in the North and 70% of the world's dimeritium. Kovir and Poviss are now the wealthiest countries in the North.

Temeria

In Temeria, Dezmod became the first king at the time of the Landing. There are legends about short-lived kings between Dezmod and his son, Geddes, but at the ascension of Geddes we are on firmer ground. His first son was born to a mistress named Vinifrida, who it is said was a full-blooded elf. So it is possible that the Temerian royal line has some elf in it. The line has carried on unbroken until Foltest, giving Temeria marked stability.

Aedirn

Aedireen, the granddaughter of the first king of Aedirn, won a great deal of new territory through wars and negotiations. In the face of a possible attack by Redania, Aedireen made a treaty with the new nation of Kaedwen. The attack was repulsed and Aedirn claimed the Loremark or Upper Aedirn. But seizing this fantastically fertile land angered Kaedwen and has soured relations. Today Aedirn, the most sophisticated of the four preeminant countries, has been ripped apart by Nilfgaard.

Kaedwen

The early people who went up the Pontar and turned left into the rocky, forest-covered mountains of Kaedwen must have been hardy stock. There is little arable land in Kaedwen, but the people love their land and pride themselves on being tough and resilient. They have many legends of their early kings, but their political history starts with King Benda, who helped negotiate the Treaty of Lan Exeter, ending the war between the forces of Redania and Kaedwen and those of Kovir, making Kovir and Poviss an independent nation. Benda's grandson Henselt is a good military mind, but is more known for his intense loathing of non-humans.

The Northern Kingdoms
Dragon Mountains
Lufemounts
Gulf of Praxeda
Pontkovir
Lexfekk
Pont Vanis
Hengfors
Talgar
Mallfore
Aedd Gynvael
Kaer Morhen
Gwenllech
Blaviken
Ghelibol
Rinne
Redania
Ard Carraigh
Ban Ard
Ban Glean
Loc Muinne
Roggeven
Novigrad
Tretogor
Oxenfurt
Rinbe
Vergen
Pontar Valley
Gulet
Temeria
La Valette
Hagge
Ellander
Cidaris
Gors Velen
Vizima
Vengerberg
Kerack
Dorian
Carreras
Brenn
Mount Carpo
Aldersberg
Riathanna
Lyria
Maribor
Mayna
Rivia
Scala
Falla
Brugge
Nastrog
Rozrog
Dillingen
Cintra
Sodden Hill
Riverdell
Loc Mondhiren
Riedbrune
Slopes
Attre
Amell Mountains
Belhaven
Caed Myrkvid
Gwendeikh
Peixe de Mar
Toussaint
Sudouth Valley
Theodula Pass
Mount Gorgon
Blauclair

Redania

Redania remains untouched by Nilfgaardian forces. Our young king, Radovid the Stern, works tirelessly to unify the Northern forces to push back the Nilfgaardian threat. The current northern boundary of Redania touches nations of the Hengefor's League, while the great Pontar River is the southern border and is the highway for Redania's trade empire. In the west it is bounded by the Gulf of Praxeda and the Northern Sea. The wooded hills then roll east up to the Kestrel Mountains, which have traditionally been the boundary between Redania and Kaedwen. Recently, in response to a call from Kaedwen, King Radovid has sent Redanian troops across the Kestrel Mountains, not to aid Kaedwen but to occupy, as a part his plan to consolidate the Northern Kingdoms. This sparked the Winter War, as Kaedwen attempted to rally its forces to push back Redania.

King Radovid's father was King Vizimir the Just. Redania thrived in his reign, but darkness was on the horizon. In 1262 Nilfgaard started its depredations in the Northern lands, including the destruction of Cintra. King Vizimir saw Redania through the First Nilfgaardian War, but even during the peace Nilfgaardian spies and provocateurs sought to destabilize the country, sending proselytizing priests of the Great Sun and merchants with products priced to undercut domestic goods. The non-human races were egged on by Nilfgaardian spies. This came to a head when an elven attacker assassinated King Vizimir, although there are those that believe that the assassin was hired by Vizimir's sorceress adviser, Philippa Eilhart. At that time Radovid was only thirteen years old and Redania was in the midst of the Second Nilfgaardian War. Queen Hedwig reigned in Redania, but power rested with a regency council led by the head of Redanian Intelligence, Sigismund Dijkstra, and his lover, the sorceress Philippa. The sorceress unwisely treated Queen Hedwig and the young Prince Radovid very badly. They say it was her arrogance that burned a vast hatred of sorceresses into our king at a young age. When he took the throne he realized the Lodge of Sorceresses had too much influence on the Northern kings. Radovid's witch hunters, previously the most fanatical of the Knights of the Flaming Rose, have since hunted down many mages.

Tretogor is the capital of Redania. Aside from its castle and large administration buildings it is very modest. The city guard is very active—magic users and many non-humans are soon swept up and not be seen again. Tretogor's dungeons are famous for being the last stop for Scoia'tael on their way to execution. Almost everyone in Tretogor works for or is in town to visit the government. With Novigrad so close, there is no major trade center here.

Oxenfurt is the liveliest city in Redania. The Oxenfurt Academy and its libraries, labs, and classrooms fill the city center. Around the edges are the taverns, bars, and brothels catering to the footloose but usually penniless students. There is nothing like it in the North, and new ideas and inventions boil out of it constantly.

The "Free City" of Novigrad

Novigrad is the largest city in Redania. As a result of its status and its placement at the mouth of the Pontar it is the ultimate trade center. For many years Novigrad was a free city: the diversity of the beings there was only exceeded by the diversity of trade items. Since its recent occupation by Redania, the witch hunters and Redanian army have started to eliminate magic users in the city. You can still find anything you want in Novigrad. Go down to the docks to marvel at the trade ships of all nations unloading goods and look for rare ships from faraway and exotic Zerrikania and Ofier. Many of the largest human trade families have their headquarters in Novigrad. There is also the Grand Temple of the Eternal Fire, the largest temple in the North.

–Brandon of Oxenfurt

Kaedwen

Kaedwen is the second largest country by area in the known world after Nilfgaard. But unlike Nilfgaard, most of Kaedwen is rocky, mountainous, or deeply forested. The north of the country is sparsely settled by independent-spirited communities. They scratch a difficult living from the land and trade furs and lumber. They tend to be conservative and isolationist. The northern border of Kaedwen is between the northernmost peaks of the Kestrel and Blue Mountains. The harsh conditions beyond this point have so far daunted even the hardy settlers of Kaedwen. The eastern border is the Blue Mountains. The southern boundary is the Pontar River. To the west are the Kestrel Mountains. Up to now this natural boundary has kept peace between Kaedwen and Redania, but Kaedwen recently called King Radovid of Redania for aid against Nilfgaard. The "aid" Radovid sent was an army of occupation, not military support. This started a conflict called the Winter War, as Redanian troops moved over the Kestrels and into Kaedwen to stay. With King Henselt missing or dead, there has been little organized defense.

Kaedwen is the youngest of the Northern countries. The humans pushed the elves back into the Blue Mountains and settled their country about 200 years ago, though that was not the end of violence between Kaedweni and elves. The Scoia'tael have made many cruel raids into the forests, and Kaedwen has replied by killing thousands of elves and dwarves already assimilated into Kaedweni cities. There are also wars with Aedirn over the Pontar Valley, or Loremark. This area is hotly disputed territory even as Nilfgaard advances toward it.

Henselt has had some very powerful advisers. One such was Sabrina Glevissig, a powerful native Kaedweni sorceress, beautiful and usually dressed in provocative clothing. She became the power behind the throne, leaving Henselt time for more pleasurable pursuits. Unfortunately during the battle with Aedirn she chose to follow the instructions of the Lodge of Sorceresses rather than Kaedwen's best interests, causing vast Kaedweni casualties. Henselt had her burned at the stake. This was not the end, though: Sabrina put her death curse on the battlefield so that wraiths would fight the battle out over and over again until the curse was finally lifted just last year.

Ard Carraigh is the capital of Kaedwen, a hardy fortress city with few of the comforts and amenities you might find in other capitals. It sits near the center of the country, not associated with any lake or river. The legendary founder of Henselt's line, Viduka, was led to this unusual site by a unicorn, which now features on the flag of Kaedwen. In town, locals are likely to harass visitors who appear too "foreign" or ostentatious. It is a rough town for non-humans, though dwarves are grudgingly accepted. Henselt's palace is on a bluff just north of the main city and access for anyone other than nobles and military elite is limited.

Ban Ard

Ban Ard is set in the foothills of the Blue Mountains southeast of Ard Carraigh. The city's main industry is mining, but it is best known as being the home of the Ban Ard Academy, the school for training boys in magecraft. At one time there was a healthy rivalry between the boys' school and the girls' school. Generally the girls won due to the greater discipline and confinement of Aretuza. The boys of Ban Ard are not confined, much to the disappointment of the townspeople.

–Brandon of Oxenfurt

Ban Glean

Ban Glean is a city to the southwest of the capital. It was once the home of the Dun Banner, a light cavalry unit, dashing in their cloaks and beaver fur hats. The unit was famous for their brave action at the Battle of Brenna. Unfortunately, while leading the Kaedweni army into battle once again, the unit was shattered by the sorceress Sabrina Glevissig, former adviser to King Henselt.

–Brandon of Oxenfurt

Aldersburg

Aldersburg is known for its position in the First and Second Battles of Aldersberg. In the first battle, the Northern troops of King Demawend and Queen Meve of Lyria broke from negotiations and took on the Nilfgaardians, under noted Nilfgaardian general Menno Coehoorn. The Northern armies were routed. In the second battle King Henselt of Kaedwen joined Demawend and Meve, and the Nilfgaardians were overcome. The battlegrounds outside the city are only now recovering, and scavengers sometimes find armor and weapons left after the battles. Also well known in Aldersberg is the tale of Jacques de Aldersberg, who left this town as a hungry waif and rose to be the Grand Master of the Order of the Flaming Rose before he descended into madness.

–Brandon of Oxenfurt

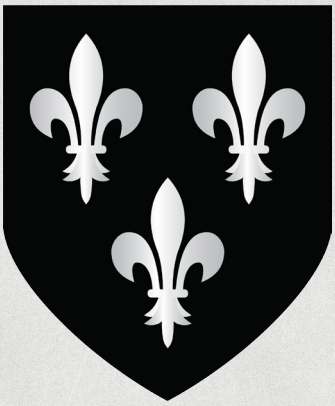
Aedirn

Aedirn is newer than Temeria and Redania, founded as humans worked their way up the Pontar after the Landing of the Exiles. It is bordered to the north by Kaedwen, on the west by the disputed Pontar Valley and the Mahakaman Mountains, on the south by Lyria and Rivia, and on the east by the Blue Mountains. It was founded at roughly the same time as Kaedwen. The Kaedweni have always been jealous of the mild Aedirnian climate and its more arable lands. These conditions made for a population skilled in farming and dairying. The country had many small towns, most generally neat and clean. Unfortunately these enviable conditions resulted in Aedirn losing a lot of land to nearby powers, primarily Kaedwen. Despite King Demawend III's noted tactical skills, which allowed him to anticipate Nilfgaard in the First Nilfgaardian War, Aedirn has become smaller and smaller.

Now the bulk of Aedirn is awash in death and devastation. Everything fell into chaos when King Demawend was assassinated by Letho of Gulet on the king's pleasure barge. His current sorcerer, his bodyguard, and the well-known archer Tybalt were killed as well. Demawend was a ruthless and unpleasant king, looking for any excuse to send "punitive expeditions" into Dol Blathanna, but Aedirn dearly misses his tactical mind. Aedirn is occupied by Nilfgaard, which is probably gathering its forces for an assault on the Pontar Valley. The people looked to Demawend's son, Prince Stennis, but the word spreads that he may already be dead, perhaps lynched for attempting to poison Saskia, Virgin of Aedirn. It is unlikely Aedirn will receive aid from Kaedwen. In the last war, Kaedwen turned traitor to all the North and formed an agreement with Nilfgaard to split up Aedirn as spoils of war. Aedirn's lands were only returned at the Peace of Cintra. As Demawend hated elves passionately, we can write off aid from Dol Blathanna. During the Second Nilfgaardian War, advancing Nilfgaardian troops dismantled or destroyed all industrial centers, from forging to weaving. All they dismantled they loaded into wagons and took to Nilfgaard, as well as all the crops and livestock they could find. I do not envy the Nilfgaardian troops assigned to cart Aedirn's wealth and food all those miles home to the South through angry, starving civilians with nothing to lose.

Vengerberg is the capital of Aedirn. It was once one of the largest, most prosperous, and most beautiful of the Northern cities. It sits on important trade crossroads and its marketplaces, factories, schools, and churches were the envy of many. Historically, Vengerberg is known for producing beer, spirits, dyes, and textiles. Elves would not be comfortable in Vengerberg. Aedirn's displeasure does not typically extend to dwarves, especially the Vivaldi family of the Vivaldi and Sons bank, but there has been at least one non-human pogrom. Nilfgaard did great damage to the city during the Second Nilfgaardian War due to the horrific agreement between Kaedwen and Nilfgaard, but after the Peace of Cintra the citizens of Vengerberg started to rebuild their city. Now Vengerberg is again in Nilfgaardian hands. Who knows what will happen?

Temeria



Temeria is more populated and more central to the Northern Kingdoms than its neighbor Redania. Historically it has been very strong, a rival to Redanian power. Over the course of time, the Temerian king has held the titles King of Sodden, Sovereign of Pontar and Mahakam, and Senior Protector of Ellander and Brugge. This area is falling into chaos and will be difficult to wrest from the advancing Nilfgaardian army. Many villages have been looted and burned. Others still exist, but their people have suffered unbelievable horrors. Both armies have stripped the land for provisions and executed "collaborators," frequently non-humans. Do not travel through this area but in the greatest necessity.

Temeria is bordered on the north by the great Pontar River, which creates the boundary with Redania. Tributaries of the Pontar, the Ribbon, as well as the Yaruga in the south, penetrate the land creating highways for valuable trade. The eastern border is the Mahakaman Mountains, with large dwarf strongholds that produce the best iron and steel in the world. On the western side, Temeria is largely isolated by the Brokilon Forest and its distinctly anti-social dryads. In the south, Temeria borders the Temerian protectorates of Brugge and Sodden, now lost to Nilfgaard.

It wasn't always like this. Temeria was founded in the eighth century by King Dezmod just after the Landing of the Exiles. Four hundred years later, King Medel ruled uneventfully with his queen and two children. The son, Foltest, and the daughter, Adda, were very close. No one appreciated how close until Foltest announced that he intended to marry his sister and make her his queen. The royal advisers were horrified. Unfortunately, Adda was already pregnant. She died giving birth to a stillborn daughter so deformed that one midwife went insane. There were whispers that it was retribution for their unnatural liaison, but Foltest was inconsolable.

The Nilfgaardian Emperor's cleverest strategy was arranging the assassination of King Foltest and King Demawend of Aedirn by the former witcher, Letho of Gulet, and tying those deaths to the Lodge of Sorceresses. The loss of the kings' tactical and diplomatic skills has been keenly felt in the war. Since Foltest's death, Temeria has been plagued internally by battling nobles. Constable John Natalis is a sufficient supreme commander of the Temerian forces, but he is not a diplomat and cannot handle the fractious dukes. No true leader has emerged, and the Nilfgaardians currently lay siege to the capital city of Vizima.

Vizima is a large walled city encompassing an island at the edge of Lake Vizima, which empties into the Pontar River. Temerian soldiers and conscripts constantly harass the Nilfgaardian siege forces. In the future, if the city is rescued by Northern forces, it is well worth visiting. However one should avoid the Old Vizima quarter, a run-down ghetto for non-humans.

Adda the Strygga

After seven years, Foltest's daughter—Adda—rose again as a monster: a strygga, just over a meter tall but extremely fast and extremely strong with long claws and sharp teeth. She came out at night and killed so many people that a new castle was built elsewhere. Foltest was desperate to find a solution that would save the child, who was all he had left of his beloved Adda. The famous witcher Geralt of Rivia broke the curse on Foltest's daughter and she emerged as a mentally dull girl who was not at that time generally considered as part of the succession.

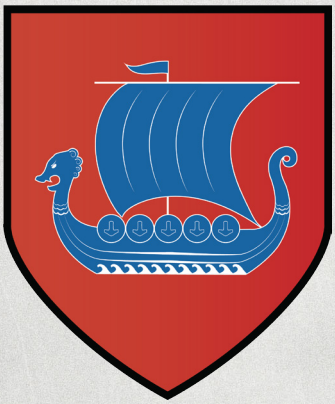
–Brandon of Oxenfurt

Gors Velen

Gors Velen is the second largest Northern trade port after Novigrad. At the booths of the marketplace one can find almost anything from almost anywhere. Northwest of Gors Velen is the island of Thanedd. Thanedd was the home of Aretuza, the magic training academy for young girls and also the scene of the Thanned Coup, which changed forever the relationship between sorcerers and kings.

–Brandon of Oxenfurt

Skellige



The Skellige Isles are an archipelago off the coast of Verden. There are six clans, each with its own territory. Each clan has a jarl but there is only one king, chosen by vote. Other than that, all Skelligers are considered equal. Their islands take the brunt of ocean storms, and are not particularly rich or fertile. Their coastlines are rugged with tall, jagged cliffs and few natural harbors to land in, but many fjords to hide in. Before the First Nilfgaardian War they had strong alliances with the Kingdom of Cintra. The strong, wise, and beautiful Queen Calanthe of Cintra, after being widowed, couldn't rule due to her gender. She married Eist Tuirseach of the Skellige Clan Tuirseach as her second husband. Eist, who was at that time King of Cintra and Skellige, fell in the Battle of Marndal, leading Cintran and Skellige warriors against Nilfgaard. Since then the Skelligers have hated Nilfgaard. They are not so much part of the North as they are an ally with similar goals. No nation's ships are safe while sailing through Skellige waters.

All six clans trace their lineage back to their legendary champion, Hemdall. The most powerful is Clan An Craite with their current jarl, Crach an Craite. Their territory is the northern half of the largest island, Ard Skellige. This clan has had many strong jarls and kings. Their colors, which identify them on the battlefield, are red, brown, and black. Clan Tuirseach lives on the island of An Skellig. Their colors are blue with bearskin and their current jarl is Svanrige. The previous jarl, Eist Tuirseach, became King of both Cintra and Skellige. Torgeir Tuirseach the Red was a legendary pirate of the clan who sacked Nilfgaard's capital, the City of Golden Towers, several times with his companion Gerd, of the Bear Witchers. Clan Brokvar, and their jarl Udalryk, live on Spikeroog. Clan Brokvar is known to produce archers without equal, but many clans still consider them cowards after they once left the field of battle because their opponents were too numerous. Their colors are black and gray. Clan Hemaey, and their jarl Donar an Hindar, live on Hindarsfjall. This is also the site of the largest temple and sacred grove of the goddess Freya. Donar an Hindar is a much-revered and patient elder jarl and the Hemaey are a pious group. Their colors are yellow, black, and white. Clan Dimun lives on Faroe, the smallest island. They are the most merciless of raiders. Their jarl is Holger Black Hand who said "After you've taken their wenches and their gold, burn their home to the ground. That's how Clan Dimun lives." Their colors are brown, black, and olive. Clan Drummond, with their jarl Madman Lugos, live on the southern half of Ard Skellig. The Drummonds still rage over the seizure of the northern half of their island by the more powerful Clan an Craite. One's position in Clan Drummond is based on personal combat. The Drummond colors are purple and black with minor blue points. Clan Tordarroch is in limbo now, as their people, once known as excellent smiths and fisherman, have recently been chased off Undvik by an ice giant and an army of sirens. Most of them are living in An Craite territory on Ard Skellige.

Rumors of Skellige

Because these islands are so remote, many people believe the rumors about Skellige. That it is primitive and the people are ruthless, uncultured barbarians. But this is not entirely true. They are a hardy people. The men dominate and do the fishing and raiding, but the women are given much respect in their domain. The sea is rough around the islands and their ships, the result of hundreds of years on the sea, are simple and light. Skelligers are used to the facts of a dangerous life.

–Brandon of Oxenfurt

Jarl Houndsnout

The Jarl of Clan Tordarroch at the time of the ice giant attack, Harald Houndsnout, returned to Undvik to reclaim it, but there has been no word from him in some time.

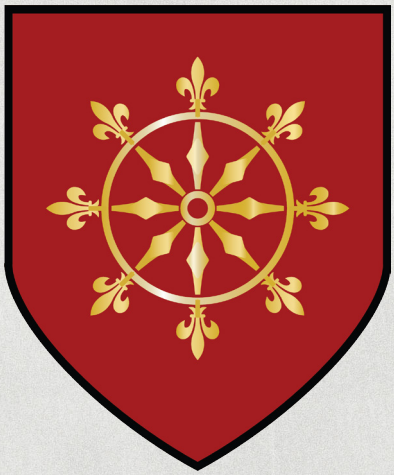
–Brandon of Oxenfurt

The Death of Bran

Recently, King Bran of Skellige passed on. In his old age he decided, as many elderly Skelligers do, that he would rather die in battle than in his bed. King Bran died fighting a great Skellige bear with only a knife. His death has left a vacuum of power on the Skellige Isles.

–Brandon of Oxenfurt

Kovir & Poviss



There are several small feuding principalities or duchies north of Redania. The two most powerful, Kovir and Poviss, are joined under King Tankred at this time. They are not involved with the Nilfgaardian War other than to send significant monetary support to the North. Originally given to a castoff member of Redanian royalty, the backwater of Kovir and Poviss became very successful after finding large veins of rare minerals, including dimeritium and 80% of the world's current gold deposits, in their territory. King Tankred has also made a point of saving and employing sorceresses cast off, and in some cases tortured or imprisoned, by Redania.

There are some who say that the University of Lan Exeter in the Koviri capital has long surpassed Oxenfurt as a seat of knowledge. Lan Exeter is a beautiful city, but Port Vanis, the summer capital on the Gulf of Praxeda, has no equal for elegance. In August, many nobles leave their summer homes and throw extravagant parties on brightly decorated barges plying the Grand Canal. The canal frames the perfect view of the summer palace of Ensenada and is lined with the summer homes of nobles, mining magnates, and trade barons. The houses are very narrow, as they are taxed by canal frontage foot.

Although not in power herself, Dowager Queen Zuleyka has long had strong influence in Kovir and Poviss. She is an enthusiastic follower of St. Lebioda and his "Good Book," much of which is common-sense homilies and parables. It is believed that this common sense has seen these countries through some sticky situations.

The Hengefor's League

The Hengefor's League was once the East March of Kovir. Since breaking away, that area has broken up into several small principalities: mainly Cairngorn, Creyden, Malleore, and Woefield. Sandwiched between Redania and Kovir and Poviss, the League would have to cooperate or be annexed. After 200 years of war, King Niedamir of Cairngorn finally united this group by military intervention, executing anyone who opposed him. The League are followers of the Cult of Kreve, the thunder god of the North. Kreve's followers take action to fight evil in the world, but also within themselves. Originally, the Order of the White Rose was the military arm of Kreve, but they have evolved into the Order of the Eternal Flame. Knights of the Eternal Flame, who hunt down non-humans and mages, are discouraged from settling in the League due to their close association with King Radovid of Redania.

Many of the nobles have winter homes in eastern Malleore, now famous for its hot springs. Not being overly fond of hot springs himself, King Niedamir built a sumptuous winter home there for his brother-in-law Yogin Pieters, long thought to be the head of Neidamir's secret police. Travelers to the often snowbound countries of the League say marvelous things about the Schmaltznudeln. It is apparently similar to the fried doughrings found in Oxenfurt.

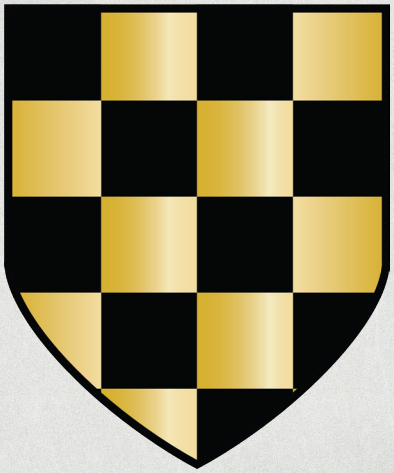
Lyria & Rivia

The small country of Lyria and Rivia is an area between the southern Blue Mountains and the Mahakaman Mountains surrounding the cities of Lyria and Rivia. The summer court is in Lyria, the winter court in Rivia. Here you will find Dol Angra, one of the few good fords on the Yaruga. Before being captured by Nilfgaard it was ruled by Queen Meve, frequently called "a second Calanthe" after the powerful and beloved queen of Cintra. Currently, bands of Rivian guerilla fighters still stalk the forests. Rivians in particular are known as hardy souls and exceptionally skilled crossbowman, but they are also widely considered wild and unscrupulous. Although not born in Rivia, Geralt of Rivia was knighted by Meve in Rivia for holding the Yaruga Bridge against the Nilfgaardians with a small force at a critical moment. Ironically, Geralt also died in Rivia defending non-humans in a pogrom. I gather he was killed by a very ordinary man with a pitchfork, named Rob.

Cidaris

Cidaris acts as a blockade to Nilfgaardian sea power. It is a coastal country north of Verden, a nation of rough-and-tumble seafarers, independent and ready for a fight. Cidaris is ruled by King Ethain from his capital of Cidaris, which is built on elvish ruins. He is a wise king, a good strategist, a lover of art and artists, and a little bit of a pirate. The court is well known for culture, and the best performers visit often, including the well-known bard, Dandelion. Bremervoord is a small seaport city-state, a vassal of Cidaris. It is ruled by Duke Algoval, whose wife was once a mermaid, if you believe the balladeers. The Bremervoord cutlass is the favored weapon of pirates. Cidaris has a long history of resisting Skellige pirates, and has a fair number of pirates of its own. Both its army and navy contributed greatly at the battle of Brenna in the First Nilfgaardian War and they are now cooperating with Skellige. Nilfgaardian ships must run a gauntlet between Skellige and Cidaris or chance deeper, more dangerous waters to get to the North.

Verden



Verden has an unusual story. This long strip of land south of Kerrack sits at the mouth of the mighty Yaruga River and has a long, welcoming sea-coast. It's in a perfect place for trade, but for the Brokilon Forest on its eastern border. This impassable dryad forest so infuriated King Ervyll of Verden that he offered bounties for dryad scalps, earning the enmity of all non-humans. At the time of the Second Nilfgaardian War, King Ervyll broke from the North and signed a treaty with Nilfgaard. This was very unpopular in Verden, and Ervyll was overthrown by his son Prince Kistrin and later assassinated. Fortunately for Verden, the Nilfgaardian representatives there were notably inept. The opposition led by the now-King Kistrin in league with Skellige and Cintra forced Nilfgaard out of Verden. Unfortunately Verden has since been retaken. King Kistrin's whereabouts are unknown.

The Elderlands

The growing antipathy between humans and non-humans is a source of pointless violence every day in the North. Human and elf conflict goes back to the legend of Lara Doren and Cregnan of Lod, and the destruction of the elvish palace at Loc Muinne by Redania just a few years after the elves there had agreed to educate human children in the magical arts. Loc Muinne started a human/elvish war which culminated in the battle at Shaerrewedd. This is not to say that humans have been the only offenders. It was a Scoia'tael massacre at Fort Leyda in Kaedwen that prompted the pogrom in the capital of Ard Carraigh that killed many assimilated elves and dwarves.

At the time of the First and Second Nilfgaardian Wars, King Demavend of Aedirn and King Henselt of Kaedwen, were rabidly anti-non-human. Such racism looms over the assimilated non-humans in the human cities at all times. They have no idea when a crowd of angry, intolerant humans will come to their door or burn their business. It is only a matter of time before humans manufacture an excuse to destroy the dwarvish banking families that underwrite business in the North, solely out of greed and self-righteousness.

The people of Nilfgaard, including their Emperor, seem not to hold these same feelings. It is difficult to know what life is like for non-humans in Nilfgaard as very little information about it comes to the North. We do not know of any non-human strongholds in the South with the exception of a gnomish enclave in the Tir Tochair, but we do know that there are assimilated elves and dwarves living in Nilfgaardian cities, probably under the same terms as humans of those provinces.

We know that the Emperor insisted in talks that Dol Blathanna be left to the elves as a homeland at the expense of the Scoia'tael who could not be received in Dol Blathanna until after the war. It would be naïve to think that this is anything other than a ploy by the Emperor to encourage the Scoia'tael to continue as a thorn in the side of the North. And yet, in the end, the elves do wind up with a recognized homeland, which is far more than they would ever receive from any force in the North. We have to assume that the Scoia'tael's aid of the Nilfgaardian cause at Thanned, and the participation of the elven Vrihhed Brigade led by Isengrim Faioltiarna with Nilfgaardian units at the Battle of Brenna, are more a case of a temporary alliance based on a shared enemy. The fact that Nilfgaard handed over Isengrim Faioltiarna and the officers of the Vrihhed Brigade only emphasizes that Nilfgaard's attitude towards the elves of the North are based, not on compassion, but expediency.

Humans hate dwarves less virulently, probably because they produce things that humans want and often live under mountains on lands humans do *not* want. Unfortunately this does not exempt the dwarves from human harassment and violence. One of the few known dwarven retreats in human lands, the city of Vergen, was recently attacked by Kaedwen, and the outcome is as yet unknown.

Can anything ever stop the animosity? If the elves retreat to Dol Blathanna, letting their rage die with the Scoia'tael, if the dwarves retreated to their underground world where they are not second class citizens, until the humans no longer vent their wartime fear and loss as hatred, could the races start over again? I'd like to think so.

The War Of The Races

The war of the races, which cannot be ignored in our world, goes all the way back to the Landing of Exiles. I have never heard of equally poor race relations before that point. No major fracas between dwarves and gnomes, no vicious battle between elves and werebbubbs. No, this appears to be a specifically human condition. By the time the Exiles arrived, the dwarves and gnomes had dug in under the mountains. The only serious contender for us was the elves, and by the time they realized they were in a fight for their lives it was too late. They are a proud race, and that is understandable in regards to their art, architecture, literature, and general aesthetic values, but as far as survival is concerned they are pitiful. Human culture has not risen to their level, but we have the tenacity and ingenuity of cornered sewer rats. These are the things that the Scoia'tael is learning from us now but they cannot take this knowledge back to their people in the last retreat that is Dol Blathanna. As times become harder and national boundaries clash together, we use the non-human population as scapegoats for much of our human stupidity and arrogance.

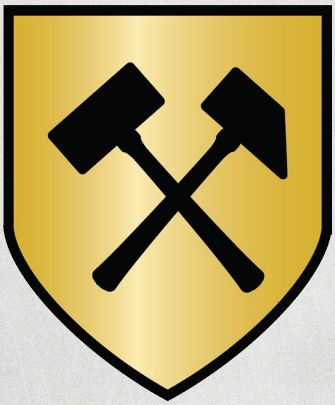
–Brandon of Oxenfurt

Mahakam

Brouver Hoog

Haven't been back to Mahakam in a while. Heh, kinda busy in the lowlands what with the war and keepin' the Temerians stocked. Once tried to get aid for Temeria durin' the Second War. Oh boy...didn't go as planned, lemme tell ya. Ya see, elder Brouver Hoog of clan Hoog calls most of the shots in Mahakam. Fine dwarf in his time but he's an old bastard now. Sure, got the best in mind for Mahakam but he don't give a rat's ass for the rest of the world. He'll do trade with the other countries but if ya ain't a Mahakaman dwarf ya best not expect any help from him. Let's just say I didn't get the help I was lookin' for. Not from him, that is. Lucky enough, plenty of young dwarves took a stand and volunteered to fight for the Northern Kingdoms.

–Rodolf Kazmer



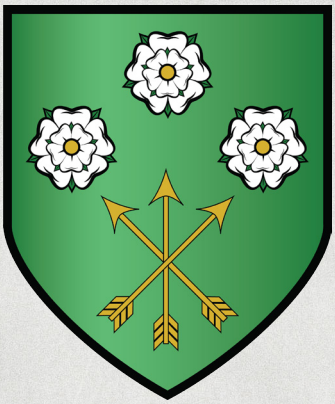
The gnomes were the first to come to the North, followed by the dwarves, possibly as much as 500 years before the elves came. The humans were even later, but today they have pushed the dwarves back to their mountain strongholds, of which Mahakam in the Mahakaman Mountains is the largest. Humans virtually never visit the Mahakams except for occasional trade. All races are aware that the iron the dwarves mine in their mountains, and particularly Mount Carbon, is exceptional. Weapons made from it are light, sharp, and strong. But the dwarves do not work alone. The gnomes live deep in the mines and do not come out, which is why we see so few, but their craftsmanship is impeccable. They are the technologists of Mount Carbon. Long ago, perhaps before even the dwarves arrived, they forged the legendary gwyhyr or gnomish sword. We don't know how that design was lost but today the dwarves smelt their already excellent iron with traces of other substances. The gnomes then sharpen and finish the blades, which can be a meter long and weigh less than a kilogram, to a razor-like edge. Those who know weapons swear by blades made in Mahakam using secret gnomish technology.

The dwarves are a proud and stubborn people who know their history and stand by their clan. While there are a number of clans, the elders strongly influence them all, especially Elder Brouver Hoog of the Hoog clan in Mount Carbon. Probably because they have retained their own land, the majority of dwarves remain neutral and adopt a live-and-let-live attitude toward humans. Dwarves are deadly and very loyal when it comes to combat. The little-known Mahakam Volunteer Army, an all-dwarf unit, served as infantry for the North and fought exceptionally bravely at major battles like Brenna and Maribor.

Outside of Mahakam, dwarves still run into race hatred in the North. Some of the younger generations braid their beards (to be told from the dwarves loyal to the North) and battle alongside the Scoia'tael in the Nilfgaardian army because Nilfgaard harbors much less hate for non-humans. In the wars, Nilfgaard passed by Mahakam, as they did with the dryad stronghold of Brokilon. When dwarves leave Mahakam (in all-male groups) they can generally integrate into human cities and start their own businesses. They have brought us 'barrel,' a complicated card game that, so far, no other race has taken the time to understand. The detailed and beautiful barrel cards are made in Mahakam and have no equal. This disproves the human theory that advanced dwarf technology applies only to weapons. All of the major banks in the North are owned by dwarven families like the Giancardis and Cianfanellis. The branches of these banks are widespread: the Cianfanelli bank has branches in Zerrikania and Nilfgaard.

There is much speculation about female dwarves. They have less luxurious beards and slighter builds. You may have seen female dwarves and not known it. Whether dwarven ladies dress in a more feminine fashion in the safety of Mahakam is unknown. But wherever you might find them, watch your step. Dwarves are very protective of their women.

Dol Blathanna



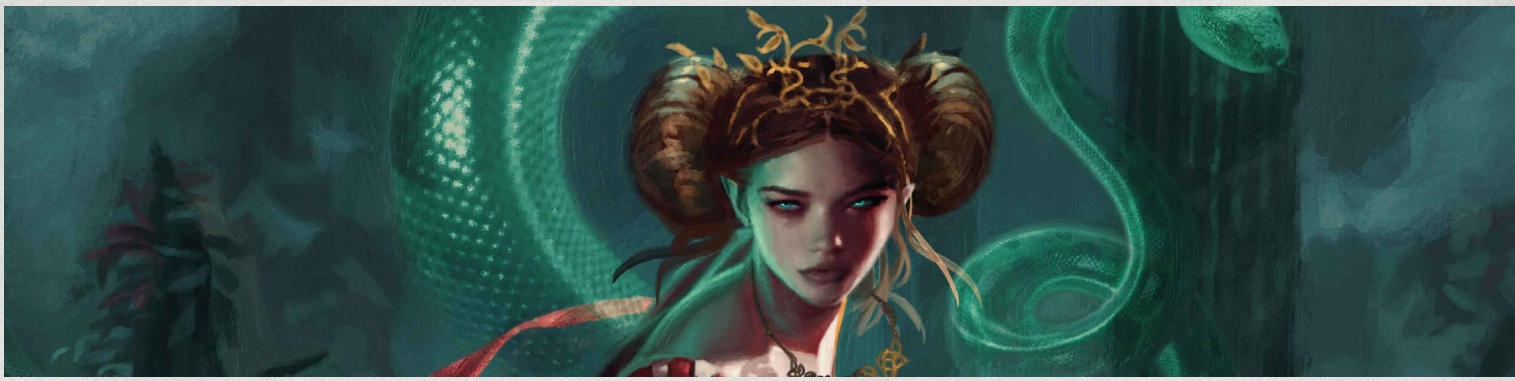
Dol Blathanna, "the Valley of Flowers" in Elder Speech, is otherwise called the Edge of the World, where the valley rolls up to the Blue Mountains. Up until 100 years ago this was the beloved mother realm of the Aen Seidhe. When the humans came to Dol Blathanna, they recognized the amazing quality of the land—it grew any seed they planted, and lushly. They drove the Aen Seidhe into the harsh, rocky peaks of the Blue Mountains and soon the straight lines of human agriculture reshaped the valley. Dol Blathanna's rich land and plentiful animal life allowed the Aen Seidhe to live comfortably as hunter-gatherers. The peaks of the Blue Mountains were nowhere near as bountiful, and the retreating Aen Seidhe lived desperate lives. It seemed only a matter of time before the Aen Seidhe starved or desperately attacked the humans.

During the second Nilfgaardian War, Nilfgaard made an agreement with the elves; Nilfgaard would support an elvish homeland in Dol Blathanna but the price was that the Scoia'tael must remain on the offensive harrying the Northern forces. During the Peace of Cintra negotiations their status was negotiated away and they became a duchy of Aedirn, but without paying tribute. Nilfgaard also agreed to hand over many Scoia'tael officers who were then executed by the North. Also, humans previously living in Dol Blathanna were to be accepted back onto their land in the valley, with resources evenly divided between humans and elves. But humans pulling out of the valley had destroyed everything, even as the Aen Seidhe had done when retreating from their cities, so elves and humans will have to rebuild together. The sorceress Francesca Findabair, known in Elder Speech as Enid an Gleanna (Daisy of the Fields) and also held to be the most beautiful woman in the world, was made queen of the new nation of Dol Blathanna. She is advised by Filavandrel of the World's Edge, leader of the Blue Mountain elves. It is said that Dana Meadbh, the elvish nature goddess has been seen in the valley from time to time, taking different forms. If she is there, we have no word of her taking action for the elves or against the humans beyond her care and maintenance of the valley itself. She most often appears in her radiant goddess form in the summer, accompanied by a young stag and a large hedgehog. Despite the comparative peace of Dol Blathanna, only a handful of elven children have been born there since the Peace of Cintra.

The Last Refuge

Elves've never been good at integratin'. Or gettin' along with just about anybody. Heh, we dwarves dealt with 'em and they didn't bug the gnomes too much. But...oh boy...long and the short of it is, us dwarves can mix in with the humans in their cities and do pretty well for ourselves. Ain't gonna lie, it ain't always easy, but we try harder than the elves, I'd say. By now, Dol Blathanna's the last refuge of elven culture and, hell, probably the whole species in the North. They don't have to fight to survive or worry about their neighbors rapin' their daughters and hangin' 'em in the night. Problem is, it ain't a lotta space, barely the size of Kovir from what I hear. I can't say I know what'll happen in the next few years but I can't imagine race relations between the humans and the elves are gonna get any better.

–Rodolf Kazmer



Nilfgaard

Slavery

Slavery is legal in Nilfgaard, though indentured servitude is more prevalent, especially in the heart of the Empire. People convicted of minor crimes, debtors, and provincials taken prisoner may become indentured to a well-to-do family. They can be indentured for anything from two to ten years. The penalty for a servant who tries to escape is severe, so as to discourage rebellion.

–Brandon of Oxenfurt

Life in Nilfgaard

Anyone born in Nilfgaard is a Nilfgaardian citizen. Citizens can vote and be in the Senate (although a senator is usually a noble or a scholar). There are elven and dwarven citizens that have businesses in Nilfgaard. Non-human races are treated better in Nilfgaard than here and are rarely killed in pogroms. Women may hold land or businesses in their own name. In the upper classes, marriages are still arranged and the nobility keeps its ranks closed. Some young women have attended the Academy (not the military academy but a scholarly academy of learning).

–Brandon of Oxenfurt

Emyr var Emreis owns two thirds of the known world. It behooves our citizens to learn a little about his nation and culture, because if things go badly it could be your culture too.

The Nilfgaardian Emperor Fergus var Emreis was the first to make contact with the North and the one to expand the Kingdom of Nilfgaard into an empire. He believed deeply in expansion and added three provinces to Nilfgaard during his reign: Etolia, Vicovaro, and Gemmera.

Nilfgaard has made it very clear: accept Nilfgaard and respect the Emperor, and all can be well. A cooperative country gains culture, education, protection, trade from far and wide—you may even be able to keep your royals. Oppose Nilfgaard and pay the penalty. Temeria and Southern Aedirn are examples. They are laid waste, and anything of value has been destroyed or hauled away. The very land itself is burned and scarred.

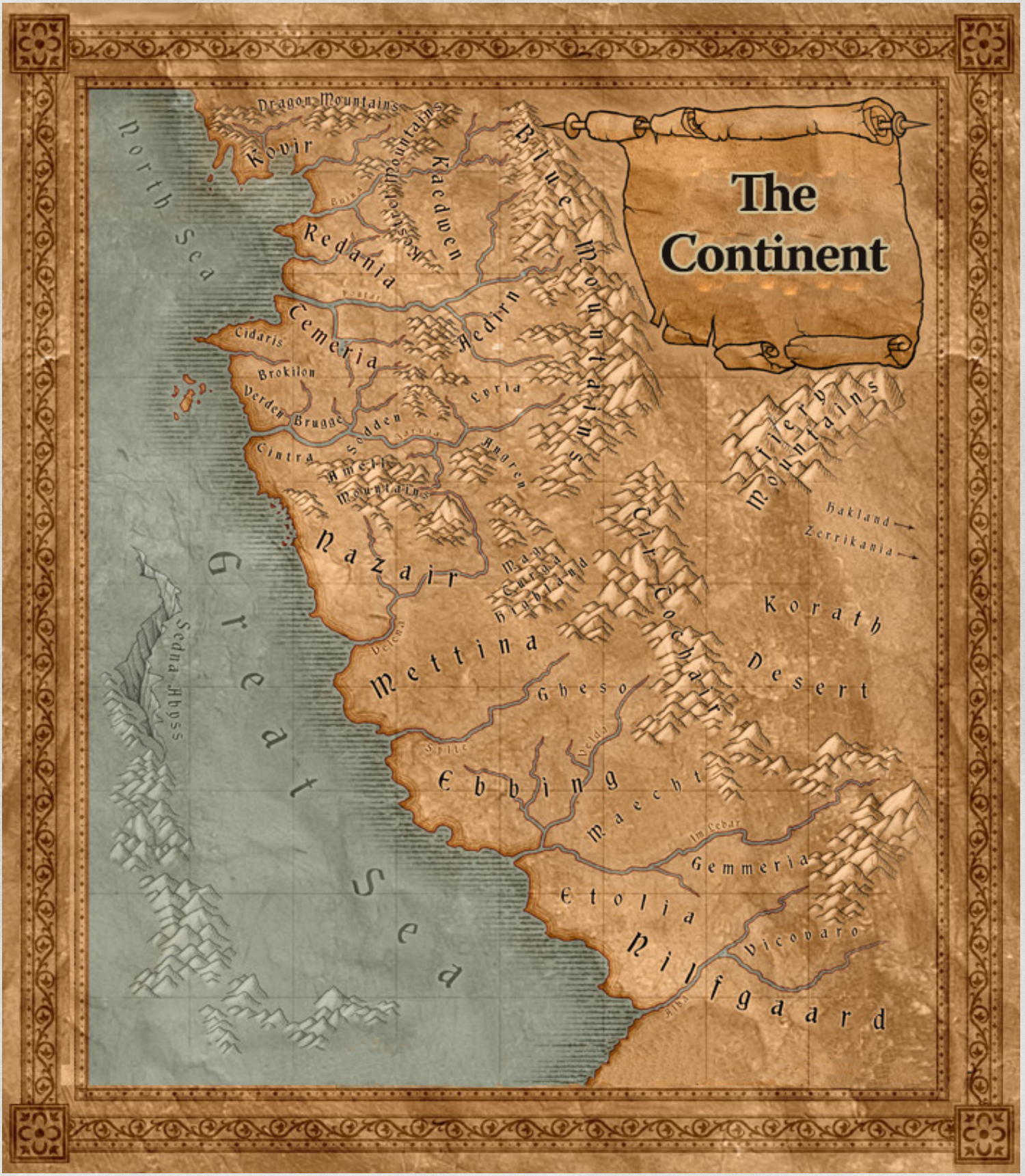
I digress here to speak of the Nilfgaardian military. The young men of noble family who come out of the Braibant Military Academy after four difficult years are always perfectly dressed and snap to attention at the drop of a pin. They will go on to commands of their own, and the very best will be selected for the Impera Brigade, the Emperor's personal guard and the special forces of the Empire. Then there are the Nilfgaardian regulars. They are trained to fight, and they do so without question. If a young man shows terrific potential he may be moved up to the top flight. He will be adopted by a military family and cut off all association with old friends. He is now of the military noble class and must learn all of its etiquette and politics.

Then there are the provincial armies. If Nilfgaardian troops are burning, raping, and looting randomly, you can be sure they are provincial troops: less trained, less disciplined, with a thinly stretched officer corps to control them. It is important to remember that these troops may be from a province only recently conquered and decimated by the Nilfgaardian army to which they now belong. You will want to stay away from Gemmerian troops at all cost. They are known to be mad dogs and sadists.

During the Usurpator's reign—just before Emperor Emyr and just after his father—Ebbing, Maecht, Mettina, Gheso, Mag Turga, and Nazair were all conquered by Nilfgaard. The Mettinese are probably the most like Nilfgaard. The Mettinese provincial army has its own officer corps. There are a lot of people from Gheso in the army, because enlisting gets one out of Gheso. Nazair is the biggest problem for Nilfgaard. Their underground anti-Nilfgaard faction is always planning something, and while ineffective, they are persistent.

Magic users in Nilfgaard are a different question. Anyone who shows signs of ability are sent to Gweision Haul, the Magic Academy. While there, they are overseen by the staff, and when they graduate they are watched by the Secret Service. Nilfgaard keeps mages on a very short leash.

The Emperor learned from his father's overthrow, and to this day keeps a close eye on his nobles through his secret police. He is a gifted strategist and a great manipulator. He is a stern man. He dresses only in black, and always more plainly that anyone at court. At this time he holds most of Temeria as well as Aedirn, Verden, and Lyria and Rivia. We don't know will happen next.


The Continent
Dragon Mountains
Kovir
Kaedwen
Redania
Cemeria
Cidaris
Brokilon
Verden
Brugge
Sodden
Cintra
Amell Mountains
Nazair
Mettina
Gheso
Ebbing
Maecht
Gemmeria
Etolia
Nilfgaard
Vicovaro
Blue Mountains
Kedirn
Coria
Angren
Mag Gurgal Highland
Cir Cochair
Korath Desert
Hakland
Zerrikania
Miller Mountains
North Sea
Great Sea
Sedna Abyss

The Heart of Nilfgaard

The Great Sun

There is only one faith in Nilfgaard, that of The Great Sun. It is a very old faith and many ancient sites tell us about the early history. The Emperor is the head of the Church, leading great rituals at the solstices and equinoxes. Few Nilfgaardians still believe that he is the Sun in human form, but the rituals, the priests, and the services are part of the traditions that shape Nilfgaard.

–Brandon of Oxenfurt

The Secret Guard

The Emperor's Secret Guard are not very visible, but they are loyal and effective. Anyone caught sowing dissent within the Empire can expect a very unpleasant visit.

–Brandon of Oxenfurt

The Landing of the Exiles brought to our lands the humans who later became the Nordlings. At that time, the Nilfgaardians were already established in their country to the south. The capital (also called Nilfgaard) is lavish, larger than Vizima, and lies along the river Alba. It is built entirely of marble and gold and is nicknamed the City of Golden Towers. Only those who are born within this country (or better yet, this city) are true Nilfgaardians. Nilfgaardians have their own language derived from Elder Speech and require the populace of the provinces to learn it.

The politics of Nilfgaard are treacherous, dominated by a handful of noble houses constantly vying for power. The Emperor is all-powerful, supported by his allied houses. There is a senate, but it rarely has much effect on the Empire. The family of the current Emperor, Emyr var Emreis, has ruled for most of Nilfgaardian recent history. Emyr's grandfather, Emperor Torres var Emreis, founded the kingdom of Nilfgaard on the banks of the Alba and made it a force to be reckoned with, repulsing attacks from Gemmeria, its feral neighbor. Torres' son Fergus var Emreis was the first Emperor to contact the North and shape the Empire we know now. Emperor Fergus was overthrown by the Usurpator in 1233, however. The Usurpator continued the expansion of Nilfgaard under his own banner until Fergus' son Emyr returned from exile and overthrew him in 1257.

The young men (and some young women) of the city compete seriously for places at the Academy of Nilfgaard. Successful students will form many connections that will be valuable later in life. After two of their four years, the Academy students may challenge to transfer to the Nilfgaardian Military Academy where they will be trained rigorously for the army. They learn strategy and tactics as well as weapons mastery, horsemanship, sailing, survival off the land, and methods of interrogation. Corporal punishment is common, as it is felt that young officers should know something about the punishment they dispense. The best of the best will be chosen for the Impera Brigade, the Emperor's personal guard.

Not all of Nilfgaardian culture is military. The Imperial Library at the Academy is most renowned, on a par with Oxenfurt and Lan Exeter. The Academy summons outstanding writers, musicians, scholars, philosophers, and scientists. It supports their work and keeps them where they can be watched. Those magical few among the rank and file are sent to the magic academy of Gweision Haul, located just outside the capital of Nilfgaard. Gweision Haul is a tremendous and foreboding complex large enough to house several hundred students but sparse in its furnishings. Students are under guard at all times by Mage Hunters and wardens. They learn not only control of their power, but obedience to the Emperor and the Empire. Punishments are harsh, but a student can gather a great deal of knowledge and stature as long as they remember their place and don't cause trouble.

Etolia

Etolia lies on the north bank of the Alba, which also flows through the Nilfgaardian capital, allowing easy access. It has many favorable features including access to two major river systems and a sea coast. Life in pre-imperial Etolia was simple. People lived well. The king primarily wanted to live comfortably, and his people were the same. Trading, farming, fishing, and hand embroidery were their primary industries.

In 1261, Emperor Fergus var Emreis decided to expand Nilfgaard. Etolia might not have been his first choice, but it fit his purposes. Nilfgaard attacked Etolia, overwhelmed it, and made it an example. The Emperor left no doubt about his goals and what he was willing to do to accomplish them. The structures that defined Etolian life were decimated and the spirit of the Etolian people was broken. In forty years there has not been one organized popular uprising. Nilfgaard has created a new provincial government, but it is the government of an overlord. The Etolians are unique in their farming of white belly fish, a 5-7 kilogram freshwater fish from the Alba.

Vicovaro

Vicovaro lies on the northern border of Nilfgaard and the south-eastern border of Etolia. Many of the nobles have large, defensible castles in the mountains of eastern Vicovaro. Nilfgaardian nobles took over some of these in their occupation. It also borders the Alba, but unlike Etolia, Vicovaro has a strong, intelligent nobility. When Emperor Fergus started to move and they saw what had happened to Etolia, Vicovaro graciously asked to join the Empire. All this allows the people to live plentiful, stable lives as long as they pay due respect to the nobles and to Nilfgaard. They educate their children and send the smartest and most socially adept to the Nilfgaardian Academy. It is no mistake that these young people return home with a solid knowledge of Nilfgaardian etiquette and contacts in the Nilfgaardian nobility. This strategy allows Vicovaro to place many Vicovarians in not only the provincial government but the Nilfgaardian government. The Emperor's seneschal is Vicovarian. Vicovaro has managed their own absorption and are still proud to say "I am Vicovarian."

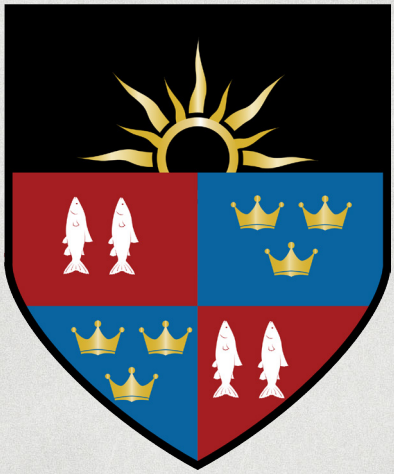
Gemmera

By the middle of 1262, Fergus had incorporated Etolia and Vicovaro. It is no mistake that he chose these two first. Western Gemmera is steppeland, but Eastern Gemmera fades into arid, rocky hills. These harsh surroundings breed harsh warriors, miners, and bandits. It was only after Fergus had the resources and staging areas of Etolia and Vicovaro that he was ready to take on Gemmera. All Nilfgaard was really interested in were warriors and Gemmera's mines, whose large seams of dimeritium are the only known Southern source. Nilfgaardian troops rooted out the population in Eastern Gemmera, in some areas leaving little more than a few wandering goat herders. The fiercest of the Gemmerians joined the Nilfgaardian army for loot and mayhem. They wield a sword called the torrwr that stands almost 2 meters at the guard, appropriate for the towering Gemmerians themselves. Gemmerian units have twice as many Nilfgaardian officers as other provincial units, and it is not a desired posting. There are no large cities in Gemmera, only well-established dirt roads that take you to a chain of villages.

Ebbing

In his initial advance, the Usurpator bypassed Maecht to attack Ebbing. Ebbing is an attractive target. It is a large, sparsely populated area, and richer than Maecht. The net of rivers in Ebbing creates marshy soil similar to Temeria's. Land reclaimed from the swamp is rich and fertile. Nilfgaard took advantage of a succession crisis between Ebbing's quadruplet heirs, where negotiations changed daily depending on what faction was in power. Finally the Usurpator lost patience and sent in the army. The Ebbing military was based on social status, not competence. They took horrible losses, except the nobles—who fled the field. The people were so tired of the continuing political chaos that they adapted to the situation. Ebbing hasn't caused problems for Nilfgaard, so they are left largely alone. There is still a lot of corruption. A note for the traveler: you may wish to avoid Claremont. The town is known to stage pit fights for the amusement of organized criminals and depraved nobles. Rumors of aardvark pit fighting are not confirmed.

Maecht



Most people in Maecht live in the western forests and along the rivers. Despite the rocky and forbidding Tir Tochair mountains in the east, some traders established lucrative relations there with one of the last gnomish cities, deep in the Tir Tochair mountains, for exquisite artistic and mechanical crafts. Two years after the absorption of Ebbing, the Usurpator realized that he could not press further north with Maecht at his back. The battle was short. The Usurpator settled a puppet king on Maecht's throne. The gnomes withdrew into their mountain holds to avoid being captured by Nilfgaard and forced to churn out Nilfgaardian weapons and armor. When the Usurpator was overthrown, the king was summoned to Nilfgaard for a private talk with Emyr var Emreis. He has been very careful to toe the Nilfgaardian line since then. There are three underground resistance movements centered around the country's princes. If they ever worked *together*, they might cause trouble.

Mettina

Two thirds of Mettina is the Mag Deira Plain. Mettinese children are practically born in the saddle. Expansive ranches raising cattle and Mettinese ponies are common. The Mettinese pony is usually white and is extremely hardy, sure-footed, and intelligent. It is believed that the original stock came from the Velda River Delta between Mettina and Gheso. Here the Markee, or Velda Delta horsemen, live rough all year round minding the herds of horses that roam the delta. This life also makes the Markee proud and tough cavalrymen. That delta is also the site of many wineries. The best known is Mettina Rose. It is approachable—some might say "table wine." It is drunk throughout the provinces. Mettinese people are extremely proud of their wine; should wine-lovers from Touissant pass through it is likely their wine discussion would devolve into a shouting match, or even a duel. Mettina's king pays tribute to Nilfgaard, often in the form of horses and horsemen.

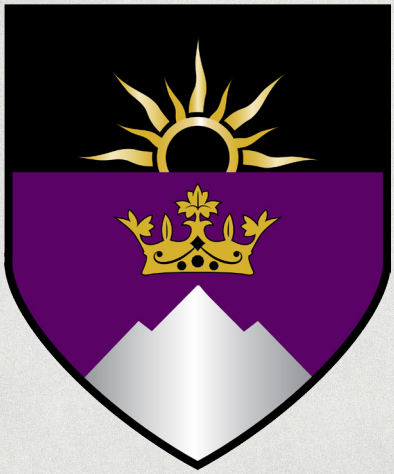
Gheso

Seeing the inevitable coming, the Baron of Gheso surrendered to Nilfgaard—at least temporarily. When the small force arrived for occupation, the Baron thought he could dictate terms to the army. The town of Glyswen, or White River, is a good example of what happens when you try to dictate terms to Nilfgaard. All that was left was ten huts, part of a palisade, and an inn. The population was decimated and Nilfgaardian peasants were brought in to fill the space. The populace is afraid of Nilfgaardians, so the tasks a government might be responsible for have been taken over by feuding petty nobles and bandit kings. The roads are not safe in Gheso. Bandits and slavers roam freely, especially on what used to be called the "Velda Road" after the river it runs along, dividing Gheso from Maecht. It is now called "The Bandit's Road." It will take you to the town of Loredo, also known as "The Bandit's Lair," where all manner of folk from farmers to slavers can rest, resupply, and trade their booty. I have not been able to find a single reason why one might want to go to Gheso.

Nazair

Nazair was a beautiful land, much like Touissant. Some years ago, Duke Adam of Nazair decided to change the course of the Sansretour River, not keeping in mind that the river runs through countries other than Nazair—in fact, not taking into consideration that that river runs through the Sansretour Valley, the most prized wine region in Nilfgaard. The result was that many vineyards and orchards turned into inhospitable bogs and swamps. More recently, Nilfgaard took the country in an unusually difficult battle. Since then there have been multiple uprisings, and the radical element still schemes in the taverns, wearing the blue rose of Nazair. This dazzling azure rose is found only in Nazair. Cuttings are in great demand and are often smuggled out of Nazair to be sold for outrageous prices. One of the most attractive places in Nazair is Lake Muredach. There are several beautiful summer homes of the nobility on the lake, most built to be defensible. One wonders what they had in mind. Nazairian ceramics are skilfully detailed and make reliable trade goods in large cities.

Mag Turga



Mag Turga is a small, isolated highland between the Amell Mountains and the Tir Tochair. It is rugged and thickly forested, with dangerous monsters and crumbling cliffs. Because of the constant supply of fuel, it is a good place to smelt the ore that comes from Belhaven in the northeast. It is near the Theodula Pass which allows one to cross from Nazair to Riverdell and the Slopes. Now they supply wood to the Nilfgaardian governments in Cintra, Nazair, and Angren, although not everyone is pleased about that. While Mag Turga's isolation makes the people clannish and slow to warm to outsiders, rumors have arisen that dwarves are digging at the roots of their hills. Mag Turga was absorbed peacefully by the Empire and the Empire was glad of it. Battles through the deep forests and high cliffs would have cost a lot of time and lives. The iron smelters are primarily in the city of Tergano. It's a grimy town but is the largest one in Mag Turga. As the loggers move farther into the forest they are running into areas thick with giant spider-like arachasae, so wood prices are going up.

The Duchy of Attre

The duchy of Attre lies just south of the Cintran capital. Despite being coastal most of its territory is dry and hot. Even after the Nilfgaardian takeover Attre still remains as a duchy of Cintra. The last Cintran ruler, Duke Windhalm, lead an unsuccessful revolt against Nilfgaard and was captured only to be made an example of by dying very painfully and publicly. After this most of the Attre nobles sided with Nilfgaard.

–Brandon of Oxenfurt

Angren

Angren is a large, thinly populated province. Most of the people in Angren are foresters harvesting "Angrenian Gold"–cedars, sycamores, and pines. Unless you are a logger you haven't much reason to come here. Even the people who live here avoid Ysgith, in lower Angren. Its overgrown forests hide giant crab spiders and carnivorous plants that can eat a person whole. At one time there was a druid's circle at Caed Dhu, meaning Black Grove, but there has been no word from them in some time. There is a small logging town on the Yaruga, Cedar Flats, which is where the logs are put through the mill or pushed off in rafts toward larger towns to the south. Recently the large mills have started using their wood waste to make attractive and cheap paper. The people are slow to warm up to newcomers but there is always work in the mills or forests. There is a lone glimmer of society and culture in a town in the western part of Angren called Riverdell. It is in between the Yaruga and the Slopes and most of the population lives there.

Cintra

Within the memory of the Cintrans, the country was bright and busy with trade on the ocean and on the Yaruga. In 1263 Nilfgaard marched on Cintra. Everyone had hoped that Emyr var Emreis would be a peaceful neighbor, but it was not to be. The king, Eist Tuirseach, was killed in battle. Since he was also a king of Skellige, the Skelligers have been implacable foes of Nilfgaard since. When the Nilfgaardian army encircled the Cintran castle, their queen, the almost mythical Calanthe of Cintra, threw herself off the battlements. Calanthe, a strong and canny woman, had reigned through three generations. With her death, the Cintran people lost heart. This became known as the Slaughter of Cintra. The only hope for the Cintrans is Calanthe's granddaughter Cirilla. She disappeared during the battle, but next appeared marrying the Emperor. There is a puppet king who takes orders directly from the Emperor, who rules Cintra from afar in the name of the Empress. Cintran discontent sometimes encourages the smuggling of goods to other afflicted countries in the North.

Beyond the Borders

Up to now we've been dealing with what most consider "the Known World". But explorers and merchants have long known that there are more lands, even though they are an exotic mystery.

To the west is the Great Sea. We know that across the sea lies Ofier. The North sometimes has trade dealings with Ofier but I've never hear of anyone going there. I include more details later.

Along the fjords of the Great Sea north of Redania are the small kingdoms of the Dragon Mountains. On the north side of Redania and Kaedwen we know of Kovir and Poviss and the Hengfor's League, but there is vast unknown and unmapped territory beyond them called the Far North.

To the south lies the Empire of Nilfgaard. We do not know how far south it extends or what is on the other side. Hopefully some day, in peaceful times, we may trade information with the Nilfgaard Academy to fill in our knowledge.

To the east are the Blue Mountains that form the eastern border of Kaedwen. East of the Blue Mountains are impassable swamps filled with a plethora of monsters, and diseases in abundance. South of them the Tir Tochair range forms the eastern boundary of the Nilfgaardian provinces. These provide a secure boundary, but not as effective as what's on the other side. The Great Korath Desert lies in the rain shadow of the Tir Tochair Mountains. They say that no rain ever falls in the Korath, also called the Frying Pan. It is a flat brown land with no plants or life beyond giant scorpions and ant lions. There is rumor of long-abandoned buildings in the wastes, but I have no evidence of this. Beyond the Tir Tochair and the Korath lie the mysterious lands of Hakland and Zerrikania.

The Far North

North of Kovir and Poviss, north of the Hengefor's League, beyond the Dragon Mountains, is the Far North. It is tundra and deep forests, mostly impossible to cultivate. Old tales speak of white dragons in the North, presumably from the Dragon Mountains. And yet we know of people there. Animals carved of bone or ivory sometimes show up in Kovir and Poviss. Some believe them to be of religious significance, perhaps representing "sacrifices" to ensure plentiful hunting.

–Brandon of Oxenfurt

Zerrikania

Zerrikania is a little-known land to the southeast, beyond the great and terrible Korath Desert. Day-to-day goods show up in our markets sometimes, probably through a long chain of trade. They are said to worship a legendary gold dragon named Zerrikanterment, with scales that glimmer like the ocean at sunset. A queen rules this land, and her tattooed warrior women learn to fight from birth. They carry Zerrikanian sabers and recurved zefhar bows made of polished antelope horn. Zerrikania has many great alchemists as well, and bomb-making is a specialty. Zerrikanian fire scorpions, the Nilfgaardian siege pieces that even now hurl green fire into Vizima use designs and alchemy that came from Zerrikania.

Their land is hot, and animals we only see in traveling menageries, like tigers, roam the countryside. More fearsome are the creeping things, like giant spiders who prey on elephants and a fly which lays an egg in your head so that newly hatched larvae can feed on your brain.

Ofier

Ofier is a largely unknown land across the Great Ocean. We believe several nations live out on an enormous plain, and as such love their horses, value them highly, and race them constantly. They are even said to have a variety with black and white stripes. In battle they carry a saber, a thin, curved sword, and a big, brass shield. It's said that they show remarkable tolerance to other cultures. We know that Ofier trades with parties in Redania, as occasional Ofieri ships come to Novigrad. They trade in weapons, fine embroidered clothing, and luxury goods like incense and brass or gold jewellery. They do not trade in their horses, which are high strung and would never survive a sea voyage. I once heard of a scuffle when a prince of Ofier came to Redania to marry a noble woman, no doubt to seal a trade deal, but information about this is hard to find. Such a lucrative trade monopoly is well worth protecting. A few expeditions have sailed off to look for Ofier, but they have not returned. Whether this is because they perished or because they prefer Ofier is not known.

Powerful Alliances

In a war, those who participate are warriors. Those who don't are victims. They live lives of perpetual fear and uncertainty. You feel safe in your homeland? What happens when the war front rolls through your town? To avoid the uncertainty and protect their interests, some join alliances separate from the royal armies.

Joining an alliance can be easy or hard. To be a witcher you just have to be a male child at the right place (or wrong place, depending on your outlook) at the right time. But in the case of the Scoia'tael or the Crescent Moon, you have to find your alliance and then get through whatever initiation they use to make sure you're not a spy.

Alliances offer advantages. Witchers are faster, stronger, and heal better than regular humans. Not only do mages have spells, but people's fear of mages means instant respect. In the Scoia'tael you gain a group of fearless allies around you who won't let you down, or let you hang—better treasure than gold.

But there's always a price. The witcher's cat's eyes which allow you to see in the dark also give you away to superstitious villagers who think all witchers are themselves monsters. Mage Hunters with their dimeritium shackles earn the aid of villagers, but they are target number one for any mage in town. You can get rich as a Havekar, but one of your lot may get jealous, or a commando may decide they don't feel like paying you, or an army may catch up to you and you'll dance on the gibbet. Regardless, being part of an alliance gives you power but can kill you just as quickly.

Border Crossing

Once had to cross the border from Kaedwen to Redania. Up along the Kestrels there was a little road with a toll collector on each side. One Redanian, sportin' the Redanian eagle and the pyre of the Eternal Flame, the other Kaedweni, with that damn unicorn and the crossed lightning bolts of Kreve on his sword guard. Turns out I was on a major trade route through the Kestrels that each side wanted to make some coin off of. Managed to scarper out of there when they both drew steel on each other, heh.

–Rodolf Kazmer

Witchers

The Brotherhood

A few handfuls of witchers survived the attacks on their keeps and the subsequent hatred of witchers, but most of them have fled into the mountains and across the sea to escape persecution or find work. Most of the keeps of the witchers have been left in disrepair or been mostly buried by time or the elements. That being said, it's not impossible to find other witchers, just incredibly rare. Much like the Witcher Schools, some long-time members may have come back to re-occupy their once-lost keeps now that witchers are neccesary again.

1500 years ago the world changed. The Conjunction of the Spheres opened doors between worlds, and magic poured in. With the magic came monsters of a thousand different types never seen before—the so-called 'relicts' of the Conjunction. When people came to these lands, they built walls and ramparts and burned forests and hedges around towns so the monsters could be seen coming. People traveled only during the day, and in large groups.

People began to harness magic, calling themselves sorcerers or mages. Two of the most powerful, the legendary Alzur and his mentor Cosimo Malaspina, created an artificial race: the witchers, bred and trained to hunt and destroy monsters. The sorceress Carla Demetia Crest collected the full process into a single book, "The Trial of Grasses and Other Secret Witcher Practices, Seen by my Own Eyes," only available to mages. The process was extremely painful and only a handful of test subjects survived. Contrary to rumor, these sorcerers did not steal children to create witchers. Between wars, plagues, and the predation of monsters, ramshackle orphanages and stray children were everywhere.

They subjected these children to alchemical potions that created genetic mutations, a specialized diet, and rigorous mental and physical training. The mutation process, beginning with the Trial of the Grasses, lasted for days. There are no records of successful trials on girls or non-humans. Those that survived the non-stop fevers, vomiting, and haemorrhaging emerged as different creatures.

The most obvious sign of the transformation are the cat's eyes that give witchers night vision comparable to regular day vision. It also sets them apart. They are made sterile: all witchers are made, not born. Their more efficient immune systems give them tremendous resistance to disease and a prolonged lifespan. They become stronger, faster, and more rugged than humans in every way. They have limited magical ability (enough to cast short-effect spells called "signs") and are preternaturally aware of their environment. We've taken their humanity and given them the tools to fight the 'relicts' of the Conjunction so that we don't have to. In those dark days all men lauded witchers as mankind's defenders, but as monsters became rare, people forgot the witcher's purpose. Today witchers travel constantly to find enough monsters to make their trade profitable. Witcher traditions bar them from fighting humans for pay. Prices for monster slaying have also dropped—people are now more afraid of war than nekkers or common vampires. When people now see a witcher they see only a monstrous, powerful, and dangerous being of dubious humanity. But the monsters were not completely killed off. In these days of few witchers, some of them are making a return, though not in large enough numbers to panic the populace. These days peasants have little to lose or to pay, so they are more likely to gang up on a monster themselves. At their height, when monsters and the monstrous results of magical experimentation were common, there were five witcher Schools: Wolf, Cat, Griffin, Viper, and Bear, each distinguished by their animal head medallion.

The Wolf

The Wolf Keep, Kaer Morhen, is hidden in the Blue Mountains in Kaedwen. These are the witchers we hear the most about. They fight with swords, with strong blows appropriate for monster killers. I have heard that there are only four or five of them left. The legendary Geralt of Rivia is a Wolf witcher. The tales of his exploits have grown so fantastic that many of them may be just the artistic imagination of the bards, who make large sums of money from them. A riot of townspeople badly damaged their keep and killed many of the witchers.

The Cat

The Cats are probably what first made the people distrust and hate witchers. Their method of creating witchers was different from other schools and the results were often unstable and bloodthirsty. They didn't have a keep, but travelled in a caravan, Dyn Marw. The Cat fighting style is light and quick, developed from elven styles. They may not even be considered witchers any more. The Cats adjusted to the poor market for monster slayers by becoming assassins of men. Their presence only reinforces the fear and anger of the people. It is not clear if there are any Cat witchers left, and it appears that their caravan has disbanded.

The Gryphon

The Gryphon Keep, Kaer y Seren, was in the North on the sea end of the Dragon Mountains. The other schools respected the Gryphons for their study of magic and fighting style that emphasized multiple opponents. Gryphon scholarship enhanced the existing witcher signs. Unfortunately the Gryphon School was badly damaged in an avalanche, killing many of the witchers. Rumor has it that a group of mages became angry when the Gryphons refused to share important books of magic in their library, and caused the avalanche in revenge.

The Viper

The Viper Keep, Gorthwr Gwaed, is said to be in the Tir Tochairs close to Nilfgaard. Their fighting style features sinuous, unpredictable movements and they often carry two smaller blades, or "fangs," which are often poisoned. They are perhaps the most alien and secretive of witchers. After the Usurpator tried unsuccessfully to absorb the Vipers, the Nilfgaardian army destroyed their keep and the Vipers dispersed. Letho of Gulet attempted to win back Nilfgaardian favor for the Vipers by working for Emyr var Emreis.

The Bear

The Bear Keep, Haern Cadwch, was a fortress in the Amell Mountains. They wore heavy armor more flexible than plate. They may have had an understanding with the dwarves and gnomes of the Amell Mountains. As one would expect, the Bears were terrible to fight, with amazing strength and endurance, but when the Bears repeatedly failed in a contract to destroy a cabal of vampires, the frustrations of the people in the war-torn provinces around them boiled over into riots. It is believed that the Bear Keep still stands somewhere in the mountains.

The Manticore

Now I've heard tell about a sixth school of witchers called the Manticore. Only heard about it from one drunk traveler in a tavern though, so who knows. Said somethin' about the manticore bein' past the Korath or somethin' like that. Does make a person curious though. What'd witchers be like in a land with saber-wieldin' warrior women and gold dragons and whatnot?

–Rodolf Kazmer

Mages

Elven Mage Tutors

It is well known that the elves have a legacy of magic. Perhaps they keep their magic to themselves. Obviously there is no love lost between elves and humans. It is also possible that the power is deserting the elves as they dwindle. After the Landing of the Exiles, humans took 200 identified child sources to the elves to be trained. But this didn't last.

–Brandon of Oxenfurt

Mirt

The first seat of magical power that we know of was at Mirt, before the relationship between elves and men had completely soured. Unfortunately Mirt was destroyed by Falka, princess of Temeria, daughter of King Vridank, during her rebellion.

–Brandon of Oxenfurt

Like many things, magic seems to favor humans. Only humans and a few elves are **sources**, those born with the ability to use magic.

Humans have taken to magic with a vengeance. Many non-magic users expect mages to be arrogant, selfish, and power-hungry. But that is a particularly visible type of mage. There are magical people all around us. The woman in the village that heals may be magical. The young girl who is especially good at finding things may be magical. People can manipulate the "Power" in a myriad of different ways, and at many different levels of effectiveness. "Then why," you ask, "do mages have such a bad reputation?" Because those who are most truly gifted with the "Power" are specially trained at the girl's school, Aretuza, the boy's school, Ban Ard, or Nilfgaard's Gweision Haul Magic Academy. Powerful sorcerers emerge from these schools thinking themselves superior persons a world apart. They rarely use their powers for the good of the common man. They become advisers to kings, but when push comes to shove, they choose personal power over the good of king and country.

The first organization of great mages was the Brotherhood of the Sorcerers in the Eighth Century. Its ruling body was the Conclave, which attempted to bring all mages under a united code controlling their actions. This started a civil war among the mages. After the war a parallel organization joined the Brotherhood: the Supreme Council. It dealt primarily with magic experimentation and research. Eventually a Chapter of Sorcerers was founded within the Conclave as a higher chamber with superior authority. By this time sorcerers (male and female) were settled as advisors to most of the kings of the North.

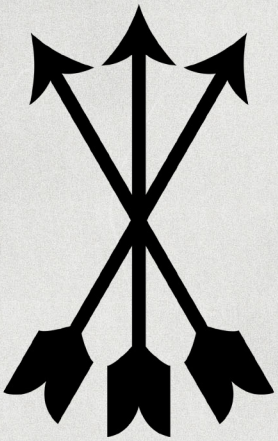
At a great meeting of the Council at the island of Thanedd, sorcerers loyal to the kings and the Conclave itself mounted a surprise revolt. News had come to them that a cabal of sorcerers who had been swayed (some might say "bought") by Nilfgaard were preparing to take over the Conclave. The loyal sorcerers arrested as many of the conspirators as they could, putting them in dimeritium handcuffs. But this could not be kept quiet for long, and soon general violence ensued. The actions at Thanned ruined the Brotherhood, and many sorcerers were expelled from the courts of the kings under suspicion of conspiracy.

Soon after, Philippa Eilhart, once an advisor and regent of Redania, secretly formed the Lodge of Sorceresses. This was to be an all-female organization for the protection and betterment of magic, to counter the earlier events that had seriously deflated the prestige of the sorcerers. Unlike the old days, the Lodge was much more secretive. Then at the meeting of the four major nations and Nilfgaard at Loc Muinne, it was discovered that Letho, the Viper witcher, had been hired by the Lodge to kill the kings of the four nations. He successfully murdered King Demawend of Aedirn and King Foltest of Temeria and, incidentally or intentionally, destroyed the Lodge.

The Havekar

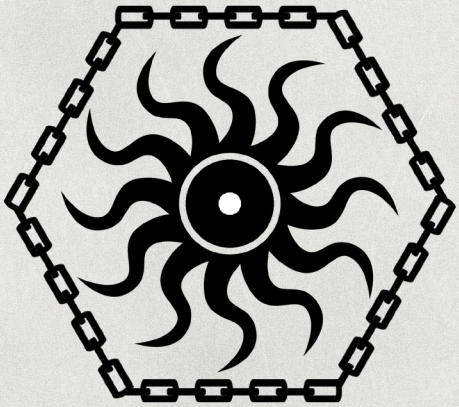
Even amidst the desolation of Temeria and Sodden, there is always someone making a profit. Where there is war, first are the vultures, then the wolves and eagles, and always the Havekar. These scavengers sprang up in Sodden to take advantage of the Scoia'tael commandos' need for supplies. There are few safe havens for the Scoia'tael, especially now that many of the elves have withdrawn to Dol Blathanna where Scoia'tael cannot go, and assimilated elves elsewhere risk death if they are even seen with Scoia'tael. Coins, gems, jewelery, fine furs, well-bred horses stolen or looted from the dh'oine—only the most valuable and portable of wealth is accepted by the Havekar. They provide services covertly to anyone who can pay, but flash too much wealth around them and it may be the last thing you do. You will also want to be careful if you have a wagon. Since the Havekar stay mobile to keep from being caught by the regular army, wagons are necessary for their way of life. They will do anything for money, up to and including murdering their own kind. Their healers may roam the battlefield looking for injured to heal at the price of all their goods. Merchants scour the field for weapons, and bodies wearing armor they can resell. Desperate people whose villages have been destroyed may barter arrowheads and bloody clothing for food, but if they ever appear to make a profit they will be shut down quickly—and permanently. Havekar are most easily found at deserted crossroads or the occasional brick building left standing after the war passes by. Some people believe that the Havekar are simply one aspect of organized crime elsewhere, but there are no tales of Havekar being protected or avenged by anyone.

The Scoia'tael



I suppose the Scoia'tael were inevitable. For hundreds of years after the humans landed, the elves fell back. Their long lifespans made the humans seem a mere annoyance. Starting about 200 years ago the elves continued to pull back but started to destroy their beautiful marble cities and palaces behind them as they left. So many young elves died during the Aelirenn Uprising that quite a few elves gave up on the future. They had two choices: attempt to assimilate into human communities as second-class citizens or withdraw into the harsh wastes of the Blue Mountains. Their pride would not accept the first, and the second seemed a death sentence. Out of anger and frustration arose the Scoia'tael, small commandos of guerilla fighters; mostly elves, and some dwarves and halflings. Many wear squirrels' tails, leading to the name given them by outsiders, Scoia'tael or Squirrels. They live off the land, or trade looted goods with the Havekar. Their skills when fighting in forests are unparalleled. The Scoia'tael appeared just after the First Nilfgaardian War. They killed humans and terrorized small communities, inflaming human fear and hatred, even of assimilated non-humans. After banishment from the ancestral homeland of the elves, Dol Blathanna, there is nothing left for Scoia'tael to do except to kill dh'oine. In a deal between the Nilfgaardian emperor and Francesca Findabair, the elvish queen, the price of Dol Blathanna, the elvish homeland, was that the queen not recognize or support the Scoia'tael or call them back to the homeland, so that were doomed to fight on. Despair, hopelessness, and anger drive them.

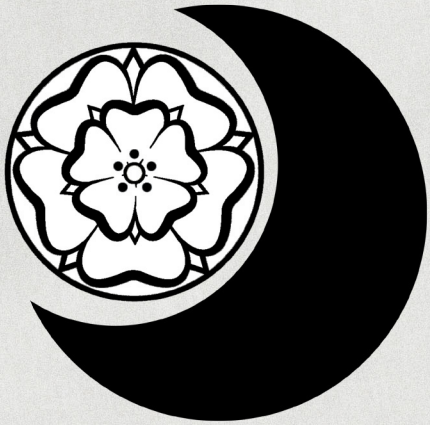
The Mage Hunters



Few Northerners know about the Mage Hunters whose job is to find unregistered mages within the Nilfgaardian Empire and take them to the capital. They do not operate in war zones. In the Second Nilfgaardian War, sorcerers of the North were a thorn in the side of the Emperor. He made neutralizing them a priority, winning some over, and badly damaging the reputation of others. We know that Nilfgaardian mages are kept under close control, but Nilfgaard occupies many times its own original territory. What about the provincial mages? As their countries were incorporated, some mages voluntarily reported to the Nilfgaardian magic academy, Gweision Haul, for registration. Others, particularly in Nazair and Gemmera, did not. During the reign of the Usurpator, the Nilfgaardian Mage Hunters were created. The original organizer of the Mage Hunters was Isaiah Coehoorn, a distant relative of the famous Nilfgaardian general. The Usurpator called together the most successful mine owners in the Empire and offered an exclusive contract to the one who could discover the largest seam of dimeritium. The metal, which damps magic power, is primarily found in Kovir and Poviss, and is much rarer in the South. Despite the Usurpator's offer, only one vein of dimeritium was found south of the Yaruga, in Gemmera.

Mage Hunters travel in pairs and carry dimeritium handcuffs and collars. They recruit hard and dangerous men who demonstrate paranoia concerning magic. Very few questions are asked about Mage Hunter methods, except as it concerns civilians. In order to ensure cooperation with Mage Hunters and the Empire, no civilians are to be harmed unless reinforcing the Empire's message.

The Crescent Moon



Even in the North, some know about the blue rose that only grows in Nazair. The roses have long been the symbol of Nazairian patriotism, and those who regularly wear the rose are well known to Nilfgaardian Intelligence, though so far all Intelligence has found is fiery rhetoric. Every once in a while word also drifts north of the Crescent Moon, a provincial resistance group. It may have started in Nazair, but the suggestion is that a thin network exists in many of the provinces, especially along the coast of the Great Sea. It goes without saying that anyone tied to such a group would be arrested for treason and executed. The fact that we in the North hear about the Crescent Moon being used as a password probably means that the name has been compromised and replaced. We have not heard about any rebellions attributed to this organization, but they are probably gathering strength throughout the Empire, especially in recently conquered areas like Angren, Sodden, and Cintra. They know that surely Nilfgaard would easily put down one provincial rebellion, but sporadic acts of sabotage could gain them more ground with less risk. We assume that some provincial nobles must be involved to supply money and safe havens. I have never heard that Imperial Intelligence has been infiltrated, but of course it serves the Empire best to keep any word of the resistance absolutely quiet to maintain a façade of uniform harmony throughout the provinces. It remains to be seen if King Radovid can make use of the resistance.

Powerful Religions

The earliest religions in the primitive North worshiped guardian spirits, each often known only in a small local area. To the early settlers, the forests were forbidding, but the rivers were dependable lifelines and a source of water, so it makes perfect sense that the cult of Veyopatis should crop up on the upper Pontar. He was a fierce god associated with rivers, but colonists prayed to him to protect them in the forests: to clear away monsters, savage animals, and ghosts. Worshippers put posts in the ground with Veyopatis's face on them to ward off dangers. The cult of Veyopatis lasted as long as he was needed. Today, when the forests and animals are known, the posts have lost their meaning and he only receives sacrifices now from a few priestesses and witches living deep in the forest.

Some people believe that the Cult of Veyopatis evolved into structured modern Druidism. The druids don't send out missionaries. In fact, they have a closed society. They live in groups in the forest called circles. They have no particular deities, but worship nature itself and its order and harmony. They worship under the stars in sacred groves or stone circles. They write petitions or supplications to local authorities where humans upset the balance of nature, and because they are respected for their knowledge and healing, they are generally listened to. Most of the druids of the North are now at Kaer Myrkid, the Touissant circle protected by the Duchess Anna Henrietta herself. There is also a druid circle in Skellige. The leader of a circle is called "hierophant" if male, and "flaminika" if female. The hierophant of the Skellige circle is Ermion, sometimes called Mousesack. He is an unusual druid in that he, historically, has advised the leaders of both Skellige and Cintra. Some druid groups may use violence if humans invade their areas with destructive motives. When you go into a forest, be sure to know if there is a local circle and how they are disposed toward outsiders.

Soon humans moved beyond appeasing nature and developed specialized gods, and the darker and lighter sides of the human mind emerged. The early goddess of destruction Lilit is still worshipped in the far east under the name Niya. The sorcerer and prophet Etibald claimed to have studied the myths of the Dauk, Wozgor, and werebbubb. Those myths claim that Lilit's return would be heralded by a Black Sun and fifty women with gold crowns who would fill the valleys with blood.

The brighter side of divinity attempts to enlighten the minds and morals of everyday people. A good example of this is the Cult of Kreve. Previously worshipped throughout Redania, Kaedwen, and points north, it is now losing ground to the Cult of the Eternal Flame, which offers its follower the freedom to hate and to blame others for their own failings. At the opposite pole from Melitele, Kreve encourages his followers to create moral crusades, accept the Divine Right of kings, and make sizeable donations. Many followers of Kreve are very devoted. You may have heard of Saint Gregory, who used half of his ample funds to buy food from Nazair to save Novigrad from starvation.

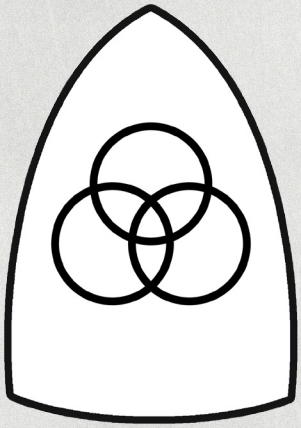
Let's look at the four religions that are advancing at this time.

The Church of Kreve

The cult of Kreve is a church of the North. It is basically the worship of a not particularly well known sky or thunder god. The priests of Kreve tended to be moralistic and did much admonishing. Unfortunately for them, some of their priests were co-opted by kings. These priests' messages centered on the Divine Right of kings and the efficacy of giving large contributions to the church. This did not endear them to their flocks. They then made the unfortunate move of going to Novigrad and proclaiming that the Eternal Fire was the result of Kreve visiting Novigrad. One hundred years ago, when the Cult of the Eternal Fire was a small and somewhat tolerant faith, that was fine. But as the Cult has grown and become more martial and more intolerant, it is winning away the followers of Kreve, who see its power and expansion as a sign of it being "more blessed."

–Brandon of Oxenfurt

Melitele



Many local goddess cults (always associated with fertility and the harvest and childbirth) fused into the worship of the All Mother, Melitele, who still has many followers in the North today. Much like later organized religions, Melitele does have formal temples with frescoes and stained glass, but unlike them her teachings are about tolerance, practical knowledge, and being of service to people in need. Frequently her shrines are very simple, with offerings of fruit and flowers, and three statues: Melitele as the maid, the mother, and the crone. The Goddess experiences all the ages of women and understands the problems of each, but her concerns go well beyond women. There is no complex structure and no requests for donations.

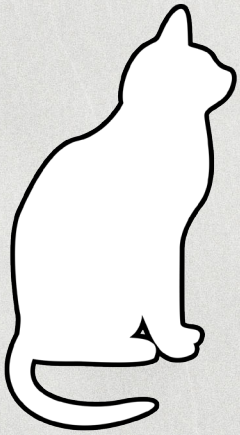
Melitele's worship is centered in Temeria at the main temple in Ellander. The head priestess is Nenneke. Anyone in need—for food, for peace, for strength to withstand the horrors of war—can come to her. Her temple is well known for offering education in reading, writing, math, ethics, history, and healing. Melitele, like any good mother, is extremely understanding, although Nenneke is not above nudging situations in her community. Healers who train at the temple go wherever they are needed, including the battlefield at Brenna. Melitele is a goddess of the harvest and of abundance as well. Farmers and other people who live off the land come to her temple. Her goodwill is very important to people whose livelihood depends on the seemingly unpredictable factors of weather, drought, insects, and warriors (who rarely consider that their chosen battlefield might be someone's life-blood).

The Eternal Fire

The church of the Eternal Flame started in Novigrad. The flame symbolizes Light emerging from the Darkness, knowledge, and faith guiding the faithful. At this time they were tolerant of other religions. The church's original militant arm was the Order of the White Rose. As the church grew in size in Temeria and Aedirn, the targets of the militant arm became more widespread. All users of magic including witchers, hedge mages, and all non-humans, became enemies of the Order, which blamed them for everything from wars to the weather. Jacques de Aldersberg became the first Grand Master. When a white rose in his hand burst into flames, the renamed Order of the Flaming Rose became even more militant than before, leading some to suggest that his fanaticism had impaired his sanity.

After his death, Grand Master Siegfried of Denesle tempered the Order somewhat and changed the flaming rose banner to a rose banner with gold ribbon. Still, persecution continued. In Radovid, the Flaming Rose has their perfect monarch. He granted the Order land near Roggeven in Redania and encourages their mage hunts. The Eternal Fire is now the official religion of Redania. It is expanding rapidly, pushing out Kreve in the Northern countries. Recently, for unknown reasons, the Order of the Flaming Rose has disbanded, with some of the order remaining as police forces in Novigrad and guardians of the now greatly enlarged Grand Picket Temple. Others have become official Witch Hunters and some have been sent to the Temerian-Nilfgaard front, which is an opportunity for great works by the knights, but also a virtual death sentence.

Freya

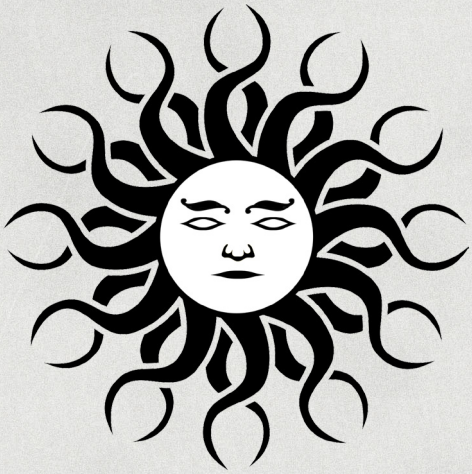


Freya is the Great Mother, or Modron, of Skellige: the patroness of domesticity, fertility, love, childbirth, and the harvest. The people in Skellige live close to nature and still organize themselves by clans, and Freya is part of their day-to-day lives. Her favorite sacred grove is called Hindar, on the island of Hindarsfjall. Nearby is the temple to Freya where the High Priestess Sigrdrifa, a plain, straightforward woman, calls upon and interprets the will of the Mother. Many have heard of the temple on Hindarsfjall, if only in tales of Brinsingamen, the great diamond that is embedded in the statue of Freya that is part of the altar. People from all of the islands come to Hindar to collect blessed mistletoe, which they hang everywhere as protection, and to perform rituals in the Great Modron's name.

Freya is also the patroness of prophetesses, seers, and telepaths. She herself can take the form of the cat, who hears and sees the invisible, and the falcon, who sees from above. She is worshipped as the maid, the mother, and the crone, as she understands the hearts of all. Her worship has recently expanded onto the mainland in small pockets in Cintra, and Nazair, where the people crave protection and understanding and are willing to reach out to others.

There are many similarities between Melitele and Freya, but suggestions that they are one and the same are not appreciated.

The Great Sun



There is only one official religion in Nilfgaard and the provinces. Other religions are often tolerated, but the Religion of the Great Sun ties the Emperor to nature and thus to the people. It is a very, very old religion. Long ago the people believed the Emperor was the Sun incarnate. Backward villages still believe that he is an intermediary between the people and the forces of nature, and make sacrifices (not humans) to the Sun at the solstices and equinoxes. During the Winter Solstice, families come together at home and recite the Winter Prayer, asking the Sun to return and make their lives and harvests abundant. They attend a service where their holiday foods, based on the winter crops, can be blessed. In some places, babies born since the last winter are blessed by the priests as well. In the beautiful Church of the Great Sun in Nilfgaard's capital the Emperor may even give the sermon and take part in the blessings. In the cities of Nilfgaard close to the center of the Empire, the tax collectors of the Nilfgaardian Treasury Department go house to house distributing oranges and large sun-shaped sweet cakes to symbolize the blessings of the Emperor and the Sun, and the promise of plenty in the coming year. It is the one day of the year when people are happy to see the tax man. In many places throughout the Empire, The Church of the Great Sun is that "sweet" that balances the sometimes "bitter" of the Imperial Will. Missionaries have been sent to the North as well, to preach the virtues of family, working on the land, loyalty to the Emperor, and the responsibility of nobles to care for their land and the people on it.

Game Master's Guide

"Were I to attempt to be good to everyone, to the entire world and to all the creatures living in it, it would be a drop of fresh water in the salt sea. In other words, a wasted effort. Thus, I decided to do specific good; good which would not go to waste. I'm good to myself and my immediate circle."

-Andrzej Sapkowski, Baptism of Fire

As the GM, or game master, you are the most important part of the game. Without you there truly *is* no game. But don't let this power go to your head. It's important to always remember that while the GM wields unequalable power within their game, they are there to serve a purpose. As the GM you apply your godlike power to provide a fun and exciting story for you and your players. In this section we're gonna explain what a GM does and give you some guidelines for GMing well.

What a GM Does

As the GM, you are the storyteller. You are the god beyond the gods. You plan the adventures your players go on, the plot twists they encounter, and the sub-plots they chase or ignore. This means you need to know what's going on in your game. It's also important to know that as the GM you play every character that is not your players: the inn keeper, the monsters, the merchants, and so on.

Get to Know Your Players

If you don't already, make a point of learning about your players. Find out what style of games they like and what they like to do. Don't feel embarrassed to ask them hypothetical questions about their character or ask them what they enjoy about gaming. The better you know your players, the better you can keep them entertained. Entertained players are happy players. The worst thing you can have is bored players or players who feel cheated out of an experience. These players will be a pain to run—bored players may unconciously derail or try to mess up the game so they can get something interesting. If you keep your players happy, in general the game will go well. This *does not*, however, mean 'give the players whatever they want'. Your players should still have to work for every victory they get.

Players Are NOT The Enemy

Always remember: the players are not your enemy. In most games it should not be your goal to kill your party. You will sometimes run into players with the "player vs. GM" mentality. In most games, if you kill your players, the game ends. Good GMs create threats that *could* kill players, but will not *necessarily* kill them. Even games that are supposed to be "player vs. GM" are more or less "player vs. the game."

Player Comfort

A big part of getting to know your players is getting to know what they are and aren't comfortable with. *The Witcher* is a mature setting that often deals with uncomfortable topics (racism, sexism, rape, torture, etc.). You can derail a game very quickly by involving something that makes your players uncomfortable, angry, or depressed so it's a good idea to work out boundaries and limits ahead of time.

Hounding Players

One interesting thing you can do is hound a player that is particularly difficult to get into the group. Oftentimes this player will already be one of the more radical players. Set a powerful NPC on them: a bounty hunter, assassin, mage, or the like. You don't want to make your players feel like they can't do anything but follow your plot, but oftentimes giving a player (or players) a threat which will catch them if they don't keep moving gives them the perfect impetus to keep going.

Look, if you want to kill your players, then they are dead. Want to kill your party in *Witcher*? Make an enemy with a base 20 in all abilities and have them show up in town with 10 rock troll bodyguards, the most powerful relic gear in the game, and a one-track mind to kill the players. No matter how smart your players are, they *will* die. As the god of your world you control everything—there's no point in pitting yourself against the players in a straight-up battle. They have limits. You basically don't.

Running your game should come down to engineering scenarios with an *appropriate* amount of danger. If you have a player who is getting in your face about being able to "beat the GM," feel free to smack them down. But remember that you don't have to destroy them. A game is a joint venture, and even when it seems like a duel it's a managed duel for fun.

Invisible Walls

One of the main problems that new GMs run into is the peril of invisible walls. Many times when a new GM starts a game, they aren't completely used to their campaign, their party, or controlling a game. When players get a little out of hand or don't follow the path they have set out, a nervous GM may put up invisible walls.

These are not logical obstacles or arguments to dissuade the players from doing something or going somewhere, they are just blocks: no matter *what* the players try, they can never do the thing they wanted to do or go on the path they want to follow. The GM keeps throwing more and more hasty blocks in front of them to trap them on the right path. If this continues, the players will quickly start fighting back or just get listless. Some players may get so upset by it they just quit, or worse, get mad at you personally.

The best way to avoid invisible walls is to remember that as the GM you control every aspect of the game except your players. You can't control them, and shouldn't. If they want to go somewhere or do something that strays from the path you want them on, let them. Then draw them back onto the main path afterward. Here are some ways to keep your players on path:

The Employer: This is a pretty easy way to get your players back on track. If they're working for somebody, have said employer show up and get them in line. The players may still disagree. In that case, their employer might use force to get them back to it. This in itself could get the players back on track: what's so important to their employer that he'd threaten their lives?

Can't Escape: In any situation with an opposing force, your players could get attacked. They know too much and now they have to be destroyed! Your players can hare off as much as they want, but the threat will keep finding them until they finish their mission.

Better Treasure: For some players, the siren song of treasure is enough. Find some way to get it across to your players that if they continue on the path there will be a hell of a lot more for them to gain. For some players the treasure may not be gold.

Tie It to Lifepath: If your players ran Lifepaths for their characters, use them. Maybe one of your players has an enemy from long ago that the player forgot about. Tie that into the plot. Did somebody have a lover who went missing a few years ago? Guess where they are now! Any murdered family or deadly diseases? Finishing the mission might resolve that problem!

Little Hints: Interestingly enough, downplaying a mystery may get your players more interested. Put your players in a situation with a lot of big things and drop in one tiny clue to your mystery. Nothing huge: maybe an open door in a room or a loose floor panel. But *make a point* of mentioning it. In many cases your players will go straight to

it. Hey, you wouldn't mention it if it wasn't important—obviously the other things are just distractions!

Make it Personal: When all else fails, make it personal. If you're running a really hardcore game, get your players back on track the *Witcher* way! Take something they love from them. You don't necessarily have to destroy it, but make it clear that they have to pursue the mission to get it back. This works especially well when your players are trying to settle down and start a happy life with a loving significant other and a few children.

Your "Special Snowflake" & Plot Armor

I should start by saying it's perfectly okay to have a character in your own game. Many, many GMs do it. Usually their character is an NPC who is the constant companion to the players. This character can be special to you. You can love them with all your heart and give them cool moments. *But*. Your character is almost never the focus of the game unless they are a McGuffin.

The world should not revolve around your character. They should not *always* be right. They should not *always* be the best at any task. *If* they save your players from something, it should not be as a descending god who can handle any and all challenges. Your character should generally be at the same level as your players and, if possible, with complementary abilities and skills.

Your players are there to have fun and do exciting things. They are not there to follow behind the cool character you made and bask in their awesomeness. If you have an uber-character who solves all problems and is always special and wonderful and amazing, your players will get sick of them *very* quickly. So remember: it's okay to have a personal character, but give them most of the same limits your players have.

This also applies to some extents to your villains and important characters. In gaming there is a concept called *plot armor:* a special, secret form of protection that shows up when someone is about to die but you need to have them live. It can block power attacks and even (in some cases) revive dead enemies. Plot armor is not tangible and it's not on a character sheet.

It simply comes down to this: "Gwen shot the corrupt Baron Blastingot in the heart with and arrow and it should kill him. But I *need* Baron Blastingot to show up later in the plot, to unwittingly perform the blood ceremony and summon the wraiths of Ard Skellig. I'll have him get shot but I'll put a mage in his retinue who can heal him from this seemingly mortal wound."

You can also, and in many cases should, give plot armor to players. Maybe Lord Blastingot's mercenary body guard rolls REALLY well to stab Gwen. He should kill her but you don't want her to die yet, so you fudge some numbers so she just loses an arm.

However, plot armor should *always* be secret, especially when it applies to an enemy. Enemies should always survive through greater skill than the players, better planning, or more support. Keep coincidences to a minimum. If your players catch wise that the enemy has plot armor, their morale will plummet. After all, what's the point in fighting something you know you will *never* defeat? Remember to always make plot armor seem natural, with enemies or even with your players.

Romance & How to Not Make It Weird

This may seem like an odd section, but over the years I've found that romance can be very awkward to run, especially in a mature setting like *The Witcher*. It can be easy for people to misconstrue things, read too far into it, and become very uncomfortable.

A really good first step to set up romance in a roleplaying game is to establish how good all of your players—and indeed you—are at **separation**. Often, very deep "character roleplayers" who really enjoy playing and getting really deep into their character have a hard time separating themselves from the character, and this can make romance uncomfortable. I once found myself running a romantic scene with a friend and realized halfway through that it felt a hell of a lot like *they* were flirting with *me*. Needless to say it made things a bit awkward. Good separation also means the players won't get as upset when things go wrong in a fictional relationship.

Lastly, separation helps you run romances with people you would *never* feel romantic toward. Sure, it's easy to run a romance for a crush or a significant other. It gets difficult when you have to run a romance for your father, for instance, or you have to pretend the big hairy dude across the table is a lusty, buxom sorceress who wants to mark you as another notch on her bedpost.

Speaking of notches on bed posts... sex. It's bound to happen in a mature game such as *The Witcher* and Lord only knows how, shall we say, "adventurous" it may get. The thing is, in most cases, the rest of your players don't want to have it play out in front of them. In the Top Ten list of ways to make a game awkward, describing the sex is probably third or fourth. There are some groups where everyone knows each other well enough, are open enough, or perhaps want to see it and that's fine. But unless you know your group is in that demographic, stick to this rule: all sex happens off screen. You can allude to it all day, make suggestive comments, or have pillow talk, but if you find yourself calculating 'lasting' time based on your Stamina score and making opposing Seduction rolls to see who can 'finish off' the other first, you should probably stop, take a cold shower, and move on.

Beat Charts

When you're setting up a game it can be hard to keep everything in mind. Let's face it, you're plotting multiple hours of entertainment, with possible variations based on random decisions by your players. It's much easier to break the game down into what we call **beats** and write it all down. That gives you something to refer to, and sets every major point in the game out separately so you can switch them around if needed. There are four beat types that make up a Beat Chart:

The Hook: The **hook** is a moment or occurrence that draws your players into the story.

The Development: The **development** is a more cerebral moment where your players realize, learn, or gain something that progresses the story.

The Cliff-Hanger: The **cliff-hanger** is a dramatic, action-packed moment in the story where the players are fighting or chasing or doing something active.

The Climax: The **climax** is when a story comes to an end. A campaign often has more than one climax: one at the end of each story arc, then a big one when you decide to end it.

To run your game smoothly, find a hook for each player, then string together interesting developments with exciting cliff-hangers until you're ready to put in your climax.

For Example:
The game begins with a ***hook****: Gwen, who is an Aen Seidhe bard from Cidaris, wakes up to fire and screaming. Her home town is being raided by Nilfgaard! As she runs out she encounters the* ***development****. She sees the head of the Nilfgaardians, a tall man with long black hair and elegant black and gold armor. Then, a* ***cliff-hanger*** *comes: she is spotted by Nilfgaardians. With few weapons and light armor, she can't beat five battle-primed Nilfgaardians in full plate with heavy weapons. It would do her best to run and plot for her revenge.*

The next ***development*** *comes when, after escaping the Nilfgaardians, she comes across two other refugees, a doctor and a mercenary. They agree to team up temporarily to kill the head of the Nilfgaardian troop. The next* ***cliff-hanger*** *comes when they lay an ambush for the Nilfgaardians, setting a bunch of traps along their path. Then a* ***development*** *comes when, as they are slipping back into the shadows, they are followed. A young Nilfgaardian soldier has followed them and tells them that he is willing to help them kill the general if they help him escape the military. In the next* ***cliff-hanger*** *they are brought to the general by the defector under the pretences that he caught them. They break their loose bonds and attack the general and his guards. The* ***climax*** *comes when they kill the Nilfgaardian general.*

Using a beat chart helps you focus and organize your game around your players.

Not Every Roll Has To Be Obvious

You may experience this when running your game: your players encounter a seemingly innocent traveller who will lead them in the right direction if they let him come with. You have everybody roll a Human Perception check! Nobody makes it...but now they know he's lying. Sure, this is fine if your players can separate themselves from their characters, but any surprise you had planned is gone. They know they're walking into an ambush. It can be the same for Awareness checks. Your players are walking down a hallway and you have them make an Awareness check. Nobody makes it, so the whole party sits around searching until they spot the trap. Once again, this is less of a problem for players who can separate, but it can really ruin a surprise.

The truth is that some rolls don't need to be obvious. In situations where your players are trying to tell if someone is lying or how they are feeling, or rolls to find *hidden* things, it helps to make the players think for themselves. If the traveler offering directions seems sketchy, let the players decide to make a Human Perception check. Now it's them opposing the traveller, who could be totally normal and they're just paranoid. It's not as obvious as if you make them make a check. Same for traps. The great part about this method is that it makes your players paranoid. They start checking everything and you know you've got them invested.

Blue Booking

Blue booking is a wonderful option to get your players really involved in your game. Get one or more of your players to keep a journal for their character. This can be notes on their characters, thoughts or secrets their character has, plans, past history, or just a general story of the events of the game. This is a particularly good idea for players of bards. Over all, blue booking is a good way to keep track of the game, but can be an excellent way to engage an otherwise uninvolved player. Even a player who doesn't get that involved in the game may really enjoy chronicling it.

Pre-Rolling Awareness

If you want you can have players pre-roll Awareness. Before the game starts, have all of your players roll ten or twenty Awareness rolls and mark them down (in order) on a piece of paper. With your player's awareness rolls written down, you can refer to them each time you need to have your players make an Awareness roll. Make sure to cross off each Awareness result when you use it so you don't re-use results.

Running Witcher

When running a *Witcher* game there are a few things to keep in mind to get your players in the right mood. This short section will give you the basics.

This Isn't Epic Fantasy

When you sit down to run your game, it's important to remember that *The Witcher* is not a high fantasy epic setting. In the *Witcher* stories, despite overarching plots such as the prophecy of the Elder Blood or Mad Etibald's prophecy of the Black Sun, the main plot is never one of epic heroes. Geralt never picks up a magic sword handed down to him by the gods and slays an army of demons, never travels to hell to defeat an evil god, and never sets out to save the world.

The world of *The Witcher* is down to earth and revolves around understandable concepts. Many early stories have Geralt dealing with interpersonal problems and grudges that get out of hand. Even with the invasion of Nilfgaard and the Wild Hunt scouring the land, Geralt's goal is still very simple: get Ciri back.

Your *Witcher* game shouldn't have the players traveling to the sacred mountain to gain mythic power and unite the world with magical might. Instead, pick a plot that hits home with your players. Perhaps they were all Cidarin citizens and after their town was wiped out by Nilfgaardians, they banded together to hunt down and kill the general who ordered the attack. Maybe one of your players was cursed by a sorceress and has hired the other players to escort them as they look for a way to undo the curse. If you want high stakes, tie your plot to a kingdom or the war. Your players could be anarchists or even Scoia'tael who are plotting the assassination of a northern monarch, or maybe working as spies for Nilfgaard. No matter what plot you pick for your game, remember that *The Witcher* is not *The Lord of the Rings*™ or *Dungeons and Dragons*™. You're not fighting for the fate of the planet, and nothing is ever as black and white as it seems.

Monsters Aren't The Only Evil

In *The Witcher* the monsters aren't the only things that you have to worry about. Between bloody power struggles, hate crimes, and general unrest, the people of the Continent can be just as dangerous as the monsters. In some ways, even more deadly; at least with a monster you know where you stand. You're not safe within the walls of a city. There may be guards and "civilized" people surrounding you. You may be behind meter-thick stone walls guarded by archers, but watch your back because there's someone in every hamlet willing to slip a knife between your ribs, for your money, for revenge, or just because they don't like you.

Racism & How It Effects You

Being one of the elderfolk in the Northern Kingdoms is a very dangerous thing. This is because in the previous Nilfgaardian War, most of the elves and dwarves aided Nilfgaard in its invasion of the North. Now elves and dwarves live in ghettos in most human societies and are tormented daily. Hate crimes, lynchings, and vandalism are rampant in backwater towns. Even in the capitals of the Northern Kingdoms mass purges are not unheard of. *The Witcher* TRPG represents this through your **social standing**, a status that you get at birth with your race. This explains how the average human populace of a settlement will deal with you.

Barring strange circumstances, dwarves are **tolerated**, which means that humans will generally stomach your presence; it only becomes a problem if you cause a disturbance or are in the wrong place at the wrong time.

The "Hero"

The world of *the Witcher* isn't epic fantasy and you won't run into brilliant, gleaming heroes...very often. In this dark and grim world there *are* some people who attempt to uphold codes of chivalry and other ideals that most people think of as antiquated. It's often interesting to throw one of these more idealistic characters into a group of cynical heroes and see how they deal with the drastic difference in world view.

However, keep two things in mind. First, the "Hero" is never 100% right. They may get the job done and people may like them, but they still exist in a dark fantasy world. The world shouldn't start changing to fit how this idealistic character operates. Second, this idealistic character should never feel like a mandatory role model for players. They're there to show a contrast and play around with the idea of two outlooks interacting. They aren't there to show your players how they should act. If you push it too far, the players will kill the character and leave them in a ditch.

Witchers are **feared**, which means townsfolk will actively avoid them— anyone who is forced to deal with them will try to cut their dealings short quickly. Elves, however, having been less than friendly in the years before the Nilfgaardian War, are **hated**. Most people view elves as lesser beings. In most places, the risk of hate crimes nearly doubles; in backwaters it's wisest to hide your heritage.

Nothing Is Ever As It Seems

Witcher stories are *rarely* as simple as they first appear. Most times you will get halfway through a story thinking one thing before a plot twist sends you in exactly the opposite direction. A mission to wipe out a group of bandits plaguing a town may turn out to be a death sentence for a band of war refugees who refused to pay a toll to the town alderman.

In a good *Witcher* game your players should go in with one concept and leave with another. Nothing is black and white. Always look for twists and mysteries that will make your players question if they're on the right side. Keep your players on their toes. Send them out with a basic mission that unravels into a grand mystery as they travel (or kill) their way across the countryside. You can tempt your players by putting especially good loot or something they really want at the end of the trail of clues and leaving hints along the path. Later in this section we'll go into how to set up a good mystery so you can keep it all straight and keep your players guessing.

No Question Is Easily Answered

The *Witcher* world is not a nice neat little world where the right answer is obviously apparent the minute the question is asked. In many cases there *isn't* even a "right" answer. Players must often choose between two answers that both seem equally "right" or "wrong". They may make mistakes that haunt them for the rest of their lives.

The world of *The Witcher* can be, messy, difficult, and bloody. Never let your players get off with an obvious answer to a difficult question. Make them compromise. If your whole party gets caught up discussing the ethical ramifications of what they're about to do then you've done a good job.

Life's Hard. Enjoy it!

By now you've probably noticed that the *Witcher* TRPG is fairly ruthless. Gear is expensive and life is cheap. That's because that's what *The Witcher* is. It's deadly and unforgiving. The economy is such that a simple throwing knife costs you an arm and a leg, and you may *lose* an arm and a leg getting the money to buy that throwing knife. The world is hard-edged and rough, but this makes the happy moments all the sweeter. After a long day of death and destruction, an almost normal home or a genuinely loving embrace can be the greatest reward in the world. The brightest of the few shining lights in *The Witcher* are friendship and love. These two things make the grim slog through life worth it.

As a GM it's important to remember that while the world of *The Witcher* is a dark, grim, and deadly place, achieving happiness is possible. Players can find someone to love, settle down, and have a happy family. But it doesn't come without a price. Happiness should always be out there for your players to reach for, and if they get it that doesn't mean that the game ends and nothing more can be done. Once you've achieved happiness you have to protect it. You have to defend everything you care about from the ravages of this war-torn world. Even if your players discover happiness, make them fight for it. Have monsters attack their homes, soldiers try to take their families. Make it clear that they can have a happy life but it *won't* be without cost.

Healing, Or Got Any Twos?

Not only is the *Witcher* TRPG more granularly brutal with the introduction of critical damage, but healing is handled more realistically. While there are potions to heal Health Points, either temporarily or permanently, the natural healing process (especially of critical wounds) goes fairly slowly.

It's good to remember two things when running a *Witcher* game. First off, try to make sure that your players are always within at most a day of a doctor or a mage. This way if they screw up horribly and get a punctured lung, they have a chance. However, if your players *knowingly* venture far from anyone who could help them, then it's more or less on their own heads. Secondly, remember to make room for healing. In the *Witcher* books, Geralt spends a fair amount of time healing—extended periods in a temple doing nothing but healing. If your players all sustain internal organ damage or have broken limbs, give them some time to heal so they aren't crippled for the rest of their adventure. You can either "time skip" ("Well, you guys spend a few weeks healing") or you can actively play out some of that time, allowing players to bond, plan, or perhaps seduce their caretaker.

Encounters

When setting up an encounter in the Witcher TRPG always remember: more is better. Rarely will you ever be attacked by one monster. Usually they swarm. If you're lucky you'll only be attacked by three monsters, but most times it's five or six. So here's an equation to remember when sending enemies (monster, humanoid, or otherwise) after your players:

Number of Monsters = Players + 2

Plan on at least one monster per person in your party. If you're running an encounter with one person, put in at least three monsters. This number of monsters will generally be good for your players until they get stronger. Eventually, your players will get **relic** weapons and they'll be throwing around enough dice to one-shot small monsters. At that point you can raise the number per person, and chances are your players will love it. What's more badass than three heroes taking down 20 enemies? Not a lot.

You may want to throw large monsters into your game, and that works just fine, but *not* using the same numbers. If you throw eight fiends at four starting players, they are gonna be toast in no time. In the *Witcher* TRPG, monsters are split into three threat categories: **Easy**, **Medium**, and **Hard**. Each category is split into **Simple**, **Complex**, and **Difficult** to show just where on the spectrum the beasts are. For most parties you can play it like this:

For every **medium** monster you put into your encounter take out three **easy** monsters.

Unless your players are proven badasses, don't put a **hard** monster in with any other monsters. A party of five or fewer can take *one* **hard** monster.

You can scale monster encounters more using the **complex** or **difficult** monsters from each threat category.

For Example: My three players (Joe, Felicia, and Mark) walk into a crypt in Temeria and are set upon by ghouls! There are three of them, so 5 ghouls lunge out of the shadows! That's 1 per person plus 2, and assuming they have silver weapons it shouldn't be that tough for them. However, after resting up a bit they travel deeper into the crypt and find another group of monsters! This time they are facing a grave hag! Once again, this shouldn't be too hard if the players are relatively skilled and have silver weapons. But seeing as the grave hag will take more of their focus, there will only be two ghouls there as well, rather than a horde.

Parties With No Witcher

You may be running a party that doesn't have a witcher. In this case you may want to start with 1 monster per player to gauge how your players do. Monsters have resistance to steel weapons which means your non-magical players will be doing half damage no matter what. This also applies to parties that are less combat-oriented. If you have a bard, a merchant and two priests you may want to start with 1 monster per player to gauge how well they do before throwing the full horde at them.

Monster Ratings

Easy		
Simple	**Complex**	**Difficult**
Bandits	Scoia'tael Archers	Wraiths
Drowners	Nekkers	Ghouls
Wolves	Sirens	Endrega

Medium		
Simple	**Complex**	**Difficult**
Mages	Grave hags	Noonwraiths
	Werewolves	Rock trolls

Hard		
Simple	**Complex**	**Difficult**
Golems	Griffins	Fiends
Wyverns	Arachasae	Katakans

One more thing to remember when setting up a *Witcher* encounter: monsters are not very good at working together. If your players stumble into a nest of nekkers while being chased by wolves, the nekkers and wolves will *not* team up to fight the players together. In general, whenever you have two different types of monsters in the same encounter with players, the battle turns into a free-for-all. Each turn, any monster not being attacked or actively attacking will attack the closest thing to them. The only exception to this is intelligent monsters, who will attack whatever set them off or looks most dangerous.

Rewards

You have to face it, loot is a big part of any game. Treasure and the looting of dead bodies for money, armor, weapons, and magic items is the benign obsession of most gamers, both tabletop and video. And never fear, there is still loot in the world of *The Witcher*! But it's a bit different.

Gold, i.e. Crowns

This may be where you get a bit sad. Crowns, the coin of the day, are not common. The rich are rich and the poor are poor—painfully so. This means looting a group of bandits you and your party just killed may net only 70 crowns, tops. When the cheapest longsword costs 160 crowns, 70 is not much. While you may find some cash, loot in the world of *The Witcher* means items. You may find 5 crowns on a guy, but also a great sword or a couple of potent alchemical items.

Magic Items & Relics

Witcher magic items range from pretty good to truly insane. It's always a good idea to study the statistics of each item before you give it to your players. If you decide to hand your players the legendary sword *Cleaver Hood* for killing a bandit on the road to Temeria, that better be a plot-related item because it's way too much power to give someone for killing a lone bandit.

Dole out magic items over time. Unlike many other fantasy games, magic and relic weapons are not commonplace. You usually can't buy them at a marketplace; they require adventure and effort to get. But once you get them it's very worth it. Not only do people take notice, but 24 points of average damage, Stamina regeneration, and a 20% bleeding chance isn't bad either.

Recipes

Among the best things you can find when sacking a bandit lair or looting a dead merchant on the road are diagrams and formulae. Take the right materials to a crafter and they can make you some really awesome stuff. If you have a crafter in your party, *they* can use them nearly on the fly if they have the tools. Just like magic items, however, powerful diagrams should be doled out over time.

Interesting Items

With intelligent enemies, you'll find a lot of personal items on whoever you are looting. This stuff doesn't have to be important, but it should be *interesting*. After all, think about what would happen if somebody killed you right now and rifled through all your pockets.

In my case, my assassin would find $4.91 in change, my wallet, two phones, a pen, a jack knife, some keys with dog tags from other people, a public transit card, movie ticket stubs, and dice of all shapes and sizes. Not much money (and only one usable weapon) but a lot of interesting items with story. If they went through my wallet, it'd get even more interesting as they found a library card, a science center membership card, some I.D. info, an All United States Kendo Federation card, more movie stubs, and a punch card to a piroshky restaurant. You gotta admit, I'd be a pretty intriguing corpse.

Despite the fact that you created them for a purpose in the game world, every body your players loot is a person. They had a life. It's always cool to have some indicators of what they were like, and it'll give your players a sense that the world has depth. If you want varied possessions, use the Random Possessions table on pg.223.

Recipes

Diagrams & Formulae can be really great loot for a large party or a party with a craftsman. One recipe for a powerful weapon or a useful item like a bomb or trap can open up a lot of doors for the party. Now they can prepare the whole party with powerful weapons, armor, and gear which can turn the tide in dangerous battles.

Monster Bits & Twine

Last but not least, your players will collect a lot of components and ingredients, otherwise known as 'monster bits and twine'. Almost every monster you can kill in *The Witcher* can be used for something, be it infused dust for a bomb or a delicious bowl of drowner brain soup. When players kill a monster you can refer to its bestiary page to see what useful parts you can cut, gouge, or tear from its corpse. It's a gruesome job, but somebody's gotta do it and you'll be glad you did.

Monster parts are helpful to craft a lot of potions. It's best not to tear humans and elderfolk apart for alchemical materials. Nothing on a person is really all that useful for alchemy, however they do often have twine, cloth, and other crafting materials on them. Tearing down even cheap clothes gives you stuff you can use.

Doling Out The Goods

With an idea of what makes up your loot, it's important to know how to hand it out. Here's how it should usually go:

Looting Monsters: On solitary monsters, you're most likely to only find parts of the monster or small bits of loot mentioned in its bestiary entry. However, that changes for intelligent monsters and monster dens.

Intelligent Monsters: Besides the usual useful monster bits, it's good to put a few trinkets and favorite objects of the monster on or around it. For most monsters, though, there won't be many. Roll 1d6 to see how many items the monster owns, then roll on the Random Possessions table to see what they are (or decide). Even intelligent monsters don't usually carry crowns, armor, or weapons. They *might* have diagrams.

Monster Dens: In a monster den you have a bit more room to experiment. The monsters themselves may not carry items on them, but they often have the bodies of travellers or adventurers in their caves. Roll 1d6 for every 3 monsters that inhabit this cave (in this case large monsters count for 6 small monsters, i.e. 2d6). This is how many bodies are in the cave. For each body, roll 1d6 again to see how many items they had on them when they died, then randomly roll or choose them. You can also scatter weapons or armor of your choosing if some of the victims were armed adventurers/bandits. Finally, roll percentiles. On a 80-100 there is a rare item or diagram.

Looting Humans or Non-Humans: When looting the average bandit (or traveler, if you *are* the bandits) you'll usually find 1d10 random items, whatever weapons and armor they had, and an amount of crowns based on the enemy.

You may decide to put rare diagrams or items on the opposition. If you're looting a bandit den or somebody's house, roll 2d10 to find out how many random items you find and percentiles to see how many crowns you find. Finally, roll percentiles. On a 80-100 there is a rare item or diagram.

Random Possessions

Roll	Mundane	Strange	Occult
1-3	Partially used journal	Strange statuette	Black magic doll
4-6	Wrapped turkey leg	Fingernail shavings	Strange mask
7-9	Locket	Pot of ashes	Strange circlet
10-12	Hand mirror	Choke collar	Elf ear
13-15	Instrument	Taxidermied mouse	Wooden stake with runes
16-18	Guild badge	Lock of hair	Book bound in skin
19-21	Thieves tools	Strange letter	Monster part (GM's choice)
22-24	Pelt of some kind	Instructions for a trade	Unit of glowing ore
25-27	Random book	Fragment of stone	Hallucinogenic fungus
28-30	Waterskin	Pocket full of gravel	Preserved organ in a jar
31-33	Silver ring	Scribbled fortunes	Vial of blood
34-36	Manacles	Ball of clay	Records of black magic
37-39	Bedroll	Folk remedy for something	Bloody hand
40-42	Dice	Mechanical piece	Bag of teeth
43-45	Business ledger	Scrimshawed bone	Monster skull
46-48	Cheap wine	Ladies' underwear	Notes about the players
49-51	Map of the area	Strange dried meat	Map to an unknown place
52-54	Flask of spirits	Blackmail material	Dead bird
55-57	Lucky charm of some form	Marital aids	Feverish sketches
58-60	Gwent deck	Odd dream journal	Insane notes
61-63	Tent	Fish bones	Illegible scroll
64-66	Sketch of a person	Note with one number	Symbol written in blood
67-69	Soap	Tooth	Strange jade statuette
70-72	Holy symbol	Worn out shoe	A lock of blonde hair
73-75	Flint & steel	Reins	A strange, empty lamp
76-78	Whistle	List of people	Scrimshawed human bone
79-81	Sun stone	Five iron nails	Iron shoes
82-84	Shopping list	Strange sea shells	Human skull
85-87	1 Unit of feathers	Strange poetry	Censer full of caked blood
88-90	Dried meat or salted fish	Extremely mouldy bread	Tattooed skin
91-93	Pouch of spices	Unknown key	Ritual dagger
94-96	Empty vial	Paper with lipstick marks	Black magic ring
97-100	Chalk	Arrowhead	Severed tongue

Gear Up First

Always remember to roll for the items on an enemy before you bring them into a combat. You don't want to have to retcon the fact that they were carrying a bedroll or hauling around a griffin egg.

Relics & Min-Maxers

The world of *The Witcher* is very dangerous; both the video games and the TRPG reflect that. But a well-prepared player can acquire many abilities and bits of gear that make them hell on wheels— or hooves, as the case may be. In many respects that's fine. It's cool for a player to plan and gather gear and allies, then take down some big monster, like a fiend. But beware: a min-maxer in the party can make life hell on earth for a new GM.

Min-Maxer

(Noun)
Popularity in Games: Highly unpopular
Simple Definition: A player who spends hours, even days, reading through every bit of source material, every rule and online guide, to create the ultimate character, often using exploits or loopholes in the system to achieve this.

Being married to a top-tier min-maxer, I have to deal with this a lot. The *Witcher* system offers many possible character skills and items that grant special abilities. If you let your players accumulate too many too fast, you're going to have to throw *big* things at them to keep them busy. And while that can be epic for a while, it hurts to send a big, bad boss monster after your players and watch them flatten it in two rounds because part of your party has reached a level of power you were previously unaware of.

The GM's key to managing that is to remember that *you* control when your players get the big toys.

1. Give relics as major quest rewards. Don't hand them out left and right.

2. Potions and decoctions have **toxicity**, which will keep Witcher players from knocking back too many.

3. Witcher items and experimental magic are *very rare*. They're trade secrets. Give players one or two of these items, but make them *work* for the formula.

Your players can still become badasses, and that's fine. You *want* your players to be able to pull off incredible feats and escapes. Ya just don't want them to be *too* powerful.

You also can work around your min-maxing players. By their nature, min-maxers optimize for one type of thing, usually combat. If you have a min-maxed combat character, change things up. Make the next few challenge puzzles or other such mental problems. Pick battlefields (marshes, rooftops) that play to their weaknesses. You can deal with min-maxers and have them in your game groups, but you have to know how to control them.

Why Relic Items Aren't Craftable

One important change from the *Witcher* video games to the TRPG is that relic items are no longer craftable. This is a pretty big and even frustrating change, but the TRPG needs it, for two reasons.

First, most relic items in *The Witcher* gained their power through events they experienced. It would be rather strange to craft the cursed blade *Virgin*, for instance. Freya doesn't give it to you, and no horrible betrayals taint its magic. Why's it cursed? Because it was made in the same way? Wouldn't it come out as the original uncursed holy blade? Who knows. Most likely it would just come out as a regular blade.

Second, being able to craft relic items out of common parts means...well, mass production. Say you get hold of the diagram for the legendary sword *Devine*, which does a ton of damage and has a bunch of bonuses.

Min-Maxers Aren't Evil

Min-Maxers aren't inherrently evil. A lot of times they min-max as a defense mechanism to make sure they don't get overrun by other players. If you have a min-maxer in your party you'll know pretty soon if they are just looking to game the system. If they are, feel free to unleash hell (within reason of course). If they're just trying to make the most survivable character they can, go ahead and let them. They mean you no harm. They just want to make it through the game on one character and not get run over.

Theoretically, to make *Devine* you only need:

1 Unit of Leather
2 Units of Steel Ingot
1 Unit of Diamond Dust
1 Unit of Sapphire Dust

Take that diagram to the right crafter and you could outfit every member of your party with a *Devine*. Or copy that diagram a hundred times and you can sell the key to making a tremendously powerful sword to anyone who'll pay and make a ton of coin. Not only does that throw the game into chaos by pushing your party's power through the roof and blowing up the local politics and economy, it diminishes the *meaning* of the sword. Suddenly it goes from:

Devine, the legendary sword, imbued with the power of a treacherous djinn, which killed the wielder in a painfully ironic moment.

to

Devine, that sword design that does a lotta damage and stuff!

When you finally get a relic, it should be an *event*. You should feel a certain weight, just having the item. Relics are not meant to be just tools that you forge over and over again so your party has the best gear. *That's* why relics aren't craftable in the *Witcher* TRPG. Sometimes you have to compromise to get the feel just right.

Continuity

Of course, when you are making an NPC, keep a certain amount of realism and continuity. If you need a farmer to give your players information on a wyvern, you can generally assume that that farmer won't be a nobleman.

Good NPCs

A key ingredient in any good game is the NPCs, the non-player characters. Your plot can be amazing, but if your NPCs are cardboard cut-outs, then the game will be dull. Not *every* NPC has to be a portrait, but the core characters have to be at least vaguely interesting. To make things easier, follow these charts to quickly make interesting NPCs.

Basic NPC

Roll	Race	Gender	Age	Personality
1	Human	Male	Child	Shy
2	Human	Female	Child	Rebellious
3	Human	Male	Teen	Arrogant
4	Human	Female	Teen	Headstrong
5	Aen Seidhe	Male	Young adult	Friendly
6	Aen Seidhe	Female	Young adult	Secretive
7	Aen Seidhe	Male	Adult	Nervous
8	Dwarf	Female	Adult	Flirtatious
9	Dwarf	Male	Elder	Eccentric
10	Dwarf	Female	Elder	Aloof

Background

Roll	History	Standing	Romance	Secret
1	Lost everything	Slave	None	Is secretly a mage
2	Family was killed	Slave	None	Found a lost treasure
3	Fought in the Northern War	Poor	None	Is a wanted criminal
4	Thinks they have magic	Poor	Uninterested in love	Is a secret service agent
5	Almost died	Poor	Debauchery	Has a secret life
6	Saved by a witcher	Average	Playboy	Has a Secret Profession
7	Used to be a priest	Well to do	Interested in a player	Is a cross-dresser
8	Once ruled a small town	Well to do	A dedicated lover	Is a deserter
9	Lived as a bandit	Rich	Married	Has a secret lover
10	Killed a dangerous monster	Nobility	Star-crossed lovers	Has a hex or curse of your choice

Campaigning

A lot of people will probably just use this book to run short one-shot games. And that's fine, but your players may have so much fun they beg you to make the game a campaign. That's when this section will come in handy.

The Overarching Plot

One-shots are designed to open and close in one session. To "upgrade" your one-shot to a campaign, you have to pick a core plot. The best way to do this is to connect the plot from your one-shot to an overarching plot. Something that builds on it to give your players more to do.

For instance, say your players started out by defeating the monster plaguing a town. They could find out a mysterious enemy sicced the monster on the town. Your campaign sends them to stop her before she strikes again. Or, your players could find out that the monster was a sign of some greater threat to come. Either way, you need a plot large enough that your players can pursue it for quite a few games.

The Traveling Adventurers

Alternately you can choose a "traveling adventurers" campaign, where the players are simply adventurers together, either on the road for safety in numbers or because they have a common destination. In a game like this the destination almost doesn't matter. It just has to be a *long* way away, with lots of stops en route. Every episode, the players stop along the road and encounter some issue they need to overcome, either to continue their journey or for some reward.

Run Campaigns

I'm biased but I have to say, if you can, run a campaign. One-shots are fun and if you don't have stable players they're the best option. But if you can get a few players together, run a whole campaign. Players can really get attatched to their characters and it'll give you a million great stories. It may seems difficult for new GMs but that's what this chapter is here for!

Roach

Horses with personality are surprisingly popular in my personal games. I'm not sure what it is but my players love it when they get a horse or some other pack animal and it turns out to have its own quirks and habits. I highly encourage you to have your own Roach in your games.

Don't Expect Saints

The world of *The Witcher* is a dog-eat-dog world. There are people who will do things out of the goodness of their hearts, but they are exceedingly rare. People should rarely go out of their way for the players at first meeting unless the players offer something good. This applies to players as well. Never assume your players will follow a plot because it's the right thing to do. Whether it's the threat of death or the promise of crowns, always give the players a reason to follow any plot arc.

"Guest Appearances"

After you get your game started you may wind up with people who want to join it, or people you want to see in the game. The problem is, often you already have as many players as you can handle long-term. This is where **guest appearances** come in handy. Have that person make a character, maybe give them something that ties them into the plot for one episode. Think of it like the long list of "Scooby-Doo™ Meets Some Celebrity" episodes. This gets the player in for one game to see how it works.

If everybody has fun and it's not too hard for you to run, make them a recurring character. Every three or four episodes they make another appearance and join the "main characters" for another adventure. This is especially fun if you bring them in as a bounty hunter or monster slayer going after the same quarry as the players.

The TV Theory

If you have a lot of character-based roleplayers in your party, one fun approach is to pretend your game is an ongoing television show. Have people pick actors/actresses for their characters. Write each new session as an episode in the series.

This can even help you write better adventures. By writing your game as a TV show you have a lot of references for how to pattern your game and how to lay out the plot. If your players REALLY get into it they can play fandom to the show. Players can do fan art, fan fiction, and other things based around the "show." It may sound silly but it gets people really invested in the game, and keeps people interested whenever you can't get everyone together for a game for a while.

When A Player's Gone

Often you'll wind up in a situation where all but one of your players is free for the game. This can be a tricky. If that player's important to the plot, you may have to hold off for a while until they are free. But if they aren't very important to the current plot, have something happen to them. They could be kidnapped, wander off, be called away for some reason, or even made into a tiny jade doll.

"The NPC"

In my games I always try to give the players one NPC that is their companion. "The NPC" is a *very* important tool when running for more than two or three players. It's very nice to have an NPC you control who not only is always with the party but also has some weight with them when making decisions. Make this NPC very detailed, doing a whole character sheet and Lifepath for them. Remember, though: this NPC is there to help the players when they're lost or keep them on track when they go off the rails. The NPC shouldn't be the savior of the party or raise invisible walls around them. Use them when the players miss an important check to move the game forward, or when your players make a suicidal or insane decision 'just because.'

It even pays off to keep this character largely in the background. That way when your players do something insane and have to face the consequences, your NPC can slip away and come to help the players later when they have to escape the jail cell/execution/lake bottom.

Lycanthropes

If you want, you can let your player play themselves while they are in werewolf form. As long as they can adhere to the understanding that they are not in their right mind, it does allow the player to most accurately act on their character's worst impulses. But they must be able to keep their vicious nature in mind. Being a lycanthrope is a curse, not a benefit.

Curses

Curses Are A Plot Device

There are very few known and written hexes like the Nightmare, the Devil's Luck, or the Hex of Shadows. Curses, on the other hand, whether in the *Witcher* books or video games, are plot devices. You should generally only use curses in the TRPG either to drive the plot or to get hooks into your players. Curses are too powerful to just throw out randomly.

Making Curses

When making a curse, just use your imagination. Curses can do everything from transmuting people to animating entire mansions. If you need some ideas or a premade curse, check out the tables below. Remember though: ***a curse should never be random***. Curses are poetic justice that punish transgressions in a fitting way. The Curse Building section give you more information about making your own curses.

Known Curses

The Monstrous Curse

Effect: The Monstrous Curse makes a subject appear monstrous to all who see them. While they remain humanoid, their facial features take on aspects of a random animal. Roll 1d10; 1-2: Bear, 3-4: Boar, 5-6: Bird, 7-8: Snake, 9-10: Insect. The curse-bearer's social standing is now Hated & Feared, no matter what it was. The cursed is not actually a monster and doesn't take damage from silver, but appears monstrous and will be mistaken for a monster by anyone who fails a DC:18 Education roll.
Intensity: Medium

The Haunting

Effect: The Haunting can only curse an area. It summons the spirits of every person wronged in the area as wraiths. When you cast this curse, roll 5d6 to see how many wraiths manifest. If the area is particularly horrible, roll an extra 2d6. If the area is relatively tame, just roll 2d6. These wraiths remain in the area until killed and return the next night. They will attack anything that enters the cursed area. The only way to get rid of this curse is to somehow right the wrongs done in the area.
Intensity: Medium

The Curse of Pestilence

Effect: The Curse of Pestilence makes the subject a carrier for a dangerous disease. While they are unaffected by the disease, they spread it to anyone who touches them and fails a DC:18 Endurance check. If they stay in a building for more than 3 days, everyone in the building must make a DC:16 Endurance check. If they stay in a town for more than a week, everyone in that town must make a DC:14 Endurance check.
Intensity: High

The Curse of the Wanderer

Effect: The Curse of the Wanderer is one of the most vicious curses. Though it doesn't hurt the subject, it strips away even the most loyal friend, relative, or companion. Slowly the people around the subject are pushed away by misunderstandings, arguments, natural interventions, or even kidnappings until (if they stay around for more than a month) fate starts conspiring to kill them.
Intensity: High

Lycanthropy

Effect: A character afflicted with Lycanthropy has a 30% chance of changing into their werewolf form every night, when the moon rises. When a character changes, they become a vicious predator with a human's cunning and an urge to kill. If the character is a player character, they are taken over by the GM until the sun rises. When in their werewolf form the character acts on all their worst impulses with no mercy and kills anyone in their way. While in their beast state the lycanthrope has all of the werewolf's weapons, armor, and abilities. The character also adds a bonus to 4 of their statistics except as noted below.
Intensity: High

Werewolf Bonuses

Reflex+2	Body+3
Speed+4	Empathy-5

Curse Building

Building a curse is an art. No effect in a curse should be random; you should be able to trace everything back to the reason the curse was cast.

If you need help making a good curse, here are a few suggestions on what you could bring to bear for certain actions or inactions. Depending on the severity of the curse, you can also stack a number of curse effects on top of each other. A curse should never feel too unfair, though. There should be some hope.

Violence	Betrayal	Inaction
Animals are uneasy around the cursed.	The cursed is always left alone at night.	People are unwilling to help the cursed.
Blood pours from the cursed's eyes at night.	The cursed has vivid night terrors.	Those the cursed failed to help appear as hallucinations.
Wraiths chase the cursed every night.	The cursed loses the ability to love.	The cursed's body becomes sick and twisted.
The cursed is compelled to kill anyone who comes too near.	The cursed sees the person they betrayed in every mirror.	Food the cursed eats turns to ash, but they can't starve.
The cursed feels like they are being vivisected in the night.	Everyone the cursed loves turns against them.	The cursed is struck with paralysis at crucial moments.
The cursed becomes hideously ugly to match their personality.	The tools and weapons of the cursed always break.	Anywhere the cursed stays begins decaying and falling apart.

Penance & Suffering

No two curses are lifted the same way. Three people afflicted with lycanthropy may find three entirely separate ways to lift their curses. When someone gets cursed in your game, take a moment to figure out how they're gonna undo the curse. You don't have to tell them but *you* should know, just in case they stumble upon it. Based on the severity of a curse, here are a few suggestions for how curses can end.

Intensity	Penance & Suffering
Low	Low intensity curses are small time and don't threaten the life of the cursed. Lifting these curses require smaller things such as: the forgiveness of the person who cursed them, giving away all of their money, or burning their most prized possession under the full moon.
Medium	Medium intensity curses are dangerous and powerful webs of magic that threaten the cursed's life. Lifting these curses requires real suffering. The cursed must: renounce a loved one, nearly die, or spend years in isolation and misery.
High	High intensity curses are tremendously dangerous and, luckily, very rare. These curses require intense suffering. To lift these curses the cursed must: sacrifice a beloved companion, or lose literally everything.

Lifting Curses

Curses are punishments, so they're hard to get rid of. There are few curses that you can lift without some pain on somebody's end. Once again, the steps to break a curse should be related to the cause of the curse. You can use the Penance table to get a concept for what level of penance need be paid.

Cursed Places

For cursed places, penance should be a bit different. If the curse is tied to a person, the Penance table is fine. But if the curse is specifically on the place then the penance usually means ending the suffering of spirits around the cursed place, or perhaps returning something to the place.

World States

Throughout the novels of Andrzej Sapkowski, many many events take place with clear ripple effects. Characters die, betrayals rock relationships, friends are made, and long-lasting feuds are created. All of these events shape the world of the novels into an interesting and lively place.

Both fortunately and unfortunately, the *Witcher* video games add quite a bit of variability to the world as you play. *The Witcher 1, 2,* and *3* are masterpieces of roleplaying. Your decisions have ripple effects and outcomes that make you a real factor in the history of the world.

But as a result, as of *The Witcher 1*, the history of the *Witcher* world diverges with each choice you make throughout the three games. Important characters may die or may not. Countries may thrive and may collapse. It all depends on the player of the video game, at least for their game world. This complicates things for our roleplaying game, especially for someone who has never played any of the video games.

It would have been easy enough to pick one world state based on my personal play throughs of the video games and say 'this is the canonical setting for the TRPG' but that felt like cheating to me. Millions of people have played through the *Witcher* video games and crafted their own unique stories as they went. So this small section gives people who played the video games the tools to play in the world they helped build, and also to help those who didn't play the video games get a feel for the choices that were made in the video games, then pick and choose their ideal world state for the TRPG.

Granted, not *every* choice you can make in the *Witcher* video games is represented here. Many small decisions are very important to the video games but have little influence in the grand scheme of the setting. Decisions like killing Loredo in Flotsam are important in *The Witcher 2*, but trivial to the larger Witcher Universe since Flotsam is a small backwater town. However, decisions like whether the siege of Vergen is a success and what happens at the summit at Loc Muinne are vastly important and *must* be taken into account.

Decisive Regions

Regional Fates	Description
The Fate of Vergen	The small city of Vergen in Upper Aedirn was recently the site of warfare and contention between not only Aedirn and Kaedwen, but also a third party—an elderfolk alliance led by a woman named Saskia, otherwise known as the Virgin of Aedirn. King Henselt of Kaedwen laid siege to the city recently, hoping to take back Northern Aedirn, which was once part of Kaedwen. This siege determines the power balance of the region and is one of the most important events in the last year.
The Fate of Aedirn	Last year, Letho of Gulet and the King Slayers assassinated King Demavend of Aedirn. This left Aedirn with one remaining legitimate heir: Prince Stennis. Prince Stennis wound up in Vergen during the siege. In an attempt to unify Aedirn, he poisoned the leader of the Vergen rebels, Saskia. Depending on his fate, Aedirn will either survive or fall into madness.
The Fate of Temeria	In the few months since the siege of La Valette Castle, Temeria has been in turmoil, with many noble families vying for the throne. The only solution would be the return of Anaïs La Valette, King Foltest's only viable heir, who has been kidnapped by Nilfgaardians. At Loc Muinne, whether the rescued Annais goes to Temerian forces or their Redanian neighbors determines Temeria's status during the Third Nilfgaardian War.
The Fate of the Mages	At the summit at Loc Muinne, the deceit of the Lodge of Sorceresses becomes public. This great betrayal turns the people of the North against magic users of any kind. The fate of magic users across the North depends on the fate of Triss Merigold and whether she is able to influence the kings of the North to reinstitute the Council of Mages.

Decisive People

Personal Fates	Description
Saskia of Aedirn	Saskia of Aedirn, otherwise known as the Virgin of Aedirn, is the tenacious leader of the Pontar Valley rebels. She is a dragon in disguise who, during the events of *Witcher 2: Assassin of Kings*, is poisoned by a prince and then subsequently saved and mind-controlled by a cabal of sorceresses. She may be killed at the summit at Loc Muinne, may escape (still under the sorceress' control), or may be freed to return to the Pontar Valley.
Sile DeTancerville	Sile De Tancerville is a high-level sorceress and part of a cabal known as the Lodge of Sorceresses. For a time she works with Geralt of Rivia, but at the end of *Witcher 2: Assassin of Kings*, she betrays the North and attempts a coup. In her attempted escape she can either survive or be killed by an imperfect crystal planted by Letho of Gulet.
The King Slayer, Letho of Gulet	The King Slayer, also known as Letho of Gulet, is a witcher from the School of the Viper. He was hired by the Emperor of Nilfgaard to pretend to work for the Lodge of Sorceresses and use that guise to destabilize the Northern Kingdoms with regicide. At the end of the summit at Loc Muinne he may be killed by Geralt of Rivia or be spared.
Aryan La Valette	Aryan La Valette is the eldest son of the Duchess of La Valette Castle. He led the forces of La Valette Castle against a siege by King Foltest of Temeria, who had come to take back his bastard children. At the end of the siege, Aryan La Valette is either killed by Geralt of Rivia or spared.
Thaler	Thaler, otherwise known as Bernard Ducat, is a former head of Temerian Intelligence. During the events of *The Witcher 1,* Thaler can fall prey to shady dealings in Vizima and wind up executed for treason. He may, however, be saved by Geralt of Rivia.

Major Decisions

Decision	Outcome
The Fate of Vergen	
Did Saskia Win The Siege?	**Yes:** If Saskia wins the Siege of Vergen, the Kaedweni forces are repelled and the Pontar Valley remains a free and independent state under Saskia of Aedirn. In the current timeline, the remaining forces of Saskia's army are desperately battling against the Nilfgaardians. They are fighting valiantly, but without the help of Iorveth and his Scoia'tael Commando, who left some months ago for unknown reasons, they cannot hold the valley for very long.
	No: If Saskia did not win the siege of Vergen, the Pontar Valley is taken by King Henselt of Kaedwen and the elderfolk are "pacified." The Pontar Valley becomes the Loremark again and Kaedweni law rules. In the current timeline with Kaedwen in the Winter War and Nilfgaard on the borders, many elderfolk have left to join the Scoia'tael.
Did King Henselt of Kaedwen Die at the Hands of Vernon Roche?	**Yes:** If King Henselt was victorious (or if Geralt of Rivia stayed the hand of Vernon Roche) King Henselt lived through the siege of Vergen. In this case Kaedwen remains strong with a steady leader. Nonetheless, in the current timeline, the ravages of the Winter War are destroying Kaedwen and King Henselt lies dead in a ditch, killed by some soldier on the front lines.
	No: If the siege of Vergen is won but Geralt of Rivia refuses to stay Vernon Roche's hand, King Henselt is assassinated for his crimes against the Temerian Blue Stripes. Kaedwen is victorious but mourns its lost leader, becoming a shade of what it once was. In the current timeline, the Kaedweni have been rallied by the Winter War but are far short of a unified army and won't last long against King Radovid V of Redania.
The Fate of Aedirn	
Was Prince Stennis Lynched In Vergen?	**Yes:** If Prince Stennis is lynched in Vergen for his poisoning of Saskia of Aedirn, Aedirn is left with no living heir and falls into chaos and anarchy with no leader to keep the peace. Famine, violence, and plague run rampant through the land. In the current timeline Aedirn is a wasteland ravaged by war and many other ailments. Nilfgaard is in the process of cleansing the area with fire and liberal slaughter.
	No: If Geralt of Rivia convinces the elderfolk of Vergen to spare Prince Stennis, he survives the siege and is crowned king of Aedirn. In the months before Nilfgaard's siege he consolidates Aedirn and keeps the land running industriously. He becomes beloved by the people of Aedirn. In the current timeline Aedirn has been consumed by Nilfgaard, but the people fought hard against the oncoming wave of black and gold. Prince Stennis eventually gave in to the Nilfgaardians when defeat seemed imminent. He rules as a puppet of the Emperor.
The Fate of Temeria	
Was Anaïs Saved?	**Yes:** If Anaïs was saved from the Nilfgaardians, Temeria's future is secured. The question becomes, where she is during the events of the current timeline? Determine that next.
	No: If Anaïs is not saved from the Nilfgaardians, she has not been seen or heard from since. The fate of Temeria is unsure and there is no longer a legitimate heir to the throne, leaving the many noble houses to battle amongst themselves, even during the war.
Who Did Anaïs Go With?	**Vernon Roche:** If Anaïs goes with Vernon Roche and John Natalis after being saved from the Nilfgaardians, she is spirited away to an unknown location to await the end of the war when she can return to Temeria. There is a rumor that she is being kept safe in Kovir & Poviss, or possibly beyond the Dragon Mountains.
	Radovid of Redania: If Anaïs goes with Radovid of Redania, she will be kept in Tretegor and used as a chokehold on Temeria. She is safe, but Temeria must bow to Redania's will.
The Fate of Mages	
Was the Mage Council Reformed?	**Yes:** If Triss Merigold was saved from the Nilfgaardians by Geralt of Rivia, she works hard to rebuild the Council of Mages. This attempt to rein in the mages of the North narrows the rift between the magic users and the commonfolk. In the current timeline Triss Merigold's attempts have only delayed things—eventually Radovid of Redania's Witch Hunts make mages public enemy number one again.
	No: If Triss Merigold was not saved by Geralt of Rivia, she is too busy escaping her captivity to reinstitute the Mage Council, and the conflict at Loc Muinne explodes into chaos as Radovid of Redania immediately begins burning every mage at the event. The Witch Hunt of the North begins right away, and there is no warning.

Personal Fates	
Does Saskia Survive Loc Muinne?	**Yes:** If Saskia survives the events of Loc Muinne, she is still roaming the world. Her immediate fate depends on whether Geralt of Rivia frees her from mind control. No matter what happens to her immediately after Loc Muinne, by the current timeline she is free in the wilderness and her whereabouts are unknown.
	No: If Saskia did not survive Loc Muinne, she was slain by Geralt of Rivia when he could find no a way to free her from the mind control of Philipa Eilhart. She is not there to lead the Pontar Valley, but she is also no longer a weapon of the sorceresses.
Is Saskia Freed From The Lodge of Sorceresses?	**Yes:** If Saskia is free of Philipa Eilhart's mind controlling spell, she returns to Vergen to lead her people. The Lodge of Sorceresses is left without their most powerful weapon and forced to go into hiding.
	No: If Saskia survives but is not freed from her mental compulsion, she remains under the control of the Lodge of Sorceresses as a powerful weapon. By the current time, however, she has shaken off the compulsion and fled into the mountains somewhere.
Is Sile DeTancerville Alive?	**Yes:** If Sile De Tancerville perishes at the summit at Loc Muinne, she is no longer alive to aid the Lodge of Sorceresses.
	No: If Sile DeTancerville is spared by Geralt of Rivia in the chaos of Loc Muinne she lives a free life, hiding out with the Lodge of Sorceresses. In the current timeline she has been captured by the Redanian Witch Hunters and is being tortured for information on Philipa Eilhart.
Is the King Slayer Alive?	**Yes:** If Geralt of Rivia spared Letho of Gulet at Loc Muinne, the renegade witcher is still alive, roaming the North, attempting to lose his reputation and begin anew. Unfortunately, the Emperor of Nilfgaard has sent many Nilfgaardian agents to kill him and tie up loose ends.
	No: If Letho of Gulet is killed by Geralt of Rivia at the summit at Loc Muinne, all of the witcher assassins hired by Nilfgaard are dead and knowledge of that plot fades away. The School of the Viper is almost extinct.
Is Aryan La Valette Alive?	**Yes:** If Geralt of Rivia spared Aryan La Valette at the siege of La Valette Castle, Aryan returns to La Valette Castle as the Nilfgaardians move into Sodden and Brugge. Aryan makes La Valette Castle a safe haven in the North.
	No: If Aryan La Valette is killed by Geralt of Rivia at the siege of La Valette Castle, his mother is left to run La Valette Castle and she commandeers much of the castle's resources for the war in the south.
Is Thaler Alive?	**Yes:** If Geralt of Rivia saves Thaler from execution, he returns to keeping the peace in Temeria. In the current timeline he travels to Novigrad to help Vernon Roche and Sigismund Dijkstra in their plans to kill Radovid of Redania.
	No: If Geralt of Rivia does not speak up on Thaler's behalf, the former head of Temerian Intelligence is executed on crimes of treason. In the current timeline he is not present to aid Vernon Roche and Sigismund Dijkstra with their plan to kill Radovid of Redania.

Witchers

"You can't stop a soldier from being frightened but you can give him motivation to help him overcome that fear. I have no such motivation. I can't have. I'm a witcher: an artificially created mutant. I kill monsters for money. I defend children when their parents pay me to. If Nilfgaardian parents pay me, I'll defend Nilfgaardian children. And even if the world lies in ruin—which does not seem likely to me—I'll carry on killing monsters in the ruins of this world until some monster kills me. That is my fate, my reason, my life and my attitude to the world. And it is not what I chose. It was chosen for me."

-Andrzej Sapkowski, Blood of Elves

From the moment a child is taken to become a witcher they are an outsider to the rest of the world. They are a *creature* to be looked down on, hated, or at best pitied. Unfortunately one rarely chooses to be a witcher—the dubious honor is thrust upon you before you're even old enough to know what it means. At your respective School you endure hardships ranging from uncomfortable beds and too little food to broken bones and near-death experiences at the hands of monsters. The training slowly breaks you down and rebuilds you as a weapon whose only use is to kill monsters and lift curses. To some extent it's unsurprising that most peasants see witchers as heartless, emotionless killing machines. After their horrendous training, prospects undertake a series of mutations and trials, which inflict days of excruciating pain as the body is physcially broken and rebuilt. After all of this, your average witcher is emotionally cold, short of sympathy for the everyday problems of someone who hasn't shared their horrific upbringing. Unfortunately this leads to hatred among common folk, who in turn alienate witchers even more, making happy coexistence nearly impossible. Witchers are also long-lived, functioning for hundreds of years if not killed by a monster earlier. Any witcher character in this setting has been alive for between 50 and 260 years. That's decades (and in some cases centuries) for abuse to take a mental and physical toll.

Current Witchers

200 or so years ago witchers were common. It wasn't strange to see one wandering through a town or stalking the marshes near a settlement. But that was the past. Nowadays, after the betrayal of the Witcher Schools and the hunting of witchers, most people will go their entire lives without seeing a witcher. More often than not, witchers are seen as bad omens by the common folk and rumors of their lustful tendencies, diseased bodies, and lack of emotion run wild.

The Physiologus on "Witchmen"

Called by some a witcher. To summon him is most dangerous, albeit one must; for when against the monster and the vermin there be no aid, the witchman can contrive. But careful one must be to touch not the witchman, for thus the mange can one acquire. And lasses do from him hide away, for lustful the witchman is above all measure. Though the witchman greatly covetous and greedy for gold be giveth ye not such a one more than: for a drowner, one silver penny or three halves; for a werecat, silver pennies two; for a plumard, silver pennies

–The Physiologus

Witcher Lifepath

The life of a witcher is vastly different from that of any other creature on the Continent. From an early age a witcher stops being a normal citizen and begins a life that most other people could only dream up in their wildest nightmares. A prospective witcher's training is rigorous, and the trials to join the ranks of the fully-fledged witchers are harsh and unforgiving. Even after this, a witcher can expect decades (if not centuries) of traveling the roads of the Continent alone, putting themselves in danger every day for measly pay and less respect than the local rat-catcher. A witcher never leads an ordinary life.

When Did You Become A Witcher?

Roll	Age
1-2	**Infancy (-2 to the Trial of the Grasses)** You were taken to become a witcher when you were a toddler, between 1 and 2 years old. You have no memories of life before becoming a witcher and had nothing to cling to when taking the Trial of the Grasses.
3-8	**Early Childhood (No Modifiers)** You were taken to become a witcher when you were young, between 4 and 6 years old. You had some normal memories to aid you when taking the Trial of the Grasses.
9-10	**Late Childhood (+2 to the Trial of the Grasses)** You were taken to become a witcher when you were relatively old, between 8 and 11 years old. While training was somewhat harder, your many memories bolstered you when you took the Trial of the Grasses.

What School Did You Train In?

Roll	School
1-2	**The Wolf School (No Penalty For Strong Strikes)** You trained at Kaer Morhen in the heights of the Blue Mountains. Your training was tough and structured, focusing on a very rounded approach to the Witcher profession. You were taught to strike hard and fast to end hunts quickly.
3-4	**The Gryphon School (+2 Vigor Threshold)** You were trained at Kaer Y Seren along the coastal side of the Dragon Mountains. Your training was heavily focused on fighting any number of opponents and using your limited magical power to its greatest potential.
5-6	**The Cat School (Immune to Charm Attempts)** You trained in the Dyn Marw Caravan, a traveling troop of witchers who sold their skills to anyone who could pay, for any job. Their mutations and training flayed your emotions, and you struggle against violent, cruel impulses.
7-8	**The Viper School (No Penalties for Dual Wielding)** You trained at Gorthwr Gwaed in the deep chasms of the Tir Tochair Mountains. Unlike other witchers, you were trained on twin blades and an assassination-based approach to killing monsters.
9-10	**The Bear School (-2 to Overall Armor Penalty)** You trained in the snowy heights of the Amell Mountains at Haern Cadwch. You conditioned your body to endure all manner of punishment and move quickly and efficiently in heavy steel armor.

The Schools of Witchers

In the heyday of witchers there were many many seperate schools, which all mutated new witchers and taught them the neccesary skills to hunt monsters and lift curses. While it's generally agreed that there is a core set of skills required to a be a witcher, each school taught its students differently and focused on different aspects of witcher training. Thus, witchers from different schools often act differently and go about their jobs in similar but varied ways.

Memories Of The Past

Witcher I knew couldn't really remember much 'bout his past. Heh, too young to really form a lotta memories when they took him to Kaer Y Seren. Told me that the memory he did have made the mutations easier. Poor bastard clung to a memory of his pa takin' him on a horse for a ride in the fields. Don't know why he chose that one. Probably the only normal memory he had.

–Rodolf Kazmer

How Did Early Training Go?

Roll	Early Training Event
1	**Wounded on the Gauntlet (-1 SPD)** You were wounded while running the gauntlet around your School. Your leg was broken badly, and even after healing it is still slightly stiff.
2	**Stolen Knowledge (+1 Witcher Diagram)** While training at your School you snuck into the libraries of the keep and copied one of the secret witcher diagrams, smuggling the information out with you.
3	**Made a Rival (Make 1 Witcher Enemy)** While training at the keep you formed a rivalry with another witcher in training. Even after mutations, their hatred of you continues to boil.
4	**Easy Mutations (+2 to the Trial of the Grasses)** You adapted well to the lesser mutations and mutagenic mushrooms you were fed early in training. When the time came for the Trial of the Grasses, you were well prepared.
5	**Magical Backfire (-1 Vigor Threshold)** A failure casting a sign caused minor damage to your body. It was horrifically painful, and even after your body healed your Vigor Threshold was lowered.
6	**Top of Your Class (+1 Swordsmanship)** You were one of the best swordsmen in your class and your skills haven't dulled. You perform the complex movements, pirouettes, and spins of the witcher with ease.
7	**Bad Reaction to Mutagens (-2 to the Trial of the Grasses)** You had allergic reactions to the mutagenic mushrooms and chemical compounds given to you in early training. When the Trial of the Grasses came, it was more difficult.
8	**Made a Friend (Make a Witcher Friend)** You made a fast friend in your early years of witcher training. The rough training and dangerous situations sealed your bond.
9	**Wounded by the Pendulum (-1 REF)** You were wounded while training on the pendulum. You fell from the posts and broke several bones on the rocks below. While healed, you are a little stiffer than before.
10	**Extensive Research (+1 Witcher Training)** While sword training was important, you spent most of your free time in the libraries of the keep studying the monsters of the world and taking notes.

How Did Your Trials Go?

Roll	Outcome of the Trials
1	**Nearly Fatal (Additional -1 EMP & -1 BODY)** The Trial of the Grasses nearly destroyed your body. Though you survived the process, your body and mind were damaged permanently.
2-3	**Poorly Accepted (Additional-1 EMP)** The Trial of the Grasses went poorly and the witchers in charge of mutation weren't entirely sure you would make it. You survived, but not without mental scars.
4-9	**Passable Mutations (No Modifiers)** The Trial of the Grasses went well. You passed into the ranks of witchers with nothing more than memories of horrible pain.
10	**Extra Mutations (Additional +1 EMP & +1 DEX)** Your body was very receptive to the Trial of the Grasses and you had extra mutations applied to you. Your body handled it well, and all of the pain paid off in the end.

The Gauntlet & The Pendulum

Speed, agility, and physical endurance are widely considered the most important physical skills for a Witcher. To train all three at once, most witcher schools employ two testing courses: a hanging, metal-studded log called the pendulum (which must be simultaneously dodged and attacked while it's swinging) and the gauntlet, a long, winding path (littered with traps, pits, and snares) that trainees must run nearly every day. Many students die on these physical challenges before even reaching the mutations.

The Trials Of The Witchers

When a trainee's body has been prepared (with grueling phyiscal training and subtly mutagenic mushroom broths) they undertake the excruciating trials of a witcher. The first trial (the Trial of the Grasses) is designed to break down the trainee's body and rebuild it with superior reflexes and cat-like eyes. The second trial (the Trial of Dreams) gives the trainee night vision among other benefits, but also sterilizes them. The last trial (the Trial of the Mountains) was more of an exam, intended to verify whether the trainee remembered anything from the previous Trials.

Your Surprise Child

If you want, you can dig farther into the events after you got your suprise child.

For boys, roll 1d10. On anything but a 1-3, they died during the trials. If they survived, you can even roll a few times on the Witcher Lifepath tables to see how they turned out.

For girls, they could have stayed at your keep to tend to chores, but it's more likely that you had to give them to the next family you found. Witchers don't usually make good parents.

What Was Your Most Important Event

Roll	Most Important Event
1	**Given a Child by the Law of Surprises** Along your travels you invoked the Law of Surprises and received a child. They may have been a boy, in which case they were made into a witcher, or a girl, in which case their fate was up to you.
2	**Hunted by a Sentient Monster** The tables turned during one of your hunts. Sentient monsters like grave hags and katakan can be dangerous quarry, and you wound up becoming the hunted for a stressful night.
3	**Fought Alongside a Knight** You did battle alongside a noble knight. This may have been against both of your wishes or even an accident, but fighting beside a noble changed your outlook on knights and your job as a witcher.
4	**Captured by a Mage for Testing** Mages lust after the secrets of Witcher mutations. At some point in your life, you were captured by a mage who experimented on you in an attempt to reverse-engineer them.
5	**Worked for a Nobleman** For a time you worked for a nobleman. The pay was good, but it was strange and aggravating to have to hide most of your actions to avoid shaming the family by bringing their secrets to light.
6	**Went Beyond the Boundaries** Once, you traveled beyond the borders of the Continent—past the Dragon Mountains, the Tir Tochair or Blue Mountains, or the Great Sea. You have seen far lands unknown to most others.
7	**Meaningful Romance** Most witchers remain neutral and avoid meaningful relationships. However, this didn't stop you. You fell in love and actually considered settling down. It still occurs to you sometimes.
8	**Fought for your Keep** You fought at a siege of your keep. You were outnumbered and overpowered, but you stayed nonetheless. You survived the siege with serious wounds, but saw your brethren dying around you.
9	**Gained Infamy** After helping a city with a monster, the people became afraid and turned on you. They might have even tried to kill you. Either way, you've seen what kind of reward you can expect from people.
10	**Gained Fame** You were well-received in a town after helping them with a monster. You didn't expect free drinks or women casting you glances, but that's what you got. You haven't seen such kindness again, but it was heartening.

Where Are You Now?

Roll	Where You Are Now
1	**Became a Personal Witcher** You signed on to work for a merchant group, noble house, or important person as a personal witcher. You work for modest pay and hunt what they tell you to hunt. Mostly it's monsters...
2	**Looking For Work** The hard life of a witcher continues. You spend a lot of time on the road, lamenting the efficiency of your kind and the extinction of monsters. You travel constantly and never settle down.
3-8	**Became a Hermit** You gave up on the life of a witcher and traveled out into the wilderness. Now you live as a hermit in the wilds. Only now that monsters are returning have you started to venture out again.
9	**Turned to a Normal Life** You've tried for decades to leave the witcher life behind. It's difficult, since people won't ever really accept you, but you have managed to cobble together an almost normal life. Good luck.
10	**Became a Dangerous Criminal** Eventually all the negativity and thankless people got to you— you decided that with fewer and fewer monsters, it was time to start hunting people. You can determine what you do to survive.

Life As A Witcher

Witchers are incredibly long-lived beings as long as they don't succumb to the dangers of their profession. The last witchers were made five decades ago. During the spring, summer and fall, witchers travel "the Path," looking for people who need to be protected from monsters. In the winter they generally reconvene at the keep where they were trained. When your character begins their travels, they are somewhere between 20 and 29. For each decade after this, choose how much risk you took on as a witcher and roll for your decade. First, roll on the Danger row for that risk level to see if something went wrong during the decade. If something did, roll on the Danger table on pg.245. After that, roll on the Outcome row for that decade, then on the Benefits, Allies, or Hunt tables for details.

Danger Potential

Saftey	Cautious		Normal		Non-Neutral		Risky	
Danger	10%		25%		50%		75%	
Outcome	Benefit	1	Benefit	1	Benefit	1-2	Benefit	1-5
	Ally	2	Ally	2	Ally	3-7	Ally	6-7
	A Hunt	3	A Hunt	3-5	A Hunt	8	A Hunt	8-9
	Nothing	4-10	Nothing	6-10	Nothing	9-10	Nothing	10

Old Witchers

The oldest witchers were created around 317 years ago. However, due to the rigors of the job, most of these "ancient" witchers are long dead. Your witcher character can be between 50 and 260 years old.

"Nothing"

A result of **nothing** means that nothing noteworthy really happened for that decade of your life. You just wandered the world, slaying little monsters here and there.

The Law of Suprises

Witchers across the world all share one ritual from their brotherhood's first founding. The Law of Suprises can be invoked when an employer, or anyone saved from a monster, says some variation of "How can I ever repay you?" The Law of Suprises states "You will grant me whatever unexpected thing you encounter when you return home." In early days this was probably used to capitalize on unforseen pregnancies to get new children for Witcher Schools. However, the Law of Suprises is a gamble that sometimes gives you something you weren't expecting or didn't need. Interestingly enough, the Law of Surprises can be invoked by *anyone*, and has caught on for gamblers and those who believe in fate.

Benefits

A witcher's incredibly dangerous life can earn powerful allies and other helpful benefits. When your **Decade** roll indicates a **Benefit**, roll on the table below to learn the details. All benefits are helpful, but some help more than others.

Roll	Benefit
1	**Law of Surprises** You invoked the Law of Surprises during that decade. Roll 1d10 to see what you got in return. 1: a baby, 2: a dog, 3: a horse, 4: a new plow, 5: a cat, 6: a barrel of ale, 7: a piece of jewelery worth 1d6x10 crowns, 8: a weapon worth up to 500 crowns, 9: an ox, 10: a mule.
2	**Romance** You found a lover who saw past your mutations and desensitization. Somehow you managed to make a meaningful connection with a person. Roll 1d10. 1-6: it lasted a few weeks, 7-8: it lasted a few months, 9-10: it's still going, on and off.
3	**Windfall** You raked in a suprisingly large amount of coin that decade. You managed to not only pay for alchemy ingredients and repairs to your gear, but also put some coin aside for a legitimate savings. You gain 1d10x100 crowns.
4	**A Noble Owes You** You performed a task for a noble. It may have been legal, it may have been illegal—either way, the noble you helped out owes you big and knows you'll come to collect someday. You can invoke this favor at any time but it must be reasonable (GM's discretion).
5	**Witcher Secrets Passed Down** Along your journeys you met with and traveled with another witcher. This witcher taught you and shared some long-lost knowledge. You gain a witcher diagram: a potion, oil, or decoction of your choice.
6	**Knighted For Valor** At some point that decade, you fought bravely to defend a country. You may have gone to protect someone or you may just have been in the right place at the right time. For this great deed, you were knighted by a king/queen. You gain +1 Reputation in one country of your choice.
7	**Fell in with Bandits** You fell in with a group of bandits or scoia'tael while on a hunt. You may not have agreed with their methods, but they didn't bother you and you didn't bother them. You even shared some drinks. You can ask them for a favor once a month as long as it's reasonable (GM's discretion).
8	**Explored a Ruin** You had to hunt a monster through a large and complex ruin. Along the way you found something useful. Roll 1d10. 1-2: elven enhancement, 3-4: elven messer, 5-6: dwarven enhancement, 7-8: gnomish hand crossbow, 9-10: dwarven cloak.
9	**A Mage Owes You** During this decade you did a favor for a mage. You may have gathered monster parts for their experiments, let them study you, or even captured a monster alive for them. Either way, the mage now owes you one favor in return as long as it's reasonable (GM's discretion).
10	**Found a Teacher** You studied under a mentor. You spent many weeks learning, practicing, and looking to your mentor for guidance. It was a strange experience. You may gain +1 in any INT skill or start a new INT skill at +2.

Allies

Witchers don't make a lot of friends, but from time to time you'll do a job for someone or stick your neck out and be rewarded for it. Witchers may not see their friends and allies very often since they travel, but they can be very useful to get you out of a tough spot. Sadly, even with the dangers they face, witchers outlive most friends.

Roll	Gender	Position	How You Met
1	Male	A Bounty Hunter	Saved Them from Something
2	Male	A Mage	Met in a Tavern
3	Male	A Mentor or Teacher	They Saved You from Something
4	Male	A Childhood Friend	They Hired You for Something
5	Male	A Craftsman	You Were Trapped Together
6	Female	An Old Enemy	You Were Forced to Work Together
7	Female	A Duke/Duchess	You Hired Them for Something
8	Female	A Priest/Priestess	You Met While Drunk and Hit It Off
9	Female	A Soldier	You Met While Traveling
10	Female	A Bard	You Fought Together

How Did They Die

Roll	Death
1-3	Bandit Attack
4-6	Monster Attack
7-9	Casualty of War
10	Peaceful Death

Friends Forever

Any living friend you've known for more than eight decades is either elderfolk or a mage.

How Close Are You?

Roll	Closeness
1-6	Aquaintances
7-9	Friends
10	Bound By Bond

Are They Alive

In the life of a witcher, friends can be very dear, but unfortunately the world often strips them away. Whenever you make a friend you must roll a percentile roll. If you roll a 31-100%, your friend is still alive. If you roll between 1 and 30% your friend is dead— roll 1d10 to see how many decades later they died. You can also roll on **How Did They Die** to see how they died.

Exciting Hunts

During the winter, witchers tend to live at their keep, preparing for the spring, healing their wounds and socializing with the only other people who might understand them, other witchers. Like any group of people who share the same job, conversation between witchers usually comes back to hunting monsters, and a favorite past-time is to compare hunts and share stories of particularly exciting endeavors.

Hunt

The main activity that fills a witcher's life is the hunting of monsters. Witchers each hunt hundreds of monsters throughout their lives, but some hunts stand out from the rest. A good witcher learns from these hunts. For every **hunt** result, roll below to see its details. Choose a monster within the prey subcategory you rolled. You learned all about that monster and gain a +2 to any related Witcher Training checks about it.

1-What Was the Prey?

Roll	Monster Type
1	Specter
2	Cursed One
3	Hybrid
4	Insectoid
5	Elementa
6	Relict
7	Ogroid
8	Draconid
9	Necrophage
10	Vampire

2-Where Was It?

Roll	Location
1	A Forest
2	A Building
3	An Abandoned Building
4	A Coast
5	The Mountains
6	The City
7	A Graveyard
8	A Hamlet
9	Along the River
10	A Cave

3-How Did It End?

Roll	How It Ended
1-2	Got Your Money and Left
3-4	Employer Refused To Pay
5-6	Employer Paid You in Trade
7-8	It Was a Particularly Tough Fight
9-10	It Was a Suprisingly Easy Fight

4-Was There a Twist?

Roll	Twist?
1-4	Yes
5-10	No

4a-The Twist

Roll	Twist
1	The Monster Was Fake
2	It Was All a Curse
3	The Monster Was Already Dead
4	It Wasn't What You Thought
5	Your Employer Wanted It Caught
6	The Employer Is to Blame For It All
7	The Monster Was Harmless
8	It Was a Trap For You
9	It Was More Than You Were Told
10	A Mage Was Behind It All

5-Danger

Roll	Danger
1-3	Events
4-6	Wounds
7-10	Enemies

5b-Enemies

Roll	Gender	Profession	The Cause	Power	Escalation
1-2	Male	Nobleman	They Slandered You	Social Standing	Mostly Forgotten
3-4	Female	Mercenary	You Foiled Their Plan	Knowledge	Backstabbing
5-6	Male	Soldier	They Betrayed You	Physical	Outright Violent
7-8	Female	Merchant	You Killed Their Kin	Minions	Hunting Revenge
9-10	Male	Criminal	They Cheated You	Magic	Out For Blood

5a-Events & Wounds

Roll	Events	Wounds
1	**Debt** Through broken gear, gwent matches, or the like you've grown a 1d10x100 crown debt to an establishment or noble house.	**Stiff Knee (-1 SPD)** A horrible wound to your leg left it shattered and nearly unrepairable. Even after surgery and a regimen of witcher potions, it has never been the same.
2	**Sentient Monster Escaped** A troll, katakan, werewolf, or other sentient monster you were hunting escaped you and is wandering free. They may come for you some day.	**Damaged Eye (-1 Sight Awareness)** Usually witchers are fast enough to avoid a vital strike, but some monsters are too fast. A shot to your eye left it mildly hazy.
3	**Addiction** You fell on hard times and contracted an addiction (pick your poison). See **addiction** rules on pg.32 for more information.	**Stiff Arm (-1 Melee with that arm)** A shattering blow to your arm left you with weeks of recovery and a stiff arm. You can still hold a sword and fight, but the stiffness always aggravates you.
4	**Imprisoned** You spent 1d10 years of that decade in a prison due to false accusation, or perhaps an actual crime that you committed.	**Damaged Fingers (Can't do signs with that hand)** It may have been the result of torture or just a very unlucky strike to that hand in combat, but its fingers are stiff and awkward.
5	**Falsely Accused** Either someone wants you gone or you were an easy scapegoat. Roll 1d10. 1-3: theft, 4-5: betrayal, 6-8: murder, 9: rape, 10: illegal witchcraft.	**Embedded Arrowhead (-1 Physique)** A marksman's shot and a barbed head left an arrowhead deep in your body, lodged in your muscle. Strenuous lifting has been painful ever since.
6	**Betrayed** A friend or lover has betrayed you. Roll 1d10. 1-3: you were blackmailed, 4-7: a secret was exposed, 8-10: you were attacked.	**Wheeze (-5 Stamina)** You may have been stabbed in the lung or inhaled a toxic gas. Either way, your lungs have been damaged; breathing normally is somewhat difficult.
7	**Friend or Lover Killed** Someone close to you was killed. Roll 1d10. 1-3: they were killed by a monster, 4-6: they were executed, 7-8: they were murdered, 9-10: they were poisoned.	**Huge Scar (-2 Charm & Seduction)** It's not uncommon for a witcher's body to be a patchwork of scars. However you have sustained a blow that disfigured your face.
8	**Outlawed in a Kingdom** You were outlawed from a country after either heinous acts against the kingdom or false accusations. In this kingdom, you are wanted by the Guard.	**Damaged Nose (-2 Scent Tracking)** A number of punches to the face in bar fights (or toxic gases) have damaged your nose and nearly robbed you of your scent tracking.
9	**Manipulated** You were manipulated into breaking your neutrality. You decide how it happened, but anyone who knows your reputation knows you aren't neutral.	**Venom Damage (-5 Health)** Toxins that once coursed though you left a patchwork of blackened veins around the wound and weakened your body.
10	**Cursed** You were afflicted by a curse. The curse is left up to your GM. The GM must also decide how you can end it. They are not required to tell you, however.	**Half Deafened (-1 Hearing Awareness)** Many monsters use deadly sonic attacks. You were lucky enough to survive one, but your ears will never be the same.

Enemy Mortality

Just as in the case of **friends**, a witcher also rolls to see whether their enemies have survived the years. Roll percentiles. On a 1-30% your enemy died at some point. Roll 1d10 to see how many decades it took, and then roll on the table below to see what happened.

How Did They Die

Roll	Death
1-3	Casualty of War
4-6	You Killed Them
7-9	Monster Attack
10	Died Peacefully

A Witcher's Neutrality

There is no universal witcher code, but all witchers prefer to remain neutral. Thus, a witcher will often lie and tell people that involving themselves in non-monster related affairs is against their code. For centuries witchers have used this excuse, and it usually works. This allows witchers to do their jobs and get out without having to worry about getting caught up in local politics.

Witcher Gear

Witchers are consummate monster slayers with all the training and mutations to hunt any monster under the sun or the moon. But only a fool tries to take on monsters without the right tools. Over the short centuries that they thrived, the Witcher Schools developed many tools for hunting their beastial prey, from mutagenic potions to deadly poisons to slather on their blades. Unfortunately for the common man, many of these alchemical creations are useless to a person who hasn't passed through the trials to become a witcher. However, even more unfortunate is the fact that many of these tools have been lost. With the seiges of the witcher keeps and the near extinction of witchers, many of their secrets are buried. Information once traded freely between the Schools is now hidden away in ruins and on the bodies of dead witchers around the Continent. Many have written off the secrets of the witchers but others, including surviving witchers, embark on dangerous expeditions after secrets, formulae, or diagrams for tools lost long ago.

Keep in mind that all gear presented here is *beyond* rare. These items and formulae should only be granted as quest rewards or after hunting for them.

Witcher Swords

To this day, witchers are the only warriors to regularly carry silver or meteorite steel swords. While some designs use meteorite they are not carried commonly, and silver weapons are usually custom-made for a specific person or event. A witcher's swords are damn near part of him and you will likely never see a witcher without their trademark two swords.

Name	Type	WA	DMG	Hands	Rel.	Effect	Conc.	EN	Weight
Witcher's Steel Sword	P/S	+0	4d6+2	2	15	Armor Piercing Meteorite	N/A	2	2.5
Witcher's Silver Sword	P/S	+0	1d6+2	2	10	Silver (3d6)	N/A	2	1.5

Witcher Potions

The sweeping mutations a witcher goes through grant them tolerance for powerful potions. These potions are made from a wide variety of alchemical ingredients and are often reasonably easy to brew. However, they are fatally toxic to anyone who hasn't undergone the mutations to become a witcher. In earlier days, many people died drinking witcher potions that they looted off dead witchers.

Each potion (as well as decoctions) have a **toxicity**. This toxicity shows how dangerous it is for a witcher to drink said potion. As long as the combined toxicities of all the potions consumed equals 100% or below there are no ill effects. If the combined toxicity goes above 100%, the witcher becomes **poisoned** until they lower their toxicity below 100% or make a DC:18 Endurance check, which also ends the effects of the last potion consumed.

Name	Effects	Dura.	Tox.
Black Blood	The witcher's blood poisons any creature that drinks it, doing 3 points of damage per round until an Endurance check, DC:20 is made. The creature is also forced to recoil 2m.	20 Rounds	25%
Blizzard	+4 Reflex after killing an enemy. Further kills do not add to the bonus, which lasts until the potion duration ends.	10 Rounds	75%
Cat	No penalties for darkness or dim light. You also cannot be hypnotised, and gain a +2 to see through illusions.	2 Hours	25%
Full Moon	Grants you +30 temporary Health Points until the end of the duration. Full Moon potions do not stack with one another.	1/2 Hour	75%
Golden Oriole	Grants immunity to **poisons** and neutralizes any poisons in your system.	1/2 Hour	50%
Killer Whale	Increases your ability to hold your breath by half and negates sight penalties underwater.	1/2 Hour	25%
Maribor Forest	Each time you gain an adrenaline die, add a second one.	15 Rounds	50%
Petri's Filter	+2 point in Spellcasting, Hex Weaving, and Ritual Crafting	15 Rounds	75%
Swallow	Regenerate 3 points per round. In any round you are struck, you do not regenerate. This healing doesn't stack with multiple uses.	20 Rounds	50%
Tawny Owl	Each time you use a Recovery action to gain back STA, add an extra 2 points.	20 Rounds	50%
Thunderbolt	+3 damage on physical attacks.	15 Rounds	75%
White Honey	Clears toxicity and removes all potion effects.	N/A	N/A

Witcher Medallions

Witcher medallions are small pendants made of silver that hang around a witcher's neck. When they come within 20m of any monster, curse, or spell that is currently being cast, the medallion vibrates almost imperceptibly, alerting the witcher.

Silver Damage

Silver weapons don't hold an edge very well and are often made lighter than their steel counterparts. Thus they do much less damage. On the other hand, against monsters they do **Silver Damage**. When you strike a monster with a silver weapon you deal not only the regular damage of the weapon but also the amount of damage marked next to the **Silver** effect.

Weights

All potions, oils, decoctions, and mutagens have a set weight of 0.5kg.

Blade Oils

Blade oils are an indispensible part of a witcher's arsenal. Most are just pastes of animal fat and herbs, but each recipe is specialized to a breed of monster. The alchemical substances used in the blade oil are highly toxic to the breed of monster it is designed for, which allows a witcher to do a great deal more damage without having to carry a heavier weapon or risk attacking vital points. A blade oil lasts for 30 minutes.

Name	Effects
Beast Oil	+5 damage against beasts
Cursed Oil	+5 damage against cursed ones
Draconid Oil	+5 damage against draconids
Elementa Oil	+5 damage against elementa
Hanged Man's Venom	+5 damage against humanoids
Hybrid Oil	+5 damage against hybrids
Insectoid Oil	+5 damage against insectoids
Necrophage Oil	+5 damage against necrophages
Ogroid Oil	+5 damage against ogroids
Relict Oil	+5 damage against relicts
Specter Oil	+5 damage against specters
Vampire Oil	+5 damage against vampires

Rodolf on Decoctions

Seen a witcher's decoction work before. Kinda a wild sight actually. Don't show much on the outside but damn if it doesn't make a witcher even scarier than they already are. Pretty impressive for a jar of spirits, monster parts, and herbs, that's for sure.

–Rodolf Kazmer

Witcher Decoctions

Decoctions are much rarer among witchers; some people speculate that they were either discovered late in the age of the witchers or that the recipes were lost early on and only rediscovered recently. Decoctions allow a witcher to temporarily mutate their body even further to gain abilities based on the monster mutagen they absorb. All decoctions have a toxicity of 75% and last for 30 minutes.

Name	Effects
Arachas	For every 10 points of **ENC** you have free you gain +2 SP to all locations.
Fiend	Your **ENC** is doubled.
Grave Hag	+2 HP regeneration for every enemy slain during combat. This health bonus lasts until the end of the combat.
Griffin	Every time you take more than 5 points of damage you gain +2 SP. This SP stacks with itself.
Katakan	You gain a +3 to your roll when determining the location of a critical wound.
Nekker	Your mount never panics and you gain a +3 to all Ride and Athletics checks.
Noon Wraith	You gain immunity to Stun & Blindness and cannoted be knocked prone.
Troll	You regenerate 5 Health Points per round.
Werewolf	Running for long periods of time takes no stamina.
Wyvern	You gain +1 damage to your next strike after a successful strike. This +1 is cumulative, and goes up with each hit until the combat ends or you take damage.

Crafting Witcher Gear

Witcher gear must be crafted—unless it's found on the body of a dead witcher. The formulae and diagrams below are valuble treasures that have to be quested for or granted as a reward for another important quest. Once you have the recipe, you can craft the item like any other. However, unlike other items, many of the formulae for witcher's decoctions and blade oils require specific ingredients.

Witcher Medallion Diagram

Name	Crafting DC	Time	Components	Investment
Witcher's Medallion	15	4 Hours	Silver (x1), see sidebar	469

Witcher Sword Diagrams

Name	Crafting DC	Time	Components	Investment
Witcher's Steel Sword	18	9 Hours	Hardened timber (x2), Leather (x2), Meteorite (x2), Steel (x3), Sharpening grit (x2), Etching acid (x2), Ester grease (x1), Thread (x1)	506
Witcher's Silver Sword	19	10 Hours	Hardened timber (x2), Leather (x2), Silver (x4), Steel (x1), Sharpening grit (x2), Etching acid (x1), Ester grease (x1)	497

Witcher Potion Formulae

Name	Craft DC	Craft Time	Components
Black Blood	20	1/2 Hour	
Blizzard	18	1/2 Hour	
Cat	16	1/2 Hour	
Full Moon	20	1/2 Hour	
Golden Oriole	16	1/2 Hour	
Killer Whale	18	1/2 Hour	
Maribor Forest	18	1/2 Hour	
Petri's Filter	16	1/2 Hour	
Swallow	16	1/2 Hour	
Tawny Owl	16	1/2 Hour	
Thunderbolt	18	1/2 Hour	
White Honey	16	1/2 Hour	

Crafting Medallions

Witcher Medallions are relatively easy to craft since they are primarily just cast silver. But they must be made in a specific way and must be crafted by a mage. A mage can craft a medallion with a unit of silver but afterward they must take it to a Place of Power to absorb magic. After being left at that Place of Power for an hour it will function as a witcher medallion. No other benefits can be gained from the Place of Power while priming.

Brandon on Witcher Formulae

The Witchers' battle against the relict monsters involves a dazzling number of formulae, potions, oils, and decoctions. While the Trial of the Grasses which creates a witcher is highly secret, witchers produce and/or purchase a battery of substances that are alchemical or magical (or both I suppose). From what I know, most of these make one tougher, stronger, faster, and other things one needs to take on monsters one-on-one. I have heard of a potion that can make your blood poisonous to blood-sucking creatures. The oils are used on blades to enhance their abilities and make their damage more lethal. I've never seen a book of these potions, so I do not know if witchers have these things written down or not.

–Brandon of Oxenfurt

Acquiring Mutagens

Ain't easy, gettin' hold of a mutagen. Heh, ya need some part of the monster that has a lotta... well, Brandon probably knows the word for it. Anyhow, it's gotta have a lotta monster essence or somethin'. Like an organ or something. Ain't always the same from what I hear, so ya gotta hunt for it a bit. Witcher's are trained in how to find the best mutagens. I transported a few jars of mutagens for a mage friend of mine. Lotsa little jars full of organ bits, floatin' in preservin' liquid and sealed with wax. Honest, don't really know what she did with 'em but I'd rather not know. Heh, i got my reward.

–Rodolf Kazmer

Blade Oil Formulae

Witcher oils mix certain alchemical ingredients into a slurry of dog tallow. To create a blade oil, you must have all of the components listed below as well as 1 unit of dog tallow to mix the ingredients into.

Name	Craft DC	Craft Time	Components
Beast Oil	14	15 Minutes	
Cursed Oil	16	15 Minutes	
Draconid Oil	16	15 Minutes	
Elementa Oil	16	15 Minutes	
Hanged Man's Venom	16	15 Minutes	
Hybrid Oil	16	15 Minutes	
Insectoid Oil	14	15 Minutes	
Necrophage Oil	16	15 Minutes	
Ogroid Oil	15	15 Minutes	
Relict Oils	16	15 Minutes	
Specter Oil	16	15 Minutes	
Vampire Oil	16	15 Minutes	

Witcher Decoction Formulae

Witcher decoctions are created from mutagenic material in a monster's body. When creating a decoction, you must mix all of the ingredients listed below with 1 unit of mutagen from the appropriate monster and 1 bottle of spirits.

Name	Craft DC	Craft Time	Components
Arachas	16	1/2 Hour	
Fiend	18	1/2 Hour	
Grave Hag	16	1/2 Hour	
Griffin	16	1/2 Hour	
Katakan	16	1/2 Hour	
Nekker	14	1/2 Hour	
Noon Wraith	18	1/2 Hour	
Troll	18	1/2 Hour	
Werewolf	18	1/2 Hour	
Wyvern	18	1/2 Hour	

Mutagens

Witchers are able to mutate their bodies further by applying **mutagens** harvested from the monsters they kill. After killing a monster, a witcher can roll Witcher Training at a DC:16 to find the part of the beast with the most mutagenic properties and cut it out. This is a mutagen, and with some treatment it can be used for mutation.

When a witcher decides to consume the mutagen, they must take 1 hour to process the mutagen and consume it. This requires an Alchemy check (at a DC noted below) made by the witcher or another party member. After treating and consuming the mutagen, the witcher's body assimilates it and permanently gains all its effects. A witcher can have 2 mutagens augmenting his body, and they cannot be removed.

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Red Mutagens			
Griffin	+2 melee damage	18	Feather growth
Katakan	+1 REF	22	Gangly proportions
Nekker	+1 melee damage	15	Baldness & grey skin
Werewolf	+3 melee damage	20	Rapid hair growth
Wyvern	+3 melee damage	20	Rough skin
Green Mutagens			
Arachas	+5 HP	18	Green bodily fluids
Fiend	+1 BODY	22	Small antlers
Grave Hag	+5 HP	18	Long grey tongue
Noonwraith	+10 HP	20	Dry, taut skin
Rock Troll	+10 HP	20	Hunched posture
Blue Mutagens			
Golem	+2 Vigor threshold	18	Hard protrusions
Siren	+1 Vigor threshold	15	Small fins

Mutating

Non-witchers are completely incapable of utilizing mutagens. If they attempt it they are immediately **poisoned** and must make a DC:18 Endurance check (or have a DC: 18 First Aid check made on them) to end the effects of the poison. A mage with **Mutate** can mutate a subject, but even if successful the subject suffers the **minor mutation** of that mutagen. These minor mutations can often be hidden, but if anyone finds out the subject is a mutant, their Social Standing immediately changes to **Hated and Feared**. If the attempt fails, the subject's body refuses the mutagen. Not only are they thrown into Death State, the mutagen visibly warps their bodies, changing their Social to **Hated and Feared**. These greater mutations cannot be hidden.

Experiments, Runes & Relics

A long time ago the dragon Ostreverg ravaged and plundered the sacred Temple of Freya on the Skellige Islands. Three brothers, the sons of a jarl, vowed to recover the goddess' relics. The priestesses granted them diagrams of three ancient suits of armor so that they would be able to face the dragon's formidable fangs and devastating breath of fire. The smith Sigurd Ironlord forged the sacred armor for them.

–Legend of the Blasphemer, Witcher 2: Assassin of Kings

Over the years there have been a tremendous number of developments in both the magical world and also the world of science. Many of these aid society, such as water purification plants and magical security systems. On the other hand, many of these technological advancements have brought warfare to a new and even more frightening level of lethality. At the same time, explorers, adventurers, and scholars are constantly uncovering ancient secrets of the past. Many of these magical technologies and mythical items were assumed either lost forever or entirely mythical, fabricated for the drama of epic tales and sagas.

Experimental Technology

In recent years the introduction of chemical compounds like Zerrikanian powder and Stammelford's powder have led to new techological advancements in the field of warfare. Many small groups have begun use these new weapons despite their unpredictable nature and increased danger potential. While you can buy many of these items, they are expensive and usually only sold by black marketeers and scientists in large cities.

Runes & Glyphs

Many years ago, scholars uncovered ancient magical technology which many believe were pioneered by the elves of yore. These rune stones and glyph stones hold an innate power which allows a weapon or armor to be infused with magical power for a wide range of effects. Recently, runes and glyphs have become more common and they can now be found in large city markets (usually for exorbitant prices).

Relic Arms & Armor

Many aspects of magic are still beyond scholarly understanding. One such aspect is relic items. For some reason, weapons and armor that see dramatic, intense, or life-threatening events sometimes develop a magical aura of their own and become vastly more dangerous and powerful than other items of the same make or model. These relics are rare and often lost, but they are awe-inspiring.

Lore Checks

When players encounter a relic item, they can choose to make an Education roll at a DC, listed with the relic. If they succeed they know the tale of the relic, and also what it can theoretically do. If they fail they have no idea what the relic is, or what its abilities are.

Experimental Technology

With the formula for Zerrikanian powder spreading across the Continent, new alchemical devices (collectively refered to as "bombs") have come into use among some military groups, even Scoia'tael Commandos. These bombs have tremendous destructive capabilities, but also prove dangerous to the user and their companions if used improperly. Traps have also integrated new technologies, such as explosive power and alchemical freezing agents. Fletchers have even applied new technology to their trade, creating explosive bolts, arrows that split in midair, and more. These creations are still in their infancy—you'll likely only run across them for sale in bustling cities or in the hands of powerful mercenary groups.

Bombs

Name	Type	RNG	DMG	Effect	Cost
Dancing Star	E	4m	5d6	Fire (100%)	162
Devil's Puffball	E	4m	N/A	Poison (100%) Devil's Puffball does double poison damage.	138
Dimeritum Bomb	E	8m	N/A	Negates the use of magic in this area for 20 rounds.	264
Dragon's Dream	E	8m	N/A	Creates a cloud of flammable gas that spreads in a randomly rolled direction for 3 turns before dissipating. If any fire is lit in this gas, it explodes. Everyone in it takes 5d6 damage and has an 75% chance of catching fire.	177
Grapeshot	P	4m	7d6	Fire (25%)	159
Samum	B	4m	N/A	Anyone caught in the blast of this bomb must make a Stun save at -2 and is blinded for 6 rounds.	147
Moon Dust	E	8m	N/A	Any invisible or intangible creatures are made visible and tangible for 20 rounds. This also stops monsters from regenerating or transforming.	199
Northern Wind	E	4m	N/A	Any creature caught in the radius freezes in place until they make a DC:18 Physique check, until they are struck, or for 8 rounds. An attack on someone frozen does an extra 2d6 damage.	177

Traps

Name	Type	RNG	DMG	Effect	Cost
Biter	P	4m	7d6	N/A	144
Clawer	S	4m	5d6	Anyone caught within the blast radius takes damage and has an 80% chance of sustaining a bleeding wound.	111
Conflagration	E	4m	5d6	Fire (75%)	121
Fury	E	8m	N/A	Any creature caught within the blast radius must make an Endurance roll with a DC of 18 or start fighting the closest person to them until a successful save is made.	114
Marker	E	8m	N/A	Covers those in the blast in a bright paint and a powerful odor that can be smelled from a mile away. The paint lasts for a full day and grants a +5 to spotting/tracking the target.	57
Talgar Winter	E	4m	N/A	Any creature caught in this blast radius freezes in place until they make a DC:18 Physique check, until they are struck, or for 8 rounds. An attack on someone frozen does an extra 2d6 damage.	126

Experimental Technology

Since they haven't existed for long, these formulae and diagrams are very specific, with no room for improvising as you go. This specific nature has also made these new inventions much less common in the field.

Weights

All items under Experimental Technology have a set weight based on their type.

- All bombs weigh 1kg.
- All traps weigh 2kg.
- All types of ammunition weigh 0.1kg per unit.

Washing Off Paint

If you get to a large body of water or a river you can wash off the paint from a marker trap. This takes 3 full rounds and brings the bonus to tracking down to just a +2. The scent cannot be washed off, but applying perfume/cologne or rolling in mud will dampen its bonus to tracking to a +2.

Ammunition

Name	Type	Effect	Cost
Explosive	E	Explosive ammunition carries a small vial of highly reactive chemicals. When it strikes the target the vial breaks, causing an explosion that damages every location of every person within 2m.	108
Split	P	Split ammunition is made up of several bolts or arrows bound together. When fired, the binding breaks and the ammunition splits. For every point over a target's defense you roll (maximum 3) you deal the weapon's full damage to a random location.	54
Tracking	P	Tracking ammunition is soaked in a odorous solution which can easily be picked up by scent tracking. As long as it remains in the target, scent tracking requires no roll to follow their trail if it is less than half a day old.	22

Crafting Times

All experimental recipes take 1/2 hour to make.

Bomb Formulae

Name	Craft DC	Components (Units)	Investment
Dancing Star	20	River clay (x2), Wax (x1), Zerrikanian powder (x1), Sulfur (x2), Hellebore petals (x2)	108
Devil's Puffball	16	River clay (x2), Wax (x1), Zerrikanian powder (x1), Ginatia petals (x2), Green mold (x2)	92
Dimeritium Bomb	20	River clay (x2), Wax (x1), Zerrikanian powder (x1), Optima matter (x1), Ginitia petals (x2)	176
Dragon's Dream	16	River clay (x2), Wax (x1), Zerrikanian powder (x1), Allspice root (x2), Phosphorus (x2)	118
Grapeshot	20	River clay (x2), Wax (x1), Zerrikanian powder (x1), Iron (x1), Crow's eye (x2)	106
Moon Dust	16	River clay (x2), Wax (x1), Zerrikanian powder (x1), Quicksilver solution (x1), Sulfur (x1)	133
Northern Wind	20	River clay (x2), Wax (x1), Zerrikanian powder (x1), Ducal water (x2), Verbena (x2)	118
Samum	18	River clay (x2), Wax (x1), Zerrikanian powder (x1), Celandine (x2), Phosphorus (x2)	98

Trap Diagrams

Name	Craft DC	Components (Units)	Investment
Biter	16	Timber (x3), Thread (x5), Iron (x1), Zerrikanian powder (x2)	96
Clawer	16	Timber (x3), Thread (x5), Stone (x4), Linen (x1), Venom extract (x1)	74
Conflagration	18	Timber (x3), Thread (x5), River clay (x2), Wax (x1), Endrega embryo (x1)	81
Fury	16	Timber (x3), Thread (x5), River clay (x2), Oil (x4), Nekker heart (x1)	76
Marker	14	Timber (x1), Thread (x2), Sulphur (x1), Ginitia petals (x3), Linen (x1)	38
Talgar Winter	18	Timber (x3), Thread (x5), Essence of water (x1)	84

Ammunition Diagrams

Name	Craft DC	Components	Investment
Explosive (x5)	20	Dark steel (x2), Feathers (x1), Oil (x3), River clay (x5), Ogre wax (x3), Zerrikanian powder(x4)	362
Split (x5)	18	Hardened wood (x2), Steel (x2), Feathers (x3) Thread (x3), Double woven Linen (x1), River clay (x2)	181
Tracking (x5)	14	Hardened wood (x1), Steel (x1), Feathers (x1), Resin (x1), Tanning herbs (x2)	76

Runes & Glyphs

Runes and glyphs are a rare form of magic today, but were used quite often in earlier times. The proccess involves etching magical runes and glyphs into armor and weapons to imbue these items with magical effects. Unfortunately the process to make the runestones and glyphstones that imbue this magic was lost some time ago. Now these magical accessories are rare and sought-after treasures. Once you have a runestone or glyphstone you can inscribe it onto any weapon or armor that has an open enhancement slot. Once a rune or glyph has been inscribed, it cannot be removed from the piece it has been inscribed on. Each stone can only be used once before it loses its power.

Brandon on Runes

Magical runes can be used on any blade constructed with the necessary flat surface. These are usually expensive or inherently magic blades. The rune comes to one as a marking on a stone. In order to activate the symbol one must etch the symbol on the weapon, crush the stone, and melt its dust into the etched rune.

–Brandon of Oxenfurt

Glyph Bonuses

When you cast magic while wearing a glyph, you choose which bonus applies to the magic.

Runes (Weapons)

Name	Effect	Weight	Cost
Chemobog	Roll 1d6 when your weapon would take damage. On a roll of a 4, 5, or 6, the weapon takes no damage.	.5	575
Dazhbog	Fire (30%)	.5	600
Devanna	Bleed (30%)	.5	575
Morana	Poison (30%)	.5	575
Perun	Each time you gain an adrenaline die, add a second one.	.5	575
Stribog	Stagger (30%)	.5	500
Svarog	Armor Piercing	.5	600
Triglav	Stun (-1)	.5	575
Veles	Greater Focus	.5	600
Zoria	Freeze (30%)	.5	550

Glyphs (Armor)

Name	Effect	Weight	Cost
Glyph of Magic	When wearing this armor, either your spell DCs rise by 3 or your spell damage increases by 1d6. This applies only to mixed element spells.	.5	575
Glyph of Air	When wearing this armor, either your spell DCs rise by 3 or your spell damage increases by 1d6. This applies only to air spells.	.5	575
Glyph of Earth	When wearing this armor, either your spell DCs rise by 3 or your spell damage increases by 1d6. This applies only to earth spells.	.5	575
Glyph of Fire	When wearing this armor, either your spell DCs rise by 3 or your spell damage increases by 1d6. This applies only to fire spells.	.5	575
Glyph of Water	When wearing this armor, either your spell DCs rise by 3 or your spell damage increases by 1d6. This applies only to water spells.	.5	575

Relic Items

Relics are the rarest (and most dangerous) items in the Witcher TRPG and should only ever be granted to players at the end of a quest line or after defeating a tremendous threat. That being said, a person with a super-powerful weapon can still get killed by a bunch of nekkers if they aren't careful, so don't worry about ruining your game.

Relics are tangible legends that harken back to important moments and heroic or heartbreaking stories. Your players should be aware that the weapon they carry or the armor they wear has a place in history. Always keep in mind that a relic's location should not only be cool but also hint at its history. Once your players have a relic, feel free to add cosmetic effects appropriate to its powers or story. Have wind whirl when Devine is drawn, or wolf tracks appear at night when they get Wolf. Have Decapitator mutter angrily around Places of Power.

Devine (Education DC: 18)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
P or S	+0	10d6	20	2	N/A	Greater Focus (Air Magic) Stun (2) Armor Piercing Meteorite	N/A	3	2

Way back, before the Nilfgaardian Wars, folk say that this lord named Cedric of Cintra cast a wary eye down towards Nilfgaard. Emperor Torres and his lot had just taken Vicovaro and Cedric saw the writin' on the wall, heh. Lord Cedric wasn't too keen on some empire to the south rollin' over him so he called his court mage, Heniek of Attre, to prepare a blade unlike any that'd ever seen the field. Oh, an' Cedric didn't want any ordinary runestone put on the thing—commanded Heniek to bind a djinn in the sword. Heh, guess he thought he'd be able to command the wind or some shite. Heniek agreed, of course, and got to work. Journeyed to the east, high in the Blue Mountains to a Place of Power bound to the wind.

Rarely heard of anyone capturin' a djinn, let alone bindin' it to somethin'. But Heniek gave it a whirl. When he got back, Heniek wouldn't talk about what happened in the peaks of the mountains an' looked like he'd been through hell, but he was carryin' Devine, the Blade of the Wind. Looked plain enough but oh, when Cedric pulled that sword outta the scabbard! White runes glowin' like the sun ran all up and down the wavy meterorite blade. Wind whirled outta the scabbard and whipped 'round the lord like an aura of power.

'Course the noble lord was proud as a ploughin' peacock and headed off to the field to test the power of his new blade. Heh, little did either of 'em know Heniek'd been taken for a fool. The djinn, who couldn't give a rat's arse about the Empire of Nilfgaard, Cintra, or any mortal, hadn't been bound to the blade. It'd sealed enough power in the sword to trick Heniek, but then stowed away in the scabbard, t'make a show for the young lord an' wait for its chance. When Lord Cedric drew Devine again, lookin' to slash down the very trees outside his manor, the djinn burst forth like a northern gale. Frozen by shock, Heniek barely got out a word before the djinn'd throttled the young lord with its mighty paws and sailed off into the blue-grey sky. The beast left Devine where it lay in the cold hands of Lord Cedric, bright white runes still glowin' like a merry fire. Nobody knows what Heniek did with Devine. Legend goes he fled Cintra and the noose he'd earned for murderin' Lord Cedric. Probably took the sword with him, wherever he went.

Cleaver Hood (Education DC: 16)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
P or S	+0	8d6+2	20	2	N/A	Armor Piercing Balanced (+5) Meteorite	N/A	3	3

Ever heard of Ulster Hood? Yeah, probably not. Heh, Nilfgaardians are pretty damn good about wipin' out national heroes n'all their stories. They say Ulster Hood was the son of a Gemmerian tailor who happened to be 2.2 meters tall and real good at bashin' skulls. Started out breakin' legs for a local gang but turned to mercenary work pretty damn fast. Heh, guess he did well 'cause he got picked up by a local lord to weed out bandits an' killers in the Gemmerian foothills. Tough country—if the bandits don't get ya the wildlife probably will. Hood made his name killin' off a whole bandit camp north of his home town. Don't know how he did it—tales say the mad bastard came to the duke with a cart fulla heads. Most folks say he picked off stragglers trapped the valley passes and such, but some say he just walked into the camp and started killin'.

Heh, either way the duke rewarded Hood with a razor-sharp black-bladed sword crafted from meteorite steel in a dragon leather sheath. On the blade the crafter'd inscribed Cwfl yn Torrwr, which means "Hood's Cutter" for those of you that don't know Elder Speech. Ulster Hood crossed Gemmera from corner to corner leavin' a river of blood behind him, and pretty soon he was knighted by the King of Gemmera. But it couldn't last, I guess. A few years later Nilfgaard invaded, backed up by Etolian archers and Vicovaran knights. By the time Hood got to the battle the Nilfgaardians were already deep in Gemmera and the battle was lookin' bleak.

Heh, but Hood wasn't gonna give up so easy. They say at the battle of Im Lebar, Hood took the field to push the black ones back across the river. Sword in hand, he waded into the river and met the enemy. Here's where things get muddy. Some folk say he fought the Nilfgaardian commander and his posse. Some crazy whoresons say he charged in and personally fought the goddamn Emperor of Nilfgaard himself. Most folk agree that if ya hunt up the records of the battle, Sir Ulster Hood met the enemy in the river and battled eight Nilfgaardian knights at once, killin' six of 'em before bein' cut down by a Nilfgaardian cavalry charge. Hood's sword was taken as a trophy and passed from hand to hand as time's gone by. Years later the sword popped up under a different name. Some Northern merchant who bought the blade mistranslated the inscription and began callin' it Cleaver Hood. Dunno know where it is now, but its legend lives on in the hearts of the Gemmerians.

Wolf (Education DC: 16)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
P or S	+2	7d6	15	2	N/A	Armor Piercing Bleed (75%)	N/A	3	4

Nothin' in Skellige could stop Uffe the Bloody's blade. Thirty-two years that son of a whore fought and ploughed across the islands, from An Skellig to Faroe and back. Made plenty of friends and twice as many enemies. Heh, ain't that the way it goes? Uffe always traveled with his blood brother Nadim. Lesser-known swordsman with no real reputation, but Uffe and him got along like a ploughin' house on fire. One night the two were huntin' in the mountains of Ard Skellig, lookin' for bear or cyclopses or somethin' they could brag about killin'. Stalked the mountain passes 'til the sun'd gone down when they spotted a hut in a clearin'. Nadim figured they could take shelter there for a while and so they tromped over. Heh, turned out the hut was owned by a beautiful young lass—tales don't say what her name was. Outta courtesy she let the men stay by her hearth for the night and fed 'em. Problem was Uffe'd always been a little too fond'a pretty young lasses and none too good at takin' no for an answer. The woman turned him down quite a few times, and to his credit Nadim tried to distract his horny mate. He got Uffe bedded down and Uffe seemed to calm his loins. But that was far from the case.

Don't take a genius to guess what happened next. But as Uffe wrestled the woman to the ground, she stopped strugglin' and started spittin' strange phrases and words at him. By the time Nadim got on his feet the magic'd already taken hold—Uffe was cursed. Tales say the woman'd made Uffe's outside match his beastly insides. Old bastard staggered outta the shack and headed for the peaks. Poor Nadim couldn't figure no way to get his blood brother back, and deep down he was disgusted by his friend's crimes. So he took up his friend's blade and set off to put ol' Uffe down before he became a real monster.

It wasn't easy to find Uffe, who'd sprinted off into the high peaks of Ard Skellig. When Nadim did catch up, he found only a devilish beast—a werewolf. The battle was tremendous, but Nadim's resolve stayed strong. Finally he managed to put the sword through the beast's heart, killin' his old friend. They say Nadim named the blade Wolf an' carried it with him 'til his death ten years later. A little part of the beast that'd once been his friend lives in that blade to this day.

Caroline (Education DC: 20)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
P or S	+3	9d6	15	2	N/A	Greater Focus (Water) +25 Health Points Balanced Bleed (75%)	N/A	3	3

Geoff of Bremervoord was a sailor on a Cidaran tradin' vessel. Spent most of his days travelin' back and forth from Northern ports to his home town of Bremervoord. Now an' again they'd hit rough water or a Skellige raidin' vessel, but usually he'd make it back with nothin' much to tell his wife Caroline. Out on the ocean he'd think fondly of his lass and their cozy little cottage on the sea side. Never worried too much about her—he'd given her a sword he'd inherited from her father and taught her how to use it ages ago. Heh, with no sons at home or family to stay with while Geoff was away, best Caroline learned to fend for herself. 'Specially in a place like Cidaris, so close to the Skellige isles.

Some years into his voyages, Geoff was headin' to Novigrad with a load of goods for market. Winds were fair and the ocean was quiet. That was, 'til they saw the red and black sails on the horizon. The few men that survived limped back to port in Bremervoord. It wasn't long before word o' Geoff reached poor Caroline. Heh, lass wasn't torn up, though—far from it. She was crazy with rage and lookin' to avenge her husband. But no ship would sail towards Skellige, 'specially with a woman on board. But Caroline wouldn't be beat—took her sword and the clothes on her back and set out to swim to the damn isles. Most folks say Caroline was spared a gruesome death at the hands of the sirens of Skellige by a maride who was amused by 'er plight. A ship plucked her from the sea—the very one which'd raided her husband's vessel.

Heh, they say Caroline fought like a woman possessed, her blade openin' wounds an' spillin' waterfalls of blood. Not the best swordswoman—she just refused to die! Took axe blow after axe blow and still swung like a madwoman. Tales say the maride watched the whole show, amused by the woman's spirit. Most folk say that Caroline survived. She'd got the raiders by suprise—none of 'em thought much of her 'til she'd already killed two men. After she took the ship Caroline banked her grief for her lost husband and used it to drive her. Took the ship back to harbor and rallied a crew of sailors and mercenaries to patrol the Cidaran waters, shepherdin' trade vessels and huntin' Skellige sails.

Thorn (Education DC: 15)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
P or S	+3	3d6	15	1	Body x2m	Bleed (75%) Poison (100%)	J	3	.5

Ya'd not think much of a wooden dagger, right? Thing can't hold an edge, it'll never cut. Hell, it'd barely scrape ya. That is, any regular wooden dagger. Heh—I'm gettin' ahead of myself.

Years and years ago, there was this Verdenian Knight named Heinrich of Orth. Now, this whoreson'd been born to be a knight. Real upstandin' fella, raised to always think about Verden and the future of his house. Heh, before the Nilfgaardian War, life was pretty quiet in Verden. Biggest threat was the Brokilon. And oh boy, was it a threat. Ya can't go a meter into the Brokilon without riskin' your neck. Hell, even me, and I'm not even a ploughin' human! The dryads hate anyone that ain't one of them and they're dead-eyes when it comes to archery. But anyway, Heinrich patrolled the outside of the Brokilon, protectin' townsfolk and huntin' dryads.

One day Heinrich spots this one dryad in the depths of the woods—long moss-green hair, smooth emerald skin, and curves to put any human woman to shame. Heinrich's smitten of course—at least, part of him sure is, heh. He sets out to capture this wild woman and make her his wife, or at least, mistress. Problem is, Verdenians don't know much Elder Speech, and dryads don't speak much Nordlin', nor even get close enough to talk. So Heinrich has a think. He has a local smithy craft a net of silk and silver to toss over the young lass and take her back home. Heads out and leaves a wounded faun by the edge of the forest for the dryad to find. Suprisin' enough, the daft plan works! The beautiful dryad comes into view at the edge of the forest, bow in hand. Quick as a whip, the knight nets the dryad and wrestles her to the ground.

Now Heinrich can't marry the dryad—no priest's gonna officiate that sorta thing—but he figures he can still enjoy the consumatin'. Stripped of her bow and tied to his bed, Heinrich figures he can leave the dryad for a few minutes to brag to his mates. But ya can't underestimate a dryad. Heinrich returns to an empty bed, a splintered bedpost, and cut ropes. The next thing Heinrich knows there's a sharp pain in his back an' fire in his veins. Heh, thing about dryads is they're at one with nature and whatnot. Who knows how far that goes? Well, this one's magic molded a dagger out of the wooden bedpost and hardened it like steel, with a scalpel's edge. 'Magine as Heinrich fell, poison stoppin' his heart, dagger stuck in his back, he probably thought it was a mistake leavin' that dryad alone. I'd say the mistake was kidnappin' her in the first place.

Decapitator (Education DC: 14)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
S	+0	10d6	20	2	N/A	Balanced Bleed (100%) Meteorite	N/A	3	4

Taavetti of Metinna was the most famous headsman in all of Nilfgaard. Probably to do with him bein' the one who put paid to the Usurpator and his mage. Heh, either way the son of a bitch was known all across Nilfgaard for quite a while and he always gave his audience a show. Folk say, he used an axe given to him by the Emperor himself, meteorite steel and inscribed with the laws of Nilfgaard. Musta made a strikin' sight up at the execution block. Heh, thing is, Taavetti wasn't just a deadly executioner. He was a grizzled old veteran from the darkest days of Nilfgaard. Followed the Empire all the way from Vicovaro and Gemmera to Angren and Cintra and probably bathed in more blood than any other soldier. People who knew him say his blood was never pumpin' harder than when he was cutting down enemies on the field of battle.

After a while he got the nickname "the Decapitator" for his penchant to always swing for the head—and the fact that he rarely missed. Durin' the Second War the mad bastard wound up in some small town in Aedirn waitin' for reinforcments, left behind with a few soldiers and a handful of women, children, and elderly. Taavetti got restless quick. Folk say it started small—Taavetti cut down a merchant for refusin' to hand over his goods. His fellow soldiers didn't think too much of it, since flayin' folk and boilin' 'em in oil was still common with the black ones. But then Taavetti beheaded a woman for refusin' to sleep with him. This got the guards' attention and one of 'em tried to stop him. Guess Taavetti lost it. So used to bein' the Decapitator, a prized and honored soldier and executioner of the Empire, he couldn't handle anyone sayin' no.

The reinforcements found Taavetti alone in the middle of town, covered in Aedirnian and Nilfgaardian blood, a pile o' heads stacked up beside him, cleanin' his damn axe and whistlin' a tune. Taavetti was too popular to kill and too dangerous to bring back to Nilfgaard, so the officers kept him at the frontline where he'd mainly kill the enemy. But Taavetti died durin' the war, given a suicide mission in the Kaedweni highlands to make sure he never came home. Some folk say that Taavetti's mad spirit possessed his old axe, bound up with the pain of the dozens of villagers and fellow soldiers he killed. Others say that Taavetti survived his mission but had the misfortune to kill a highlands witch. His axe took her curse an' drained the life right out of him.

Ogh'r (Education DC: 17)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
B	+0	10d6	15	2	N/A	Stun (4) Balanced	N/A	3	5

Rogar Hardhead was one hell of a troll. Lemme tell ya my friend, never heard of any other like him. Clear four meters tall and heavy as a cyclops, with a head so hard they say swords clattered off his forehead like hittin' a stone wall. Rogar was a warlord. He'd beaten a few other trolls into workin' for him and taken over a whole branch of mines in the Southern Mahakam Mountains. Rogar'd been fascinated with the optima mater and quicksilver in the mine and wanted it all for himself. Heh, what can ya say, he was a troll.

Problem is, the crew he'd run out of the mine was diggin' deep to find glowin' ore, which they desperately needed to fill a quota for Mahakaman dimeritium. The leader of that crew, a stout young dwarf named Yorath, wasn't gonna be late on his order and he wasn't gonna let a troll push him around. He had a friend named Andras who was a bit of a headstrong young blade—Andras was all too happy to head into the mine and challenge Rogar. So Yorath, Andras, and a few of their mates headed down into the tunnels to challenge the troll to combat for the mine. However, when they got to Rogar's "throne room," they found too many trolls to ever beat with the men they'd brought. Thinkin' fast, Andras challenged Rogar to a duel for the mine, thinkin' he could take the troll one on one. Rogar agreed but with one condition—the battle'd be a headbuttin' contest, popular among trolls I guess.

I'll spare ya the gory details. Let's just say Andras didn't win. Taking Andras' body, Yorath and his mates fled the mine, back to the city where they mourned Andras. After the funeral proceedings, Yorath swore revenge. He knew that he couldn't fight the trolls. He knew that he couldn't stand up to Rogar in a head-bashin' contest. But, heh, he could use his superior intelligence. Yorath went to his forge and crafted a huge dark-iron maul that he named Ogh'r, a two-meter beast of a hammer with a head that put any other maul to shame. On the front of that broad, flat hammer head, Yorath engraved the enraged face of a cave troll.

Once again Yorath traveled deep into the mines and met with Rogar, who agreed to another headbuttin' contest. But Yorath tells Rogar he's brought a better head ta compete with, showin' Rogar the glowerin' face of Ogh'r. At first Rogar wasn't tricked. Can't use a hammer 'cause it wasn't a head. But Yorath was adamant, and his mates agreed. What'cha call the top of a hammer? A head. And only heads have faces right? Ya don't see clubs with faces. Won over by that iron-clad argument, Rogar agreed. It was the last mistake the old brute'd ever make. Yorath got his mine back and avenged his friend all in one fell swoop. As for Ogh'r, it passed down through Yorath's family for a while, before bein' traded back and forth between dwarven families for a few years and eventually goin' missin'.

The Abyss Guard (Education DC: 18)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
P/B	+2	7d6+4	10	2	Body x2m	Freeze (75%) Greater Focus (Water) Long Reach	N/A	3	4

Lemme tell ya, merchants love a good mystery, 'specially one that ends in money. This strange, barbed harpoon turned up in the market at Gors Velen a few years ago. Merchant didn't think too much of it—old, dirty, soaked in sea water, and covered in algae. But when he cleaned the thing up to sell, he found somethin' unexpected. From butt to barbs this harpoon's inscribed with some strange runes. Not the runes we use nowadays—flaming orange like dyin' embers, and hummin' with power. The harpoon's blade was long and thin, with wicked barbs. Made of some alloy the fella couldn't place.

After a fair bit of marvelin', the merchant set to tracing the fella who'd sold him the harpoon. After a bit of work he found an old ship's quartermaster on shore leave, in from Etolia. Turns out the quartermaster'd been given the harpoon by a crewman on a Skellige whalin' ship that hadn't the coin to pay for a new blade back on the islands. Quartermaster said that the whaler had said he found the harpoon washed up on shore back on Faroe but he hadn't touched the thing much cause it made the water act strange. Never heard specifics on what he meant by "make the water act strange," though. This merchant talked the ears off other merchants and scholars in Gors Velen about the runes and the harpoon without findin' much. Heh, coulda headed to Aretuza but they'd probably just'a kept the harpoon and tossed the poor bastard out on his ear.

After days of this the merchant came across a priestess of the Lady of the Lake who'd come to Gors Velen from Vizima. The Priestess said she'd seen runes like 'em before, dealin' with the Vodyanoi in their city at the bottom of Lake Vizima. With a little more diggin' the merchant found out there used to be a city off the coast of Bremervoord called the City of Ys. Probably had folk like the Vodyanoi, and they likely made his harpoon. Hopin' to find more treasures to sell, the merchant headed out for the ruins of Ys on a chartered boat.

His hired divers couldn't reach the city, but they saw its ruins far in the depths. And past those, off towards the Sedna Abyss, a huge skull of some sorta creature. To this day, there's no clear connection between the harpoon, Ys, an' that giant skull, but there's all manner of speculation. Folk have taken to sayin' that the harpoon belonged to a brave Ysian warrior who went to his death protectin' the city from some unholy horror that slithered out of the depths of the Sedna Abyss. Guess we'll never know the truth, but the merchant made a bundle on the damn harpoon.

Succubus' Wand (Education DC: 20)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
B	+0	3d6+2	5	2	N/A	Long Reach Fire (25%) +2 Seduction Greater Focus (Fire) Focus (5)	N/A	3	2

Story is, this staff used to belong to a succubus by the name of Nerys. Heh, now I've talked to a lotta mages—well, three, but who's countin'—and they say lotsa monsters have their own magic, 'specially the ones that came from the Conjunction. But they don't have magic like we do—they can't perform spells and whatnot. Lines up pretty well with what I've seen.

Still, they say this Nerys was a powerful mage. Could cast any spell a sorceress might, and was real prideful about it. She'd travel her territory, showin' off to other succubi and satyrs and whatnot. Heh, but that wasn't enough for Nerys. She sneaks into Ban Ard where she beguiles a young sorcerer into makin' her a staff. With that staff in her hand, Nerys became twice as powerful—she could control just about anyone. The most chaste knight, the stuffiest priests, even women from what I hear, heh…. 'course, the story don't end there.

One day, Nerys encounters this young herder, out in the woods looking for his lost sheep. Folk'd warned him not to wander far, but he just couldn't afford to lose that sheep. The poor boy hikes from sunup to noon just lookin' for that damn sheep, and pretty soon he winds up near Nerys' home. Itchin' for a bit of fun and spottin' an easy target, Nerys comes down from her ruins and greets the herder. 'Course the kid's scared outta his wits, but pretty damn tempted to stay. Can't blame the poor lad—doubt my will'd been any stronger. Nerys invites the fellow up for a roll in the hay, but he finds enough wit to insist that he's got a wife at home who'll skin him alive if he does. Nerys ain't pleased, of course. She weaves all manner of enchantment around the boy, turnin' his mind to mush and, ahem, other parts to diamond. 'pon returnin' home the lad's exhausted and he's got one foot in the grave already.

And the fella's right. His wife, she don't take kindly to this at all. But the boy tells how he'd been tricked by all sorts of foul magics—which of course, he had been. So his wife, she gathers up the bits of her dowry—a few silver pieces and a handsome necklace—and goes to the local blacksmith to get 'em made into a silver hair pin. Night falls. Nerys, hungry again after her romp with the farmer, is surprised to find some farm girl offerin' herself up. But the girl pays her compliments, so Nerys doesn't think much on it. Then, just as the fun's beginnin' our farm girl takes down her hair and drives her silver hair pin into Nerys' heart. 'Course Nerys's shocked, since no mortal's been able to resist her for years. Heh, never bet against a woman with murder in her heart. Deed done, the farmer's wife returned home, takin' Nerys' staff as a trophy of her victory.

The Moon Bow (Education DC: 17)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
P	+1	8d6+2	10	2	200m	Freeze (75%) Balanced +3 Damage to Wraiths	N/A	3	2

Oh boy. I wasn't around for 'em but the wars between the humans and... well, everyone else…were bloody as all hell. Heh, we think the Nilfgaardian Wars are bad? Shiploads of humans fightin' everythin' from elves and dwarves to vran and werebbubbs. Hell, they basically wiped out lots of folks. All the werebbubbs I know of are squattin' in the depths of Mahakam, and I ain't seen a vran in decades. Needless to say the fields and forests were full of corpses an' specters. And necrophages—rotfiends, ghouls, bullvores, all kinds of horrible critters.

The few groups of Aen Seidhe that managed to survive had to deal with all of that. Us dwarves were safe enough in our mountains, and the humans had all the cities. The elves wanted to give their kin proper burial, but how'd'ya do it with hordes of beasts roamin'? Enough pikemen or archers can kill a necrophage. But a wraith's different. For a wraith ya need a mage, or hope that a witcher wanders through, and that ain't likely. Well, legends say one elf woman named Aderyn wasn't content to sneak and dodge the wraiths—she wanted to kill them, put their spirits to rest for good.

When they tell the tale, most people say she was given the Moon Bow by the Lady of the Fields. I'd believe it. Been up to Dol Blathanna and they say the Lady of the Valley has some sorta avatar there. Never seen it myself, but it's more than I've heard about the other gods, heh. The Moon Bow was built to hunt wraiths and put souls to rest. Aderyn took to the fields, huntin' down wraiths and revenants and whatnot. With her help, the Aen Seidhe managed to take back a fair bit of the woods and actually build some small settlements. But nothin' lasts long.

Heh, as Kaedwen kept expandin', Aderyn and her people started seein' more and more humans and, since nobody'd broken the curse, every death in the forest meant more wraiths. By this time Aderyn was a warden of the wilderness and getting on in years. Guess all the years of endless huntin' wore her down. Folk say she realized they were in a neverendin' cycle, so she left. No one knows where she went—one day Aderyn, the warden of the woods was just gone. Some elves say she died shortly after for abandonin' her divine post, but I like to think she found somewhere peaceful. Nice to imagine there's somewhere peaceful out there.

Red Death (Education DC: 16)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
P	+2	10d6	15	2	300m	Poison (100%) +3 Hex Weaving & Resist Magic	N/A	3	2.5

First outbreak of catriona devastated the Continent and killed thousands of people. I just barely avoided the plague and I think it's only up to whatever divine bein's may be out there. I knew ten or twenty folks who weren't so lucky. Death by the plague's probably the worst death short of bein' eaten alive by some necrophage. After a while it came clear to folk that the surest way to keep everyone from dyin' of the plague was to wipe out all them as were showin' symptoms. Kill 'em off and burn the bodies and you'll stop the plague. Heh, wasn't too popular among the folks who were already infected. But it's not like the gentry give a damn.

One military surgeon from Gwendieth took this to heart and got a special crossbow, to kill off infected folk without riskin' the plague himself. Folk say the 'Executioner of Gwendieth,' as they'd call him, commissioned this crossbow at a staggerin' draw weight—five hundred and fifty kilos! Put a bolt through a skull and out the other side. Heh, people're split as to whether he did it to put people out of their misery easy or to make the job quicker. The Executioner started purgin' Gwendieth one street at a time, with a quiver the size of a ploughin' barrel and mask to keep out the plagued air and the stench of death.

Problem is, the plague's pretty hard to suss out in the early stages. Hard to figure who's freshly ill and who's just starvin'. Coroners guess'd he killed at least a few healthy folk in purgin' the city. Legend says the crossbow killed so many people over the course of those few months that it started to bind the pain and sorrow of all the people it killed to itself. Guess evil's evil and magic don't believe the ends justify the means. Folk say the Executioner of Gwendieth started hearin' voices in his sleep and havin' fitful nightmares of all sorts.

After two months the nightmares started turnin' into delusions. He'd see faces in dark corners and hear screams in empty buildin's. Three months later the plague was under control but the surgeon-turned-executioner was a wreck. He couldn't stand the sight of the crossbow anymore. Called it the Red Death. Some folk say he left it in a cave in the deep wilderness and disappeared into the mountains, never to be seen again. Some say the commander of his unit found him in one of the derelict houses, crossbow at his feet an' a bolt through his skull.

Fate (Education DC: 19)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
S/P	+3	2d6+1	10	2	N/A	Silver (6d6+4) Greater Focus (Water & Fire) Stagger (75%)	N/A	3	4

Ages ago there was this dwarven swordsman named Vladov Varga. Vladov was a hard-headed but superstitious old sod from the Tir Tochairs. After a life of fightin' he'd settled down in Toussaint to start a simpler life as a vintner. Everythin' went well. Vladov became fat and happy, an' a reasonably good vintner. Married a buxom dwarven lass from the south, had a few kids and saw 'em off into the world. But danger don't leave folk like Vladov alone forever. Few years after seein' his third kid off Vladov was strollin' through the main square when an old woman caught his arm. Woman told him that there was a shadow of death about him and he'd soon be meetin' his end.

Sometime soon he'd meet a beautiful woman in the market square. They'd talk all friendly-like 'til it was late and time for him to head home. But when he started home he'd find the woman followin' him. She'd reveal herself to be a beast of the night and put the final nail in Vladov's coffin, so to speak. 'Course Vladov was superstitious as they come and believed the old hag immediately. Wasn't gonna tell his wife about it, of course, but the old dwarf started avoidin' the market square and headin' home before twilight. For two months this old bastard snuck around town jumpin' at shadows 'til he'd finally had enough. Vladov decided he was tired of runnin'. He'd forge his own fate like he had when he was a younger man. So Vladov took all the silver his savin's could buy and forged a beautiful sword. He named it Fate—carried it with him everywhere he went.

Eventually the old dwarf met who the old woman'd warned him of: a beautiful human woman with raven black hair that fell to her waist and skin as pale as the moon on a clear night. She called herself Essyllt, and they did have a fine conversation about all manner of things from smithin' to bakin'. But as night fell and Vladov excused himself, Essyllt started followin' him. In a dark street on the outskirts of town Essyllt showed her true form. Turns out Essyllt was a bruxa who'd been huntin' in town, lookin' for someone to feed off of after a long sleep. But Vladov was prepared to fight fate with Fate—he drew the shimmerin' blade he'd made just for that moment.

Vladov was old and couldn't match Essyllt's speed, but that blade held her at bay, shinin' in the moonlight, hissin' through the air like the fires of the forge and the water he'd quenched the blade in. Essyllt cut and slashed the old dwarf but couldn't get close enough to have her feast. Eventually the sun rose and Essyllt fled, her 'meal' havin' proved himself too much hassle. Vladov returned home and explained everythin' to his wife, who I'm sure gave him quite an earful. Vladov'd made his own fate and survived the old witch's curse.

Moon Blade (Education DC: 18)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
S/P	+1	3d6	10	2	N/A	Silver (7d6+4) Greater Focus	N/A	3	4

Goetia ain't a common occurence. Heh, turns out most people are smart enough to realize meddlin' with devils is a bad idea. But now and again somebody forgets that and gives it a go. Ages ago, this Temerian mage named Trystan of Ellander decided he'd had it with bein' a cut-rate magician and wanted the world to recognize him for the powerful mage he was. Heh, apparently the best way he could think to do that was summonin' a devil to make a deal. The mage I dally with now and again says most folks who summon devils either desperately need the help or are sure they can outwit the beast. Probably Trystan thought he was one of the 'smart' ones. Summoned the devil in the middle of his study in Ellander and demanded that it give him its power.

Folk say Trystan had done research in outdated textbooks from before Goetia was illegal across the North. Thought that burnin' garlic and osha root would weaken the devil and force it to bargain with him. Couldn't'a been farther from the truth, as he learned pretty damn quick. Devil killed Trystan without a second thought and possessed his body. Set off right away and started wreakin' havoc in northern Temeria from the coast to the Mahakams. Now, a mage ain't too hard to kill if ya know what you're doin' or have a good group of lads with ya. Problem, they soon found, was when ya kill a devil's host it flies into some other unfortunate whoreson and disappears for a while. Lies low, then starts its mayhem all over again. Heh, got to where folk were scared to talk to anyone anymore. Never knew who might be possessed by the devil.

Eventually word went out: folk needed a witcher and they needed one bad. Olek of Ban Gleán was their boy, a Wolf School witcher who'd been on the road from Kaer Morhen down to Cintra. When he heard word of the devil in the north he just nodded his head and went to meet with the Duke of Ellander. Didn't demand much either, just a new silver blade and a pound of coin. My guess is he asked for more but that's what he got, heh. The Duke had the smiths of Ellander craft a blade of shimmerin' silver and had it anointed by the few remainin' priestesses of Lilvani, Goddess of the Moon. Duke was a religious man, and what's better to fight devils, I guess? With his new sword, Olek lay in wait in Hagge until he spotted the devil, possessin' a farmer, about to set fire to the granary. Olek confronted the devil but the hell-spawned bastard just laughed. Said the witcher wouldn't cut down an innocent to kill him. But that ain't the case—a witcher kills monsters, even if it means takin' a few innocent lives along the way. Olek cut down the farmer on the spot, forcin' the devil outta hidin'.

From there, it was all one big battle o' whirlin' blades and claws and fangs. Finally the witcher landed a clean shot on the devil, hewin' the whorseon in half with one huge swing. Folk say Lilvani guided the witcher's hand through the Moon Blade, but who knows? Never been too religious myself.

Maugrim (Education DC: 22)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
S/P	+0	2d6	10	2	N/A	Silver (6d6+4) Greater Focus (Earth & Water) Balanced Freeze (75%)	N/A	3	6

Years and years ago, right after Gemmera 'joined' the Nilfgaardian Empire, folk outside its capital started goin' missing. Not a lot—five or six folk every month or so. They sent six guards out at night to keep watch, but not one of 'em came back. Scouts found signs of a struggle, blood, and worst of all, a broken sword covered in gore. Gemmerians are tough folks—they're not gonna let somethin' like that scare 'em. So twelve strappin' Gemmerian soldiers decked out in chain and plate and carryin' torrwr headed up into the mountains, followin' the faint trail of blood.

Days passed with no word from 'em. Then outta nowhere one soldier, beaten and bloodied, staggered back into the city. On meetin' with the King the soldier named the culprit—none other than Eira Frostsinger, previously court mage of the king. When the Nilfgaardians had marched into the capital and claimed Gemmera as part of their empire she'd fled into the mountains. Now she was demandin' that the king throw out the Nilfgaardians or she'd rain hell down on 'em. Not only was she a powerful old witch but she'd made some sorta beast, like a werewolf but much nastier. Called it Maugrim. The soldier said it could tear a man's arm off like the leg off a roast chicken.

'Course the King called the Witcher School of the Viper, and in three days Gerring of Kharkiv arrived in the capital an' set his price with the King. Then Gerring headed up into the mountains to confront Maugrim and Eira Frostsinger. Heh, there was a fight all right, but it wasn't what Gerring had been expectin'! He'd fought werewolves before. Maugrim was different. Clear three meters tall, ripplin' with muscle and fast as lightnin'.

Gerring found himself outmatched. He blinded Maugrim with a bomb from his bandolier before retreatin' back into a small cavern. Deep inside, Gerring found an abandoned dwarven mine and set to work on his weapons. Vipers fight best with twinned swords, but Gerring's steel hadn't phased this beast. He labored in the ancient forges and foundry, and by the next night he had a second silver sword to match his Serpentine sword. That night Gerring used all of his trainin'. He snuck outta the cave like the viper he was and found Eira's cave, where he found the witch asleep an' Maugrim off on a hunt. Quick as a whip he put his blade through the witch's throat, killin' her instantly. But then came the beast—nowhere near so easy. Gerring returned with the heads of Eira Frostsinger and Maugrim the next mornin', but stories of the legendary fight between Gerring and Maugrim are different every time I hear 'em.

Relic Armor Sets

Raven's Armor (Education DC: 14)

Stopping Power	AE	Effect	Coverage	ENC	Weight
12	3	+15 Health Points Poison Resistance Bleeding Resistance +3 Courage	Torso, Arms & Legs	0	12

Witchers get a hell of a deal—taken from their folks, experimented on for years, an' taught to be killers and what do they get? Spat on by grubby villagers, mostly, an' buried where they fall. But every once in a while ya get a celebrity among 'em. Geralt of Rivia's one'a the best-known folk across the damn Continent, but Raven was one of the first, and he made for plenty of good stories.

Raven was a Gryphon witcher from the heights of the Dragon Mountains. Came down into the North to hunt monsters and lift curses every spring and summer. Raven started gainin' fame after liftin' a lycanthropy curse off the Duke of Maribor. After that, folk started spreadin' tales of the Black Gryphon, Raven of the High Mountains. Story after story'd pop up, and they'd always be grand—slayin' vicious cyclopses, goin' toe to toe with manticores, that sorta thing. Crownin' moment came in Mahakam, where Raven got a summons from the head of Clan Hoog.

Ya see, for years there'd been trouble in the highest peaks of the Mahakams, namely a huge ploughin' draconid called the 'Black Drake.' Mahakaman defenders'd been sent up against the thing, dwarven heroes of old, bands of mercenaries, the full barrage. But this Black Drake just wouldn't die. Eventually, folk just decided to leave 'im an' steer clear of those high peaks. 'Course, just a few months on, a huge ploughin' meteorite fell—right up in those heights. Heh, lemme tell ya my friend, dwarves'll do a lot for rare ore and that includes hirin' a witcher.

Guess Raven thought the beast was dangerous, 'cause he had the forge masters in Mahakam craft him a new suit of armor. Sleek, black armor, dwarf-forged and finished by gnomes. Musta been gorgeous. 'Specially given legend says it caught the eye of none other than Tyen'Sail, the famed elvish songsmith. He'd been travelin' Mahakam lookin' for inspiration and stumbled upon the smiths finishin' Raven's armor. Tyen'Sail asked the witcher fer a chance to work on the armor. It'd take some time, he said, but he'd weave legends into the suit—enchantments of bravery, power, and whatnot. Raven agreed, and Tyen'Sail worked for twelve damn days straight, etchin' the suit, singin' ancient songs of power and victory all the while.

With the armor done, the battle was at hand. Raven went up the mountain to face the Black Drake. Tyen'Sail wrote a song about it—ya should really hear it some time. Ploughin' magnificent if I do say so myself! 'Course, Raven won the battle in his gleamin' armor and brought home the Drake's head. Collected his coin and went on his way like nothin' different'd happened. Life of a witcher never changes, I guess.

Mountain Folk Armor (Education DC: 16)

Stopping Power	AE	Effect	Coverage	ENC	Weight
24	3	Piercing Resistance Bludgeoning Resistance Slashing Resistance Poison Resistance	Head, Torso, Arms & Legs	0	15

When the human 'exiles' landed on the Continent, they lashed out at all the other races, drivin' folk up into the mountains and takin' over the plains and forests. Guess humans just don't take well to anyone that don't look like 'em. Worked out okay for most of the elder races, since we kinda look like humans. Vran and werebbubbs didn't have such an easy time. Hard for humans to share beer with lizard-folk and little hairy fellas with beaver faces. Some werebbubbs integrated into human societies after all the fightin', but most of 'em were forced up into the Mahakams and the Kestrels.

In the Kestrels they had it the worst. Yeah, they set up cities and mines and rebuilt what they lost. But pretty soon humans came lookin' for ore, and the werebbubbs didn't have the same defenses we dwarves do. The humans tried to negotiate for the mines in the Kestrels—with heavily armored escorts, dependin' on who ya talk to. When that failed they laid siege to the mountains. The werebbubbs knew they weren't gonna win, but the elves hadn't deigned to care about the humans yet, and us dwarves were holed up in the mountains just like the werebbubbs. One werebbubb named Thjjn rallied his people against the human armies as they came up the slopes. Doubt Thjjn thought they could win either, but damn if he was gonna let the humans through unbloodied.

Outnumbered ten to one, Thjjn donned his ancestral armor and took his axe in hand. Both sides met on the field in the middle of a rain storm, from what the tales say. For a while the werebbubb used the mud and rain to keep the humans slidin' as they came up the hill, but it wouldn't last. Heh, every human Thjjn killed, two more took their place. Eventually Thjjn fell back into the mines as the lines buckled. Battle was lost, but he could still spite the humans. He started swingin' like a madman, breakin' the support pillars in the mines. Thjjn musta known what'd happen—I wonder what his last thoughts were before the caves collapsed in on him. Heh, probably about home. Humans eventually dug out the mine but it took 'em months. They found Thjjn's body—dead of course, but still wearin' his leather and meteorite armor. Turns out it held up pretty well against the cave-in, and some folk even say his strength lives on in that suit.

Draug Armor (Education DC: 18)

Stopping Power	AE	Effect	Coverage	ENC	Weight
36	3	+25 Health Points +2 Resist Magic Fire Resistance Bleeding Resistance Poison Resistance +2 Spell Casting	Head, Torso, Arms & Legs	-3	37

Heh, the truth o' the mythic tales an' heroic legends folk tell around campfires and in taverns aren't nearly as excitin' as most people think. What can I say, sometimes a story's got potential, but not quite enough umph. A swordsman takin' on a troll the size of an outhouse's a good story. Slayin' a troll the size of a tavern with eyes of fire and fists like batterin' rams? That's a tale worth a few ales. 'Course not every tale's false. Once in a while the stars align and things play out so epic they don't need any polishin' or exaggeratin'. Story of Seltkirk of Gulet and Vandergrift the Visitor? That's one o' those.

Ya see, durin' one of the many, many wars between Kaedwen and Aedirn, Seltkirk of Gulet took the field in the Pontar Valley right outside Vergen. Seltkirk was the finest blade in all of Aedirn—they called him the 'Invincible White Knight.' Say that whoreson'd wade onto a battlefield and cut down men like he was reapin' grain. Didn't hurt that Aedirn's intelligence allowed 'em to prepare for the Kaedweni. War was pretty one-sided, and Kaedwen was losin' bad. But durin' this battle Seltkirk encountered Vandergrift the Visitor, leader of the Kaedweni forces. Vandergrift and Seltkirk'd met already at a tourney in Ard Carraigh. That time they'd fought 'til the force of Seltkirk's blows'd cracked Vandergrift's sword and he'd been forced to forfeit. This time Vandergrift was out for blood. He cut Seltkirk off from the rest of his forces pretty quick.

Folk say it was one hell of a fight—two forces of nature battlin', a ploughin' apocalypse. Eventually though, the battle had to end, and end it did. Seltkirk left himself open just long enough for Vandergrift to bring his blade down and slice the poor bastard from his head to his balls. 'Course, with the 'Invincible' White Knight dead, the Aedirnian forces started fallin' into disarray and the Kaedweni rallied. Now, this next part's a mystery. Folk say Sabrina Glevissig, Court Mage to Henselt, King of Kaedwen, really hated Vandergrift—no idea why. She sees a chance to end him, starts rainin' fire down on the battlefield, killin' anyone and everyone there. Vandergrift met his end there, among thousands of others.

When the rain of fire finished, both sides retreated. Henselt had Sabrina burned at the stake for treason. Folk say she cursed the battlefield, bindin' all them dead soldiers to re-fight the battle of that day for years to come. Wasn't a problem for travelers til the skirmish between Saskia and Henselt for the Pontar, where enough blood soaked the stones of the field to bring back the curse and start the wraiths fightin'. In the end Geralt of Rivia had to wade through a godforsaken fog of wraiths and death ta end it. Say to lift the curse, he took the place of Seltkirk and battled Vandergrift's soul, which'd become a draug—a huge demonic wraith. When he finally killed the draug, Geralt salvaged Vandergrift's old armor and forged a new suit, sturdy as all hell but deeply tainted. Who knows what happened to it after the whole fiasco at Loc Muinne.

The Bestiary

"When you know about something it stops being a nightmare. When you know how to fight something, it stops being so threatening."

-Andrzej Sapkowski, Blood of Elves

Monsters, as most people know them, are technically outsiders dragged into the world via an event known as the Conjuction of the Spheres. This means all of the monsters that you encounter across the Continent and beyond all came from their own dimensions, where they lived and thrived before the Conjunction. Many mages and academics agree that most monsters endanger both sentient life and their environment because they have been moved from their natural ecological niche. Monsters like ghouls, sirens, and vampires, presumably, had a place in the ecology of their home dimensions, a role that they evolved to play in the greater world around them. Displaced from their homes, most of these creatures now threaten the surrounding ecology. That explanation doesn't ease most people's minds, but it is interesting to note that in recent years, monsters have begun to carve ecological niches for themselves across the Continent. Swamp-dwelling zeugls have begun living in trash dumps and sewers, necrophages have started scavenging battlefields, and the like.

How Rare Are Monsters

By now, the vast majority of monsters have been killed off. Witchers were created centuries ago to hunt down monsters, and they succeeded. Just a few years prior to the setting of this game, most academics and scholars were convinced that poets and bards had invented the beasts in this bestiary. Only recently have monsters made a resurgence.

Some speculate that this is due to the lack of witchers. Without their natural (or unnatural) predator, many monster species are starting to crawl back from the brink of extinction. Others speculate that the return of monsters, combined with sightings of the infamous Wild Hunt, are omens of something much, much worse on the horizon. Neither theory has been proven, but it is true that monsters are becoming more prevalent in the absence of witchers.

People Are Monsters Too

In *The Witcher*, any human, elf, or dwarf is just as capable of being monstrous as the "monsters" they loathe. A few enemies listed in this bestiary are not *monsters*. These human and elderfolk enemies are driven by fear, hatred, or their own goals. In many cases, this makes them even more dangerous than any monster from the Conjunction.

Danger Ratings

As we mentioned in the GM section on pg.219, each monster has a difficulty rating. The two parts of this rating help you know how difficult an encounter will be. The first part of the monster's rating establishes generally how easy to fight the monster is.

Easy monsters are relatively easy for one well-trained solider to kill one-on-one. They should be used in hordes in most cases. **Medium** monsters are more dangerous than easy monsters and should be used alone or along with a group of easy monsters. **Hard** monsters are fit to be boss monsters. They should be used for climactic battles and (unless you have a very large or very skilled party) should show up alone.

If you want to get more granular than that, the second part of each monster's rating (**simple**, **complex**, or **difficult**) establishes how difficult the monster is within its category. **Simple** monsters are very straight-forward and don't take a lot of planning or preparing to fight. **Complex** monsters are easier to fight with preparation but don't require them. **Difficult** monsters should only be taken on if you know about the monster: otherwise the battle will be punishing. Avoid using a difficult monster in an ambush unless your players really deserve it.

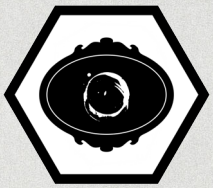
Monster Types

Humanoids
Humanoids are not technically monsters. They include humans, as well as elves, dwarves, and other elderfolk. Humanoids are incredibly varied in their habitats and patterns. It's important to remember that even in the standard rules for susceptibility, humanoids are not vulnerable to silver or resistant to steel.

Necrophages
Necrophages are corpse eaters who frequent graveyards, battlefields, and deep caves. Their grisly appearance is misleading—they're living extraplanar creatures. The less intelligent necrophages such as ghouls will attack anything that comes near. Cunning necrophages like hags will stalk graveyards and lure away village folk.

Specters
Specters embody the powerful desires of the deceased. They usually come into existence when someone is murdered or dies in the throes of powerful emotion. While many seem to be intelligent, they are consumed with all-encompassing drives—usually rage—that make them almost impossible to reason with.

Beasts
Beasts, like humanoids, aren't technically considered monsters. The category includes dogs, wolves, and the like. These creatures are not vulnerable to silver or resistant to steel. However they're ubiquitous, found all over the deep wilderness and near settlements, preying on the townsfolk and livestock.



Cursed Ones
Cursed ones are humans or non-humans afflicted with a curse that transforms them into a monster. The most common cursed ones are werewolves. Since they are humans who were cursed, cursed ones normally prowl around human settlements. Most such cursed creatures are actively hostile against humans.

Hybrids
Hybrid creatures include a myriad of chimeras such as sirens and griffins made up of an amalgamation of animal parts. Hybrids are incredibly varied and each prefer different habitats. Those that are capable of flight prefer high places, though hybrids can be found all over the world and in all environments.

Insectoids
Insectoids are enormous insects and arachnids that roam the wilderness, setting traps for passersby. Insectoids are generally ambush predators who prefer to leap out at their prey and strike them with poisoned fangs or claws. Wandering too close to an insectoid hive can lead to swarms of monsters coming after you.

Elementa
Elementa are fascinating creations of elemental magic: golems, elementals, gargoyles, and the like. Most such creatures are summoned by a mage or priest. They follow orders and have little will of their own. However when brought into this world without shackles, elementa are forces of chaos that can destroy cities.

Relicts
Relicts are forces of nature that come into existence in wilderness areas over time. Possibly these monsters came into our realm with the Conjunction of the Spheres. They are all magical creatures with strong ties to the natural world. Relicts range in mentality from cunning and intelligent to primal and monstrous.

Ogroids
Ogroids, including trolls, nekkers, and giants, are very humanoid creatures, often with almost human-level intelligence. Most are large and bulky (nekkers are the exception) and they not only form basic tribal societies but also, in the case of trolls, can speak human and elderfolk languages with difficulty.

Draconids
Draconids include creatures like wyverns and dragons. Most such Draconids are large, winged reptiles who are very dangerous (especially in melee combat) but feral. True dragons are as or more intelligent that humans and possess many more abilities. Draconids lair primarily in high places and mountains.

Vampires
Vampires are an incredibly varied classification of blood-drinking monsters. Vampires usually hunt in ruins, though powerful vampires can thrive in cities. Lesser vampires are mindless beasts who tear bodies apart and then slurp up the blood. Higher vampires can blend in seamlessly with humans and wield tremendous power.

Threat
Easy Simple

Bounty
10

Armor
5

INT	3
REF	6
DEX	5
BODY	5
SPD	4
EMP	3
CRA	4
WILL	4
LUCK	0

STUN	4
RUN	12
LEAP	2
STA	20
ENC	50
REC	4
HP	20
VIGOR	0

Height	Usual human heights
Weight	Usual human weights
Environment	Often near cities or main roads
Intelligence	Human-level
Organization	Bands of 3 to 15

Bandits

Common Opinion (Education DC:8)

Heh—bandits, deserters, renegades, whoresons. Whatever ya wanna call 'em. People turn to crime for money and power, but most of the time it's out of hunger or fear. Everybody knows ya get a spike of crime when there's a war on. Happened the last two wars and it'll happen again. Don't mean the common man sees it that way. Heh, never say it to a killer's face, but the average son of a bitch thinks 'bout as highly of a bandit as they would a damn ghoul. They hide in the filthy crevices of the world, waitin' to spring out and ambush good, hard-workin' folk an' take their hard-won livelihood.

–Rodolf Kazmer

Academic Knowledge (Education DC:10)

Bandits are one of the most common threats on the road, but they are far from the most dangerous. You'd have a far worse time prying a ghoul off of you than dispatching a few bandits. But they can still be a significant threat in large groups. The vast majority of bandits are soldiers without an army, mercenaries who have no contract, or deserters from any one of the many armies flooding across the land. Simple sorts, bandits. The front ranks will charge with long swords. Any who can't will draw their crossbows. Bandits are usually looking for three things: safety, money, and something to take their anger out on. They aren't exactly *easy* to deal with but, unlike most monsters, they can be reasoned with. Maybe you can convince them not to try and kill you. Since they aren't hunting on instinct bandits will likely give up if you do enough damage to them.

However, some who travel in more tightly woven groups may fight all the harder if you kill their buddies. In the war-torn North, be a bit more wary. Lack of easily accessible food has driven some bandits to cannibalism. Cannibals often go a bit mad and attack wildly, refusing to give up even when half dead. If you don't want a fight, keep a wary eye on the roads.

Weapons			
Name	**DMG**	**Effect**	**ROF**
Iron long sword	2d6+2	N/A	1
Dagger	1d6	N/A	1
Hand crossbow	2d6+2	RNG: 50m Slow Loading	1

Skills
Swordsmanship +6
Crossbow +4
Small Blades +5
Brawling +6
Dodge/Escape +4
Athletics +4
Awareness +6
Stealth +3
Wilderness Survival +5
Resist Magic +4
Resist Coercion +5
Endurance +5
Courage +7

Loot
Crowns (3d10)
Mundane items (1d6)
Bolts (20)
Double woven hood
Aedirnian gambeson
Padded trousers

Vulnerabilities
Hanged Man's Venom

Abilities
NONE

Levels of Bandits

Bandits come in a lot of different skill levels. The bandit presented here is a basic thug—the type of warrior you'd find guarding a criminal's warehouse or ambushing travelers on the road. If you want, you can alter the bandits' stats to make them more or less threatening. If you want an average peasant or low-level thug, bring their REF & DEX down to 3 and their HP down to 15. Keep in mind that these bandits won't be much of a challenge for combat-oriented characters. If you want a more veteran warrior, bring their REF & DEX up to 7 or 8 and raise their HP to 35. As you change the Combat Level stats, you can also change skills and gear to augment them further.

Threat
Medium Simple

Bounty
100

Armor
0

INT	7
REF	7
DEX	6
BODY	5
SPD	5
EMP	4
CRA	5
WILL	8
LUCK	0

STUN	7
RUN	15
LEAP	3
STA	30
ENC	50
REC	7
HP	30
VIGOR	10

Height	Usual human heights
Weight	Usual human weights
Environment	In cities or remote towers
Intelligence	Human-level
Organization	Usually solitary

Mages

Commoner Superstition (Education DC:12)

Mages, or magicians if ya wanna be respectful, are a pretty interestin' case. Heh, they're mutants I guess, though never say that to one or they'll blow ya to hell. They can tap into the forces of magic and use that magic to cast spells. That's about the extent of the common whoreson's knowledge. From there it's bedtime tales and legends. Heh, witches who steal children and experiment on 'em in laboratories. Ungodly necromancers who raise the dead and'll summon demons to take over your body. There are few places in the world that people still respect mages these days. A real shame. Few years ago mages were the most respected folk in the land.

–Rodolf Kazmer

Academic Knowledge (Education DC:16)

It's not very likely that you'll ever fight a mage. Most of them are reasonably peaceful people who are more likely to hire a mercenary or an assassin to kill you. However, if you do wind up fighting a mage—to escape an experiment, stop a crime, or just because you feel like it—know that distance is not your friend. At range, a mage can throw a tremendous amount of power at you. Close range combat is a far better bet. Most mages practice less at melee combat then they do at spell casting. Their melee weapons are also less damaging and more prone to breaking. Keeping in melee range with a mage takes work—they are prone to teleport if you get too close to them.

The first thing you should do when fighting a mage is disarm them or destroy their staff. Without a staff a mage expends more energy per spell and wears out much faster. A mage drained of magic must damage their body to cast more spells or else take a turn to rest. That's your best opportunity. Mages rarely wear armor, so killing an exhausted mage doesn't take much. Since mages are usually very intelligent, they typically realize when they are beat and give up. However, if you shame a mage enough the mage will fight until the end. Mages prefer life in large cities, but with the Witch Hunts you may also run into one who's hiding out.

Weapons			
Name	**DMG**	**Effect**	**ROF**
Iron staff	3d6	Focus (2)	2
Dagger	1d6	N/A	2

Skills
Staff/Spear +6
Spell Casting +7
Hex Weaving +6
Ritual Crafting +5
Dodge/Escape +8
Athletics +5
Awareness +7
Stealth +5
Wilderness Survival +5
Resist Magic +7
Resist Coercion +7
Endurance +5
Courage +6

Loot
Crowns (5d10)
Mundane items (1d6)
Strange items (1d6/2)
Fifth essence (1d6/2)
Alchmey set
Succubus' breath

Vulnerabilities
Hanged Man's Venom
Dimeritium While touching dimeritium, a mage has a Vigor of 0 and is subjected to the Dimeritium Effects table on pg.167.

Abilities
Spells A mage is capable of using the spells: *Aenye* *Glamour* *Blinding Dust* *Rhewi* *Teleportation*
Rituals A mage is capable of casting these rituals: *Spell jar* *Ritual of magic*
Hexes A mage is capable of casting these hexes: *The Eternal Itch* *The Hex of Shadows*

Alternate Magic

The magic listed above is an example of what a mage might be able to bring to bear against players. If you want you can customize your mage, pick new sets of spells, rituals, and hexes from the Magic section on pg.99.

Threat
Easy Complex

Bounty
20

Armor
5

INT	4
REF	6
DEX	7
BODY	5
SPD	7
EMP	3
CRA	4
WILL	6
LUCK	0

STUN	5
RUN	21
LEAP	4
STA	25
ENC	50
REC	5
HP	25
VIGOR	0

Height	Usual human heights
Weight	Usual human weights
Environment	Wilderness or along main roads
Intelligence	Human-level
Organization	Commandos of 3 to 15

Scoia'tael Archers

Commoner Superstition (Education DC:10)

Bein' a 'loyal dwarf' I got some feelin's about the Scoia'tael. They'd probably call me a dog of the humans. But I'd rather be a loyal dog than a rabid bitch runnin' to its own damn death. Scoia'tael used to have a point. Heh, used to be they were fightin' for freedom for the Northern elder races. Now they're just revenge-driven madmen who're lookin' to go out in a blaze of glory and kill as many humans as they can before they die. You'll find the last Scoia'tael—mostly elves—in the woods, hidin' in caves, and settin' ambushes for traveling merchants and military caravans. If you're human, get ready for a fight.

–Rodolf Kazmer

Academic Knowledge (Education DC:14)

Scoia'tael can be difficult to fight. They rarely rush at you and attack randomly. Being trained as guerilla fighters, Scoia'tael travel in groups called 'commandos' and lay ambushes for their prey. When traveling through dense wilderness in the North, always keep an eye out in the trees and bushes. Oftentimes Scoia'tael commandos will track prey for a few hours until they come to a good ambush spot.

When they do attack, Scoia'tael will usually begin their ambush with a barrage of arrows from the forest line. With the first barrage fired, half of the unit will switch to their falchions and charge, sometimes screaming a battle cry such as "Aelirren!" or "Sherrawedd!", that calls back to the great elven hero Aelirren and the place of her death, Sherrawedd Palace. While the melee group engages you, the other half of the commando will stay back, firing into the melee. Scoia'tael who are too far for melee and within 10m or so will often throw knives at the nearest target. The best way to fight Scoia'tael archers is to have cover. If you have a cart or caravan, get behind it (or better yet inside it) and force them to come to you. Try your best to stay out of the archer's line of sight and deal with the melee fighters first. Negotiation is not advised.

Weapons			
Name	**DMG**	**Effect**	**ROF**
Hunter's falchion	3d6	N/A	1
Dagger	1d6	N/A	1
Throwing knives	1d6	RNG: 24m	1
Longbow	4d6	RNG: 200m	1

Skills
Archery +8
Swordsmanship +6
Small Blades +6
Brawling +4
Dodge/Escape +7
Athletics +7
Awareness +9
Stealth +8
Wilderness Survival +10
Resist Magic +4
Resist Coercion +6
Endurance +7
Courage +6

Loot
Crowns (1d10)
Mundane items (1d6)
Arrows (30)
Elven burrowers (10)
Double woven hood
Aedirnian gambeson
Padded trousers

Vulnerabilities
Hanged Man's Venom

Abilities
Ambush Specialist When making a stealth roll to hide from targets, Scoia'tael archers use the highest Stealth roll amongst all of them. This roll counts for the whole group.

Spiteful Ammunition

Scoia'tael archers will fire their regular arrows first and try to kill all targets quickly. Their elven burrower arrows are reserved for targets they particularly despise, and fleeing targets who will need to be tracked down.

Threat
Easy Simple

Bounty
10

Armor
0

INT	1
REF	7
DEX	7
BODY	6
SPD	6
EMP	1
CRA	1
WILL	4
LUCK	0

STUN	5
RUN	18
LEAP	3
STA	25
ENC	60
REC	5
HP	25
VIGOR	0

Height	Usual human heights
Weight	Usual human weights
Environment	By rivers, lakes, or coastlines
Intelligence	About as intelligent as a fish
Organization	Groups of 3 to 6

Drowners

Commoner Superstition (Education DC:14)

Common folk don't know much about drowners. Old wives' tales say when an evil enough son of a bitch bites it and their corpse winds up in a river or lake they come back as a drowner. Drowners're mindless beasts that live to drown unlucky bastards and feed on their corpses. They ain't the most dangerous beast in the world, but they gang up on ya. If ya see one drowner there's probably another two or three hidin' in the water.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:10)

Drowners are actually *not* resurrected evildoers. Most people think so, thanks to folk stories and popular books on the subject of monsters. Drowners, like all necrophages, are creatures from another plane that came into this realm during the Conjunction of the Spheres many centuries ago. With no ecological niche here, they have become a plague upon the land. Drowners prefer coastline, rivers, and marshy areas. They are amphibious and spend most of their time in the water. When they do come out it is usually to follow their stomachs: to grab something close to the water's edge or search for food on land. When they find something to eat, they leap on it in a flurry of claws, attacking as a group and surrounding their prey.

A large group of drowners can be hellish to deal with. They overwhelm a single person by attacking in force and from all directions. They are immune to poison due to the horrible, murky, and toxic waters that they are used to, and it takes quite a bit to discourage them. However, they are also tremendously, staggeringly *dumb*. The few studies of drowners agree that they are about as intelligent as a predatory fish. They act completely on instinct, cannot in any way be reasoned with, and are even immune to spells that would mentally or emotionally affect them. This does mean that they never formulate plans more complex than 'attack' and they can be distracted by sufficiently shiny things as long as they haven't tasted blood. Drowners are also highly susceptible to fire—it's your best weapon. Being tremendously dumb, a drowner will continue to fight while on fire and will not try to put itself out until almost dead (below 10 HP).

Skills
Melee +6
Brawling +6
Dodge/Escape +5
Athletics +6
Awareness +8
Stealth +5
Wilderness Survival +6
Resist Magic +4
Endurance +6
Courage +8

Weapons			
Name	**DMG**	**Effect**	**ROF**
Claws	3d6	N/A	1

Loot
Drowner brains
Drowner tongue
Essence of water (1d6/2)

Vulnerabilities
Necrophage Oil
Fire Vulnerability Drowners are vulnerable to fire damage, including damage from being on fire.

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Poison Immunity Drowners are immune to the **poison** effect.
Amphibious Drowners can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater.
Impenetrably Dim Drowners are so unintelligent that they are immue to any magic that affects thoughts or emotions.

Drowner Brain Stew

Despite believing that drowners are resurrected criminals, many townsfolk living along the Pontar River have been known to pay a fair bit for their brains. Drowner brains are often boiled in a stew which is supposedly an extremely powerful aphrodisiac.

Threat
Easy Difficult

Bounty
30

Armor
0

INT	1
REF	6
DEX	7
BODY	6
SPD	6
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	5
RUN	21
LEAP	4
STA	25
ENC	60
REC	5
HP	25
VIGOR	0

Height	Around 1.25 meters at the shoulder
Weight	Around 86kg
Environment	Battlefields and cemeteries
Intelligence	About as intelligent as a dog
Organization	Packs of 3 to 6

Ghoul

Commoner Superstition (Education DC:14)

Ya see a lot of ghouls in the North these days. Heh, I remember when you could go your whole life without spottin' one. But with all the corpses rottin' in the fields and all the blood spillin' in rivers and valleys, ghouls are croppin' up all over. Most people assume they're corpses, mutated and re-animated by magic into beasts. Rotten fiends that feed on the dead and attack just about anyone who comes near. Travel in packs and attack like wolves, circlin' their prey, all attackin' and keepin' the target off kilter.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:10)

Much like other necrophages, common folk assume ghouls are re-animated corpses. They are actually of a species from another dimension that acts much like other animals. Ghouls are scavengers who feed on corpses left behind at battlefields, though they will attack fresh prey if it wanders by. You'll usually find ghouls in small packs that often fight over food once danger has passed. When fighting ghouls, always watch your back. They will attack together and try to surround you, staggering their attacks to flank you and darting back. Single one ghoul out and attack it exclusively, to shave down the number of ghouls attacking. Keep in mind that ghouls can pounce from 5m away. Small chasms, short walls and the like are much less effective against ghouls than their slower necrophage bretheren. When in melee combat, a ghoul strikes with its claws, but if it grapples a target (or the target is otherwise hindered) it may bite the target to cause a bleeding wound.

If you knock a ghoul below 10 Health Points, it will enter a **fury**. In this fury the ghoul attacks rabidly and its wounds quickly close. Kill the ghoul quickly to keep it from regenerating its health. It's also vital to reposition often so the ghouls can't gang up on you and get bonuses to attack. If you are fighting as a party, stand back to back so the ghouls can't easily get into your back arc.

If you need to lure a group of ghouls out of an area, it's best to start by exhuming any buried bodies. Once exhumed, the bodies should be moved to draw the ghouls away.

Vulnerabilities
Necrophage Oil

Abilities
Pounce A ghoul doesn't need to take a running start when leaping.
Fury When ghouls are brought below 10 HP they enter a fury in which they move every round, attack every round, and regenerate 3 points of damage per turn.
Night Vision Ghouls operate in areas of dim light with no penalties.
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 6.

Skills
Melee +6
Brawling +6
Dodge/Escape +6
Athletics +7
Awareness +7
Stealth +4
Wilderness Survival +6
Resist Magic +4
Endurance +6
Courage +7

Weapons

Name	DMG	Effect	ROF
Claws	3d6	N/A	1
Bite	3d6+2	Bleed (25%) -1 ACC	1

Loot
Ghoul marrow (1d6/2)
Ghoul claws (2)
Venom extract (1d6/2)

Threat
Medium Complex

Bounty
500

Armor
0

INT	6
REF	10
DEX	10
BODY	7
SPD	7
EMP	3
CRA	3
WILL	6
LUCK	0

STUN	6
RUN	21
LEAP	4
STA	30
ENC	70
REC	6
HP	60
VIGOR	0

Height	Around 1.75 meters
Weight	Around 80kg
Environment	Cemeteries or caves
Intelligence	Human-level
Organization	Solitary

Grave Hag

Commoner Superstition (Education DC:18)

Honestly your average son of a bitch doesn't know much about grave hags. Heh, they're nightmares smart enough to talk, set traps, and lure children away. Once heard that hags are what happens when a mage loses control. Heh, doubt that, but I guess...who knows. Grave hags are one of the few monsters I've ever heard of that could use magic. Or at least somethin' like it.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:14)

Grave hags are one of the few fully sentient necrophages, which makes them very dangerous. Grave hags have nothing to do with mages. Though they have magic, grave hags are just another necrophage race from the Conjunction of the Spheres. Interestingly enough, grave hags appear exclusively female—a male hag has never been seen. Most books state that grave hags, like some other monsters, steal little girls from villages to transform into new hags. A few, though, suggest that grave hags are not actually *female* as such, but hermaphroditic.

What we do know is that grave hags are ambush predators that live near graveyards and other sources of rotten corpses. They are perfectly content to eat carrion, but will attack fresh prey if given the chance. When on the attack a grave hag will close the distance at tremendous speed and attack with its scything claws. If the target falls back to recover, the grave hag will use its poisonous tongue like a barbed whip to weaken the prey. The grave hag's tongue can be sliced off with a successful parry with a bladed weapon. The safest ways to engage a grave hag are to keep distance or stock up on necrophage oil and get in close with a shielding spell or the *Quen* Sign. Grave hags can be reasoned with, but are incredibly stubborn and prone to attack immediately. If you must fight a grave hag in its home, check first for a magical **skull circle** or other necrophages it's bent to its will. Deal with them first if you can.

Skills
Melee +8
Brawling +6
Dodge/Escape +8
Athletics +6
Awareness +8
Stealth +8
Wilderness Survival +6
Resist Magic +10
Resist Coercion +10
Endurance +7
Courage +9

Weapons			
Name	**DMG**	**Effect**	**ROF**
Claws	5d6	Bleed (50%)	2
Bite	6d6	Poison (75%)	1
Tongue	3d6+2	Poison (100%) RNG: 4m	1

Loot
Grave hag ear (2)
Hag teeth (1d6/2)
Venom extract (1d6)
Random rune
Strange possesions (1d6)

Vulnerabilities
Necrophage Oil
Whip Tongue If you successfully parry a grave hag's tongue attack with a bladed weapon, it is severed. The grave hag takes 5 points of damage and cannot use its tongue again.

Abilities
Skull Circle A grave hag can take 1 hour to make a **skull circle**. If they are within 100m of their **skull circle** they get +3 to all actions.
Command the Undead Instead of attacking, a grave hag can give a command to each necrophage within 20m. The necrophages will carry out this order instead of acting normally. The order cannot be more complex than 'grab that thing and bring it here' or 'go there and wait'.
Night Vision Grave hags operate in areas of dim light with no penalties.

The Magic of Skull Circles

Even studied mages are dubious as to where the power in a grave hag's skull circle comes from. Most people assume that the magic draws on power from the devils that live in the void between planes.

Threat
Easy Difficult

Bounty
30

Armor
0

INT	4
REF	6
DEX	5
BODY	5
SPD	5
EMP	1
CRA	1
WILL	6
LUCK	0

STUN	5
RUN	15
LEAP	3
STA	25
ENC	50
REC	5
HP	25
VIGOR	0

Height	Usual human heights
Weight	Weightless
Environment	Battlefields and cemeteries
Intelligence	Consumed by emotion
Organization	Groups of 3 to 21

Wraiths

Commoner Superstition (Education DC:14)

Wraiths come in all shapes and sizes from what the tales say. The souls of the dead and the damned, come back to our world to wreak havoc on the livin'. Old wives' tales ain't that specific on what makes a wraith, though. Most say that it's folk who've been wronged, or the evilest of whoresons. Some say it's mages and priests too magical to leave this realm. People can usually agree, if ya wanna get rid of a wraith ya gotta perform a ritual. First, find the corpse, which won't have rotted, mind ya. Pierce the corpse with an aspen stake, cut off the head and place it between the corpse's legs, then set the corpse on fire. Ya fail to do even one step and you're a dead man. Least that's what people say.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:10)

Interestingly enough, specters are one of the only monster types that *are* connected to dead people, humans and non-humans. A specter is the spirit of someone who died either in terrible circumstances or with unfinished business. That being said, you can't banish a specter via the method written above. Most specters must be killed and sent back to the realm of the dead. But those tied to a curse must have the curse lifted to move on permanently. Wraiths are technically sentient, but very few act on this sentience. Most wraiths are consumed by hatred and will lash out randomly at anything that comes near. The remaining 5% or so retain some of their sentience and may speak and interact. Usually these sentient specters are part of a grand curse.

When fighting a specter, keep moving all the time. They will swing widely with their sword and lantern and use their selectively incorporeal nature to 'dodge' attacks. Every once in a while a specter will teleport, usually to get behind a target and attack. This is the specter's most dangerous move, since they literally come out of nowhere. If you catch a specter with a *Yrden* Sign or a moondust bomb, you can keep it from turning incorporeal or teleporting. That and an application of specter oil will really shorten your fight.

No one knows where a wraith's conciousness goes when they are destroyed; it has been argued for centuries.

Skills
Swordsmanship +7
Melee +6
Brawling +6
Dodge/Escape +6
Athletics +5
Awareness +8
Stealth +9
Wilderness Survival +6
Resist Magic +6
Endurance +7

Weapons			
Name	**DMG**	**Effect**	**ROF**
Wraith sword	3d6	N/A	1
Wraith lantern	2d6+2	Fire (25%)	1

Loot
Wraith essence (1d6/2)
Specter dust (1d6/2)
Infused dust (1d6/2)

Vulnerabilities
Specter Oil
Moondust & Yrden If caught in the area of either a moondust bomb or *Yrden* circle, a wraith cannot become incoporeal or teleport.

Abilities
Fueled By Rage Wraiths are technically as intelligent as they were in life, but they are blinded by overwhelming rage. They cannot be reasoned with or intimidated.
Shift A wraith can use Spell Casting to become incorporeal and negate an attack on them. If they succeed, nothing physical affects them until their next turn.
Teleportation A wraith can use its move action to teleport 10m immediately. It will usually attack directly after this.
Night Vision Wraiths operate in areas of dim light with no penalties.

Wraith Weapons

A wraith's weapons are manifestations of their power created when the wraith is created. When a wraith dies, the lantern and sword evaporate with the rest of the body and thus cannot be looted.

Threat
Medium Difficult

Bounty
800

Armor
0

INT	5
REF	8
DEX	6
BODY	7
SPD	6
EMP	1
CRA	1
WILL	9
LUCK	0

STUN	6
RUN	18
LEAP	3
STA	30
ENC	70
REC	6
HP	60
VIGOR	0

Height	Usual human heights
Weight	Weightless
Environment	Near rural communities
Intelligence	Consumed by rage
Organization	Solitary

Noonwraiths

Commoner Superstition (Education DC:16)

Some say noonwraiths are the souls of young women who got killed right before their weddings. Come back as horrid white-clad wretches that haunt the fields when the sun's highest. Folk say they're smart, just driven mad with grief and revenge—which makes 'em kill anythin' they see. An' they don't usually kill with claws or teeth or the like. Legends say they enthrall ya with dark magics and make ya dance with 'em. Ya can only stop when the sun goes down. But you'll be long dead by then.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:14)

Young, engaged women who suffered violent deaths before their weddings sometimes come back as noonwraiths. These wraiths are powerful, dangerous, and vindictive creatures. The souls of the women are driven mad with pain and anger that compels them to stalk the fields and lands around their grave, searching for the person that killed them. That's fair, but they have a tendency to kill anything else that gets too close to them as well. When dealing with a noonwraith, you have to be quick: engaging the creature in melee combat is a necessity. Noonwraiths are incorporeal until you catch them in a *Yrden* circle or a moondust bomb. This is your only window for physical attacks. You should also engage a noonwraith close to sunset, as moonlight weakens the creature.

Noonwraiths usually attack with their deadly claws. From time to time they use magic to sweep up a dust devil and blind a challenging target. If damaged too much, they begin a **high noon dance**, creating copies of themselves that drain your HP and heal the noonwraith. Destroy these copies immediately, before they can siphon too much health from you. Your best chance to fight a noonwraith is to coat your blade in specter oil and attempt to summon it at night. Find something of great value to the wraith in its previous life and burn it near the grave site. 90% of the time this will summon the wraith, and with the moon high in the sky you will have a much easier time killing it. Once killed, the specter's soul is released from the shackles of pain that kept it in this world. It is put to rest and can move on to whatever lies beyond the veil of death. This is a romantic goal, but not an easy task.

Skills
Spell Casting +8
Melee +8
Brawling +7
Dodge/Escape +9
Athletics +4
Awareness +10
Stealth +10
Wilderness Survival +5
Resist Magic +7
Endurance +7

Loot
Wraith essence (1d6)
Specter dust (1d6)
Infused dust (1d6)
Light essence (1d6/2)

Weapons			
Name	**DMG**	**Effect**	**ROF**
Claws	5d6	N/A	2

Vulnerabilities
Specter Oil
Moondust & Yrden If caught in the area of either a moondust bomb or *Yrden* circle, a noonwraith is no longer incoporeal.
Celestial Weakness In moonlight, noonwraiths take a -2 to all actions.

Abilities
Fueled By Rage Noonwraiths are technically as intelligent as they were in life, but they are blinded by overwhelming rage. They cannot be reasoned with or intimidated.
Incorporeal A noonwraith is always incorporeal, rendering it immune to physical attacks, **bleeding,** and **poison**.
High Noon Dance A noonwraith can create 3 copies that dance around, at least 5m away from their target. As long as one copy remains, this drains 3 points of health from the target each round to heal the noonwraith. Striking a copy will kill it.
Dust Devil A noonwraith can use magic to swirl dust and dirt up into a target's face. This attack uses Spell Casting, and on a hit it blinds the target for 1d6 rounds. The target must be within 5m.

Threat
Easy Simple

Bounty
10

Armor
0

INT	1
REF	4
DEX	6
BODY	5
SPD	7
EMP	1
CRA	1
WILL	4
LUCK	0

STUN	4
RUN	21
LEAP	4
STA	20
ENC	50
REC	4
HP	20
VIGOR	0

Height	Around 0.8 meters
Weight	Around 68kg
Environment	Forests and plains
Intelligence	About as intelligent as a dog
Organization	Packs of 3 to 6

Wolves & Wargs

Commoner Superstition (Education DC:8)

Not much to be said about wolves. Heh, they're bloody bastards that live in the woods and stalk travelers. They'll usually only attack in packs of five or six and fire'll make 'em back off. If ya have to fight 'em, make sure they can't circle around ya—they'll box ya in and attack from all directions. Terrible way to go if ya ask me. 'Specially bad since the war's been on. With all the corpses and wounded travelers, wolves are gettin' braver and braver. Have 'em in towns, pickin' off infants in no time. Heh, lotsa folk think they're a poor omen too. Can't count the number of prophecies and whatnot that start with a wolf. Let me tell ya, none of 'em are good.

–Rodolf Kazmer

Knowledge of Wargs (Witcher Training DC:10)

While there are many strange stories and myths based around wolves, everyone can generally agree they aren't magical creatures. Wargs, on the other hand, are even more shrouded in mystery for the vast majority of the populace. When a wolf pack gets large enough, or controls enough territory, you'll eventually spot a warg among them. The warg is a large, bulky wolf (usually adorned with coarse brown fur) who becomes the leader of a pack. Even studied witchers aren't sure whether one of the wolves transforms into a warg or whether large groups of wolves eventually draw a warg, but their existence is irrefutable.

While wargs appear to function like regular wolves, they have gained an eerie reputation for their bright red eyes and cunning minds. When facing a wolf pack lead by a warg, remember to single out the warg as quickly as possible. With the warg alive, the pack can operate as one unit and is capable of greater strategy than normal. Wargs command their brethren to circle around prey, attack specific targets to weaken a group, and even hinder more dangerous targets so the warg can score a killing blow more easily. The warg will often stay towards the back of a pack until its prey has been weakened, so for the most part ranged attacks will be your best bet. Silver is ineffective on wargs but a good old-fashioned steel weapon will do the trick. With an application of beast oil, killing the warg shouldn't be tremendously difficult. Always keep in mind—a warg is just a big, tough wolf.

Skills
Melee +6
Brawling +6
Dodge/Escape +6
Athletics +6
Awareness +6
Stealth +6
Wilderness Survival +9
Resist Magic +2
Endurance +5
Courage +6

Weapons			
Name	DMG	Effect	ROF
Bite	2d6	N/A	1

Loot
Dog tallow (1d6)
Wolf hide
Wolf liver
Beast bones (1d6)

Vulnerabilities
Beast Oil

Abilities
Scent Tracking A wolf can track a creature without visual or audible clues with no penalty.
Night Vision Wolves operate in areas of dim light with no penalties.
Leader Often, a group of wolves will be lead by a warg. As long as a warg is alive all wolves in its pack gain a +4 to courage. The warg is also capable of giving orders to the rest of the pack. These orders are never more complicated than, 'go here', 'attack from behind', or 'wait'.

Wargs

Wargs are larger than average wolves, with reddish-brown fur and bright red eyes. The way they prowl makes them seem much cleverer than the average wolf.

INT	2
REF	5
DEX	7
BODY	6
SPD	8
EMP	1
CRA	1
WILL	6
LUCK	0

STUN	6
RUN	24
LEAP	4
STA	30
ENC	60
REC	6
HP	30
VIGOR	0

Threat
Medium Complex

Bounty
500

Armor
8

INT	6
REF	8
DEX	8
BODY	7
SPD	9
EMP	1
CRA	3
WILL	5
LUCK	0

STUN	6
RUN	27
LEAP	5
STA	30
ENC	70
REC	6
HP	60
VIGOR	0

Height	Around 2.5 meters
Weight	Around 136kg
Environment	Forests or near settlements
Intelligence	Human-level
Organization	Solitary

Werewolves

Commoner Superstition (Education DC:14)

Legends say they're like normal folk until moonlight shines on 'em, and they turn into horrible mindless monsters. They do nothin' but eat flesh and drink blood all night until the sun comes up and they transform back. Worst of all, if ya get bitten, you're doomed to turn yourself. Some folks think you can cure a werewolf by forcin' the werewolf to drink a tea of wolfsbane three times a day for five days. Others believe ya can cure it just by exhaustin' the werewolf and then scoldin' it. Rather have a crossbow.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:14)

Werewolves are dangerous and horrifying beasts that can lie dormant inside totally reasonable people. These huge beasts look like a cross between humans and gigantic wolves. They are merciless monsters with no empathy and a powerful bloodlust. The worst part about these cursed beasts is that they arise from regular people. Werewolves manifest all the cruelty and evil intentions of the cursed person. When a person transforms into a werewolf, usually a process started by the rising of the moon, they lose all shreds of their humanity and are left with only their intelligence and their worst and most vicious urges.

These beasts are very difficult to fight, owing to their innate intelligence and regenerative abilities, which only a moondust bomb can halt. Luckily, only a curse can create a werewolf—a bite from a werewolf will only cause you to bleed copiously. If you find yourself fighting a werewolf, skip all of the useless peasant cures and find a silver blade. Focus on dodging the werewolf's attacks and riposting with your silver blade or magic spells. Running from a werewolf is inadvisable—they are very quick and can track you through the harshest conditions by smell alone. If a friend has been afflicted with lycanthropy, it's a good idea to tie them up at night until you can lift the curse.

While it can be difficult to determine what actions led to any one case of lycanthropy, you can narrow it down. Lycanthropy is often a punishment for violent, beastial actions. Lifting the curse usually requires great pain and or personal loss.

Skills
Melee +9
Brawling +8
Dodge/Escape +8
Athletics +8
Awareness +10
Stealth +9
Wilderness Survival +9
Resist Magic +9
Resist Coercion +10
Endurance +8
Courage +10

Weapons			
Name	**DMG**	**Effect**	**ROF**
Claws	4d6+2	Bleed (25%)	2
Bite	5d6	Bleed (75%)	1

Loot
Werewolf pelt
Werewolf saliva (1d6)
Random items (1d6)

Vulnerabilities
Cursed Oil
Moondust Bombs A werewolf caught in the area of a moondust bomb cannot regenerate for the duration of the bomb's effect.

Abilities
Regeneration A werewolf regenerates 5 points of damage per round.
Scent Tracking A werewolf can track a creature without visual or audible clues with no penalty.
Night Vision Werewolves operate in areas of dim light with no penalties.

Becoming A Werewolf

A character afflicted with Lycanthropy has a 30% chance of changing into a werewolf every night, when the moon rises. In their werewolf form, they are a vicious predator with a human's cunning and an urge to kill. If the character is a player character, they are taken over by the GM until the sun rises. While in their beast state the lycanthrope has all of the werewolf's weapons, armor, and abilities. The character also adds a bonus to four of their statistics.

Werewolf Bonuses	
Reflex+2	Body+3
Speed+4	Empathy-5

Threat
Easy Complex

Bounty
20

Armor
0

INT	3
REF	7
DEX	7
BODY	6
SPD	8
EMP	3
CRA	3
WILL	8
LUCK	0

STUN	7
RUN	24
LEAP	4
STA	35
ENC	60
REC	7
HP	35
VIGOR	0

Height	Around 3 meters long
Weight	Around 120kg
Environment	At sea or on coastlines
Intelligence	Human-level
Organization	Groups of 3 to 6

Sirens

Commoner Superstition (Education DC:16)

Sirens're a sad story. Used to be beautiful women with tails like fish and a special interest in sailors, heh. That times's long past though. These days a siren'd sooner flay ya than kiss ya–best keep that in mind. Nobody knows why, but it's probably to do with sailors kidnappin' sirens to wife. Today they lure in folk with their songs, then turn into horrible monsters and tear the flesh from your bones. Sailors say if ya pass by sirens on the sea ya should tie yourself to the mast to stop yourself from leapin' over the edge to 'em.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:14)

Don't tie yourself to the mast. You will die a horrible death. Contrary to popular belief, sirens have no magic to compel men to leap into the water and swim to them. They can only conceal their horrifying fishy features under those of beautiful young women—apparently enough for horny sailors who've been at sea for the past year. No, a siren lures a ship close with an attractive guise and then bursts into the air on scaly wings to swoop down on its prey. You can see how tying yourself to the mast may be a poor idea.

A siren will swoop down from on high, swinging with its claws (or its tail if it's feeling confident) before ascending again. Some will try to knock you into the water where their sisters can better tear you apart. Unfortunately, sirens in the air or in the water are very fast and very maneuverable, making them hard to catch or attack. Luckily you can knock a siren out of the air with a direct ranged weapon hit. In this time the siren is incredibly vulnerable and can usually be finished off by two men with sturdy weapons. Technically, sirens are intelligent, and are capable of reason and diplomacy. That being said, they aren't interested in it–they see all non-sirens as prey. It's not *entirely* unheard of to encounter a siren willing to talk with you. In this case, be very wary: it might be trying to lure you into a trap. Still, old wives' tales persist that sirens were once friendly. It's just hard to tell whether these tales refer to the sirens we find off the coast now or a race that (like many others) was wiped out in the numerous race wars.

Skills
Melee +7
Brawling +7
Dodge/Escape +6
Athletics +8
Awareness +7
Stealth +8
Wilderness Survival +7
Resist Magic +6
Resist Coercion +6
Endurance +6
Courage +5

Weapons			
Name	**DMG**	**Effect**	**ROF**
Claws	2d6+2	+1 ACC	1
Tail	3d6+2	N/A	1

Loot
Siren vocal chords
Essence of water (1d6)
Mundane Items (1d6/3)

Vulnerabilities
Hybrid Oil
Limited Movement On land a siren has a REF, DEX & SPD of 2.

Abilities
Illusion A siren is capable of instantly raising an illusion to make it look like a beautiful woman with features of its choosing. This illusion can be *dispelled* with a DC:15 Spell Casting roll.
Sonic Screech A siren can take its turn to let out a screech which forces anyone within 10m to make a Stun save at -1.
Amphibious Sirens can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater.
Flight A siren can take flight as a movement. The siren can only be knocked out of the air by stunning it or doing more than 5 points of damage with an attack. If the siren is knocked out of the air it must make a DC:16 Athletics check or take ramming damage equal to how many meters it fell.

Threat
Hard Complex

Bounty
1200

Armor
8

INT	1
REF	10
DEX	10
BODY	15
SPD	6
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	10
RUN	18
LEAP	3
STA	50
ENC	150
REC	10
HP	100
VIGOR	0

Height	Around 2 meters at the shoulder
Weight	Around 907kg
Environment	Around high mountains
Intelligence	About as intelligent as a dog
Organization	Solitary or in pairs

Griffins

Commoner Superstition (Education DC:14)

Can ya imagine of a more majestic bein' than a griffin?' Heh, that's dangerous thinkin' if I ever seen it. Most noblemen think of griffins and their kin, gryphons, as majestic beasts that ya put on tabards and heraldry and whatnot. Heh, farmers, on the other hand, are scared to death of 'em. What're ya gonna do when a 900 kilo ball of fur, feathers, and claws lands in your field and picks up your cow? Nothin', that's what. Most common folk don't say much about griffins. Just to avoid 'em.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:14)

Griffins are technically very simple creatures. They operate a lot like a combination between the two beasts that make them up: lions and eagles. Unfortunately, combining lions and eagles effectively creates a super-predator. Griffins are fast on the ground and fast in the sky. They can cross large areas of difficult terrain by flying over it and spot hiding prey with eagle eyes. That doesn't even take into account how they pick up prey the size of a horse and drop it from 100 meters in the air. Luckily, griffins mostly just attack intruders in their territory. The problem is that with war leaving corpses all over the open fields and valleys, griffins are moving their territories from the high mountains to the low peaks and foothills. Suddenly, small villages at the foot of the mountains are in a griffin's territory without even realizing it.

If you *have* to fight a griffin, do yourself a favor and stock up on ranged ammunition and hybrid oil. You'll need the ammunition because griffins like to attack from the air, swooping down on their opponents. A direct hit with a crossbow bolt, spear, arrow, or other ranged weapon forces the griffin to re-adjust in the air. If it fails, it will plummet to the ground, take falling damage, and be more vulnerable. On the ground you have to watch out for the griffin's razor-sharp claws. Not only will they tear you open, they leave vast bleeding wounds. If you get too far from a griffin it'll close distance with a **charge**: a tremendously powerful but inaccurate attack, easier to dodge than the normal claw attacks, but a hit will spell doom for the average man. The last thing to watch for is the griffin's sonic cry. Fail to resist that and you'll be a sitting duck.

Skills
Melee +9
Brawling +7
Dodge/Escape +7
Athletics +7
Awareness +10
Stealth +4
Wilderness Survival +8
Resist Magic +9
Endurance +3
Courage +10

Weapons			
Name	**DMG**	**Effect**	**ROF**
Claws	6d6	N/A	2
Bite	7d6+2	Bleed (50%)	1

Loot
Griffin feather (1d10)
Infused dust (1d6/2)
Griffin egg (1d6/2)

Vulnerabilities
Hybrid Oil

Abilities
Sonic Screech A griffin can take its turn to let out a screech which forces anyone within 10m to make a Stun save at -1.
Charge If a target moves more than 10m away from the griffin, it can charge and make a powerful claw attack at -4 which does 10d6 damage and knocks the target back 8m. If they strike anything while flying back, the target takes appropriate ramming damage as if from a horse.
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 8.
Flight A griffin can take flight as a movement. The griffin can only be knocked out of the air by stunning it or doing more than 10 points of damage with an attack. If the griffin is knocked out of the air it must make a DC:16 Athletics check or take ramming damage equal to how many meters it fell.
Night Vision Griffins operate in areas of dim light with no penalties.

Threat
Easy Difficult

Bounty
30

Armor
8

INT	1
REF	6
DEX	7
BODY	8
SPD	7
EMP	1
CRA	1
WILL	6
LUCK	0

STUN	7
RUN	21
LEAP	4
STA	35
ENC	80
REC	7
HP	35
VIGOR	0

Height	Around 2.5 meters
Weight	Around 200kg
Environment	Swamplands & floodplains
Intelligence	About as intelligent as a dog
Organization	Groups of 3 to 9

Endrega Queens

Endrega queens are so similar to arachasae that they are almost interchangible. When you get to the depth of an endrega nest you can use the stats for an arachas.

Endrega

Commoner Superstition (Education DC:12)

Folk say endrega are just like any other bug. Heh, just an infestation ya have to get rid of to keep from spreadin'. Peasant remedies say ya gotta powder up a few peppers or some cinnamon sticks and sprinkle the dust outside your house, and then pour a bit of vinegar in any water nearby. When you're goin' through the woods, rub half a lemon all over yourself. Lastly, ya gotta soak any meat ya hunt out in the woods in vinegar so ya kill any eggs the endrega may have laid in 'em. Folk come up with some pretty creative fixes, heh.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:10)

Endrega are technically insects—in the same way a lion is a cat. When you go out in swamplands and flood plains you risk running into large groups of endrega. When fighting these beasts, keep in mind that all endrega can pounce 4m from a standing start. A chasm or a wall may not save you. Endrega of all forms are immune to poisons thanks to the highly toxic nature of their bodies, and can resist slashing weapons thanks to their hard outer shells. Before hunting endrega, stock up on anything good against poison, such as golden oriole potions. Nearing a nest, you'll probably run across workers first– the most common form of endrega. Keep moving and avoid getting boxed in. Worker endrega claws are mildly poisonous. Not too bad fighting one on one, but terrible if you're surrounded by five or six. Survive 8-9 workers and you'll start seeing warriors. Warrior endrega are the meaner, more dangerous cousins of the simple workers. They are incredibly aggressive and will attack constantly with their poisonous tail, leaping after a target when it gets out of range. Once you're on top of the nest you'll meet endrega drones. These drones exist to fight and fertilize their queen. They are the most aggressive endrega, and attack on sight with no provocation at all. Drones will start by launching a barrage of poisonous quills from their abdomen before **pouncing** with their pincers. Since only the strongest drone can fertilize the queen, drones are always looking for a fight. Past all of these hazards you'll find the queen and her eggs. If you make it to this point, you'll have to avoid not only the queen but also all other endrega in the area. When threatened, the queen will summon her entire hive to her aid.

Skills
Melee +6
Brawling +5
Dodge/Escape +6
Athletics +5
Awareness +5
Stealth +7
Wilderness Survival +6
Resist Magic +6
Endurance +6
Courage +5

Weapons			
Name	**DMG**	**Effect**	**ROF**
Claws	3d6	N/A	1

Loot
Venom extract (1d6/2)
Endrega saliva (1d6/2)
Chitin scale (1d6/2)

Vulnerabilities
Insectoid Oil

Abilities
Pounce An endrega doesn't need to take a running start when leaping.
Resistances Endrega only take half damage from **bleeding** & **slashing**.
Poison Immunity Endrega take no damage from **poison.**
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 6.

Sub-Species
Drone's Quills An endrega drone can shoot quills out in circle with a 5m radius. These quills can be dodged or blocked (DC:15). For every point below the DC the target rolls they take 1d6 damage and are **poisoned**.
Warrior's Tail An endrega warrior has a large tail that does 4d6+2 damage and has a 50% chance of **poisoning**.
Worker's Claws An endrega worker's claws have a 25% chance of **poisoning**.

Threat
Hard Complex

Bounty
1000

Armor
20

INT	1
REF	9
DEX	6
BODY	13
SPD	5
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	9
RUN	15
LEAP	3
STA	45
ENC	130
REC	9
HP	90
VIGOR	0

Height	Around 3 meters
Weight	Around 800kg
Environment	Swamplands & floodplains
Intelligence	About as intelligent as a dog
Organization	Solitary

Arachasae

Commoner Superstition (Education DC:15)

Wanderin' through a bog and think ya hear somethin' move where ya don't see anythin'? Just lay down and play dead. Probably an arachas, and that spells trouble for you. Arachas are big, nasty whoresons that hide in the flood plains and marshes usin' some kinda magical camouflage. They're poisonous as all hell and suprisin'ly agile. Lucky for you, they got shite eyesight so they gotta see ya move. If ya hold still ya might make it. Just gotta sit still as a statue and wait for it to move on.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:16)

Arachas are indeed very dangerous ambush predators. They stalk the swamps and flood plains of the Continent, primarily along the Pontar and the Yaruga, and they apply a sort of camouflage to hide their entire massive body from sight. However this camouflage isn't magical. An arachas hides its body inside a hollowed-out log or giant shell that matches the environment it lives in. Arachasae are perfectly capable of seeing you if you stand still, and doing so will make you a perfect target. Hunting arachasae prefer to sneak up as close as they can while camouflaged and then pounce on their prey. If the prey notices the arachas and runs, it will shoot sticky webbing at the target to immobilize it before pouncing. Once locked in melee combat an arachas will try to claw the opponent to death, often blocking attacks with its hard pincers and trying to pin their opponent.

When fighting an arachas, apply something to help fight poison, such as *gold oriole potion*. It's also good to load up on insectoid oil and, when possible, stay behind the arachas. Arachas back armor is always the weakest—a well-placed strike to the back will usually penetrate. It's also good to position yourself so a pouncing arachas may plummet off of drops or ram hard objects and take damage. Arachasae are often confused with endrega queens. An endrega queen is so similar to an arachas that many academics believe the two species may be related, with many thinking that arachasae mutated from endrega. The best way to distinguish an arachas from an endrega queen is their location. Arachasae are solitary predators and can be found alone in the wilderness. Endrega queens are found in their nest, surrounded by other endrega.

Skills
Melee +5
Brawling +5
Dodge/Escape +8
Athletics +5
Awareness +6
Stealth +6
Wilderness Survival +4
Resist Magic +9
Endurance +5
Courage +10

Loot
Arachas eyes (1d6/2)
Arachas chitin (1d6)
Venom extract (1d6)
Arachas venom (1d6)

Weapons			
Name	**DMG**	**Effect**	**ROF**
Claws	5d6	Poison (25%)	2

Vulnerabilities
Insectoid Oil
Soft Spot An arachas' back has only 10 points of armor and does not have its damage resistances.

Abilities
Pounce An arachas doesn't need to take a running start when leaping.
Resistances Arachasae only take half damage from **bleeding, slashing,** and **piercing**.
Poison Immunity Arachasae take no damage from **poison.**
Camouflage Arachasae have a +10 to Stealth in their home terrain when they aren't moving.
Webbing If an enemy gets more than 8m from the arachas, it will shoot webbing at a range of 10m with Athletics. If it hits, the target is grappled until they can make a DC:16 Physique check or do 10 points of damage to the webbing.
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 6.

Threat
Hard Simple

Bounty
1200

Armor
20

INT	1
REF	10
DEX	6
BODY	13
SPD	4
EMP	1
CRA	1
WILL	4
LUCK	0

STUN	8
RUN	12
LEAP	2
STA	-
ENC	130
REC	8
HP	80
VIGOR	0

Height	Around 2.5 meters
Weight	Around 900kg
Environment	Around ruins or mage towers
Intelligence	Incapable of thought
Organization	Solitary

Golems

Commoner Superstition (Education DC:16)

Golems are the only man-made monster out there. Folk say they're made with the power of the elements and brought to life by the souls of the dead. Heh, seems pretty far-fetched to me since necromancy's illegal all over the Continent, but who knows? What I do know is there's no stoppin' a golem on the loose without a witcher or a whole garrison. Folk say a chargin' golem can run right through a house and out the other side, not even going through the door.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:14)

Golems are incredibly simple monsters that are nonetheless incredibly dangerous. Your average golem was created by a mage for defense or manual labor, or perhaps to guard something important. A golem takes its orders and follows them to the letter. *Forever*. A golem told to guard a vase will do so until it dies, which may be centuries (or even millennia) later. This also means a golem told to fetch water from a well will continue to fetch bucket after bucket until it is told to stop. Golems aren't creative, but they are very persistent. You face a golem for one of three reasons. Reason one: you need something that a powerful mage doesn't want you to get. In this case at least the golem is stationary–you'll have time to plan ahead and prepare. Reason two: you are attacking a mage and said mage has a golem. Once again, at least you'll have time to plan ahead. Reason three: a mage has created a golem specifically to kill you. This is the worst case. It will chase you 'til the day you die, and probably dig up your corpse to check that you're really dead. It *might* even give your corpse a few bone-shattering punches just to make sure.

If you *have* to fight a golem, stock up on dimeritium bombs. While they won't 'shut off' a golem, they will make it sluggish. Elementa oil is also good, as are spells that incorporate electricity. When struck by enough electricity a golem will freeze up as its magical bonds try to reassert themselves. *Never* block or parry a golem–their fists are so strong that they stand a good chance of shattering any weapon. Since they're constructs you can also forget bleeding wounds, poison, mind-affecting spells, or fire. Lastly but possibly most important, if you see a golem charging at you...*don't* be what it hits.

Skills
Brawling +5
Dodge/Escape +4
Athletics +2
Awareness +8
Stealth +2
Wilderness Survival +4
Resist Magic +10
Physique +10

Weapons			
Name	**DMG**	**Effect**	**ROF**
Punch	8d6	N/A	1

Loot
Golem heart
Random rune
Infused dust (1d6)

Vulnerabilities
Elementa Oil
Electricity Vulnerability Golems are vulnerable to electricity, which may disrupt them. If they take more than 10 points of damage, they must roll a Stun save under 7.
Dimeritium Bombs When struck by a dimeritium bomb a golem becomes disrupted and sluggish. They are incapable of using their **crushing force** or **charge** and take a -2 to all stats for the duration of the bomb.

Abilities
Crushing Force Due to the incredible force with which they punch, a golem cannot be parried and does double ablation damage to weapons, shields, or armor.
Charge If a target moves more than 10m away from the golem, it can charge and make a powerful attack at -4 which does 10d6 damage and knocks the target back 8m. If they strike anything while flying back, the target takes appropriate ramming damage as if from a horse.
Constructed A golem is immune to **bleeding**, **poison**, **fire**, or spells that affect the mind or emotions. They also cannot be reasoned with and never run out of STA.
Resistances Golems only take half damage from **piercing** & **slashing**.

Threat
Hard Difficult

Bounty
1500

Armor
10

INT	1
REF	13
DEX	10
BODY	15
SPD	7
EMP	1
CRA	1
WILL	9
LUCK	0

STUN	11
RUN	21
LEAP	4
STA	55
ENC	150
REC	11
HP	110
VIGOR	0

Height	Around 4m at the shoulders
Weight	Around 1500kg
Environment	Remote areas of wilderness
Intelligence	About as intelligent as a dog
Organization	Solitary

Fiends

Commoner Superstition (Education DC:18)

Now, not many folks even know these whoresons exist. Heh, mostly stick to the mountains from what I hear. What people do say's pretty interestin' though. These beasts are devils of ill intent and they feed on the evil thoughts of men. If ya encounter one it'll put ya into a deep trance and feed on your darkest secrets. After it drains your mind dry it'll tear ya limb from limb and feast on your corpse. Heh, if ya wanna stay safe, ya gotta make an evil eye pendant outta glass and ink. That'll absorb the beast's fell magics and whatnot.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:18)

Fiends are among the most dangerous relicts you can encounter on the Continent. They are tremendous elk-like creatures, so large that even the most powerful Griffin School witcher couldn't stagger them with the *Aard* Sign. When charging with their massive antlers it's best to leap out of the way–nothing short of a stone wall will stop them. The beasts pose a tremendous threat, since not only are they tremendously strong, they heal almost as you cut them and can hypnotize with a look. Contrary to the common supersition an evil eye pendant will not protect you from a fiend's hypnosis, which plunges you into a world of darkness where all you can see is the fiend's glowing third eye. At this point it will charge, aiming to spear you on its antlers.

Fiends are not demons, but relicts. There is some debate as to their intelligence since they appear to be related to the very smart and crafty succubi. However, fiends appear about as intelligent as your average bear and never act with complex reasoning. When fighting a fiend, stay light on your feet and dodge it. While you can block and parry, it is more advisable to keep maneuvering around the fiend. Relict oil can be tremendously useful when fighting a fiend, as well as moondust bombs to keep it from regenerating for a time and dimeritium bombs to stop the fiend's hypnosis. Fiends also have incredibly sensitive hearing–loud noises such as banging on a shield or the explosion of bombs can stagger them.

Skills
Melee +9
Brawling +8
Dodge/Escape +7
Athletics +5
Awareness +10
Stealth +1
Wilderness Survival +6
Resist Magic +10
Endurance +7
Courage +10
Physique +10

Weapons			
Name	**DMG**	**Effect**	**ROF**
Claws	6d6+2	N/A	2
Bite	7d6	Bleed (50%)	1
Horns	8d6	-1 ACC	1

Loot
Fiend eyes (3)
Fifth essence (1d10)
Fiend dung (1d6)

Vulnerabilities
Relict Oil
Moondust Bombs A fiend caught in the area of a moondust bomb cannot regenerate for the duration of the bomb's effect.
Sensitive Hearing When struck with a bomb or caught in a loud, sharp noise, a fiend is **staggered**.

Abilities
Regeneration A fiend regenerates 5 point of damage per round.
Charge If a target moves more than 10m away from the fiend, it can charge and make a powerful horn attack at -4 which does 10d6 damage and knocks the target back 8m. If they strike anything while flying back, the target takes appropriate ramming damage as if on a horse.
Massive Bulk Fiends are immune to *Aard*, or any effects that would knock them off their feet.
Hypnosis A fiend can take a turn to hypnotize its foes. Anyone looking at the fiend must make a Resist Magic check against the fiend's Spell Casting or take a -4 to defense or attacks against the fiend and be blinded to the terrain around them for 5 rounds.
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 8.

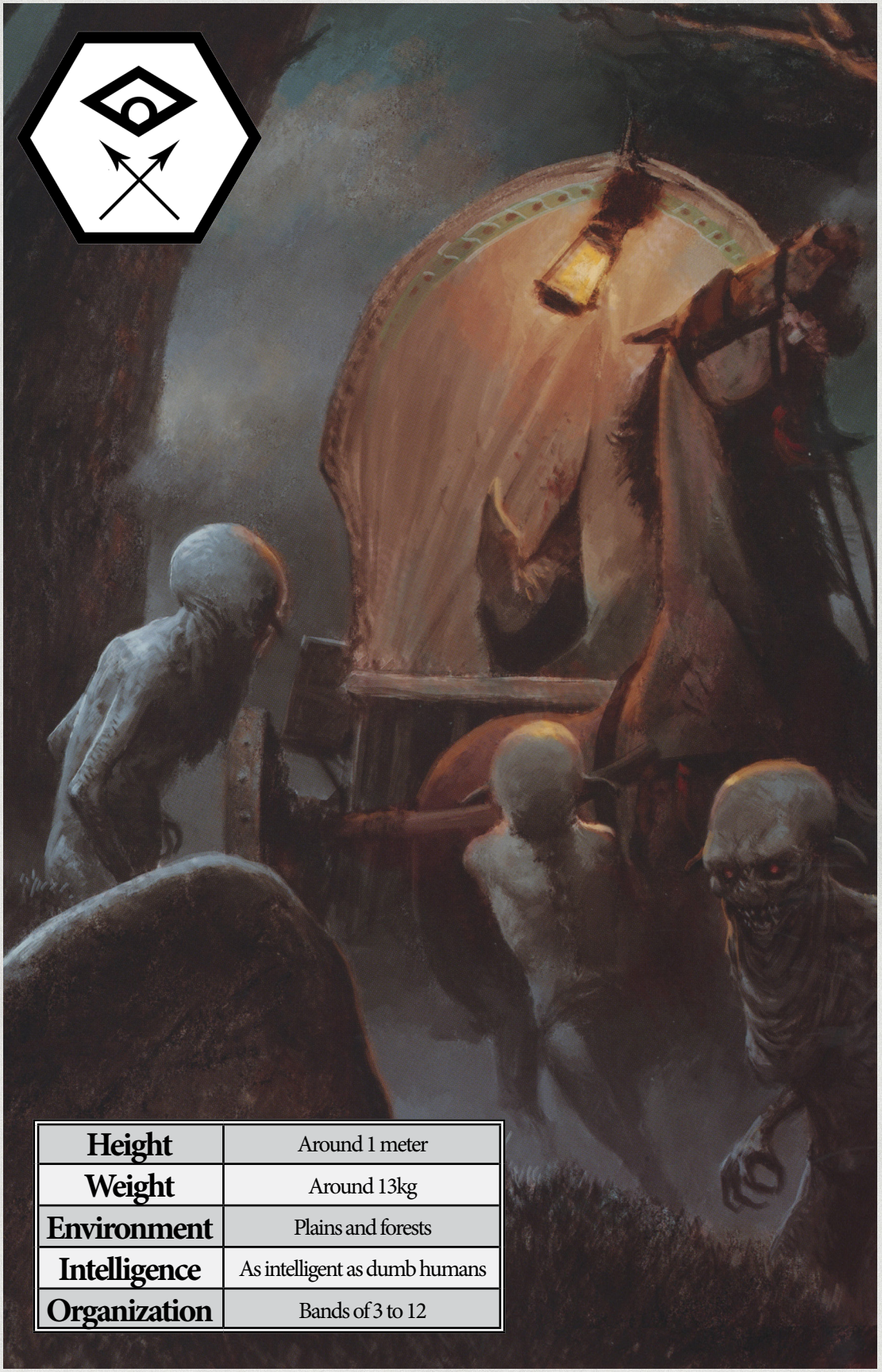
Threat
Easy Complex

Bounty
10

Armor
0

INT	2
REF	5
DEX	7
BODY	3
SPD	6
EMP	2
CRA	2
WILL	4
LUCK	0

STUN	3
RUN	18
LEAP	3
STA	15
ENC	30
REC	3
HP	15
VIGOR	0



Height	Around 1 meter
Weight	Around 13kg
Environment	Plains and forests
Intelligence	As intelligent as dumb humans
Organization	Bands of 3 to 12

Nekkers

Commoner Superstition (Education DC:12)

Nekkers are horrendous little beasts. Heh, folk say they live under bridges and prey on travelers who get stuck or lose their way. They're little hideous troll-like things that hunt in packs–ya get enough of 'em together and they'll strip a horse of flesh in a few minutes. If ya run into a group of nekkers it's best to spur your horse and ride as fast as ya can. If you're on foot, ya got one hell of a problem. Heh, try lightin' a torch and headin' for a city. Fire should keep 'em at bay long enough if you're lucky.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:10)

Nekkers are a quandry for some witchers, a strange middle ground between purely being a monster and being a sentient race. They are short, ugly, bald creatures that tend to hide in holes and caves but will live just about anywhere. They will hunt down anything made of meat that has a heartbeat and devour it from the top of its head to the tip of its toes. This obviously makes them a danger to the world at large, and thus most witchers kill them with no great misgivings. However, nekkers have recently been discovered to be far more intelligent than most give them credit for. They hunt in war bands led by a chieftain, they wear loincloths and headdresses, sometimes carry staves, and in some places even decorate their caves with primitive paintings commemorating battles and hunts that they have gone on. All of this being said, they are still a threat to humanity and other sentient creatures.

If you have to fight a group of nekkers (which you likely will if you travel the war-torn roads in the Northern Kingdoms) keep in mind that nekkers are pack hunters who take orders from a chieftain, and killing it should be a priority. The chieftain will usually wear a skull headdress and carry a staff of some kind. Nekkers will try to gang up on you, so stay moving constantly. Area of effect or cone-based attacks, such as spells or bombs, are good to thin the ranks of the nekkers. Ogroid oil applied to a blade is also a good idea if you have some to hand. Technically, nekkers *are* somewhat intelligent–with great difficulty you *might* be able to convince them to leave you alone if you show them more fruitful prey. In general, it's not a great plan to stake your life on your diplomacy, though.

Skills
Melee +5
Brawling +5
Dodge/Escape +6
Athletics +7
Awareness +8
Stealth +8
Wilderness Survival +8
Resist Magic +4
Resist Coercion +9
Endurance +6
Courage +6

Weapons			
Name	**DMG**	**Effect**	**ROF**
Claws	2d6	N/A	1

Loot
Nekker teeth (1d6/2)
Nekker claws (2)
Nekker heart (1)

Vulnerabilities
Ogroid Oil

Abilities
Leader Often, a group of nekkers will be lead by a nekker chieftain. As long as a chieftain is alive all nekkers in its warband gain a +4 to courage. The chieftain is also capable of giving orders to the rest of the pack. These orders can be quite complex.
Night Vision Nekkers operate in areas of dim light with no penalties.

Nekker Chieftain

Nekker chieftains are usually slightly larger than regular nekkers. Some people think that they are a larger breed of nekker, but it's more likely that (like humans) larger, more powerful nekkers are chosen to be chieftains. They are often a reddish hue, possibly due to war paint.

INT	2
REF	6
DEX	8
BODY	4
SPD	7
EMP	2
CRA	2
WILL	5
LUCK	0

STUN	4
RUN	21
LEAP	4
STA	20
ENC	40
REC	4
HP	20
VIGOR	0

Threat
Medium Difficult

Bounty
800

Armor
20

INT	3
REF	8
DEX	7
BODY	12
SPD	4
EMP	6
CRA	7
WILL	4
LUCK	0

STUN	8
RUN	12
LEAP	2
STA	40
ENC	120
REC	8
HP	80
VIGOR	0

Height	Around 2 meters
Weight	Around 150kg
Environment	Mountains and valleys
Intelligence	As intelligent as dumb humans
Organization	Solitary or groups of 2 to 3

Rock Trolls

Commoner Superstition (Education DC:14)

Most of the things folk know about trolls is about cave trolls, but how different can they be? Heh, everybody knows trolls're great builders and they work for vodka. Trolls can build all sorts of masonry and whatnot. Ain't too bright though. Folk say ya can trick a troll into buildin' a bridge, goin' away, or just about anything else by promisin' em a whole keg of vodka, then givin' 'em a keg of water and tellin' 'em it's a new recipe. I wouldn't try it though. Whoresons have got one hell of a punch and I like my head on my shoulders.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:14)

To some extent it is true that cave, rock, and ice trolls are more similar than different. But the differences that do exist are very important, especially if you have to fight one of these brutes. Yes, all trolls are what most people consider stupid. They are about as smart as the average young child and remain that way their entire lives. They are also very fond of alcohol of any variety, though their mass means that it takes vodka and other spirits to really get them drunk. It's not advisable to trick a troll when it comes to vodka–they are tremendously strong and don't take well to being fooled. Trolls have tremendously powerful punches which have been known to dent plate armor and crack even the most resilient shields, so dodging their attacks is preferable to trying to block and parrying is out of the question. Trolls of all varieties are very very accurate when it comes to lobbing boulders at distant targets. If you get too far from a troll you are currently fighting it will probably throw large rocks at you, forcing you to dodge and slow down until it can close the distance again. Trolls have also been known to grab and grapple targets, using their incredible strength to their advantage.

Now the differences. Don't bother hiring rock trolls as builders—they're useless. Rock trolls are smaller in stature than cave trolls, standing only two meters tall at most. However they are incredibly heavy, with a hard plate of rock on their back that acts as a natural shield against attacks from the rear. This means that unlike cave trolls, you must face a rock troll head on to do real damage to it. Trying to attack through the solid stone on a rock troll does very little damage, and just about any weapon will dull on its stony back.

Weapons			
Name	**DMG**	**Effect**	**ROF**
Punch	6d6	N/A	2

Skills
Brawling +8
Dodge/Escape +5
Athletics +3
Awareness +9
Stealth +3
Wilderness Survival +7
Resist Magic +8
Resist Coercion +6
Endurance +8
Courage +10

Loot
Troll skin (1d6)
Troll liver (1)
Stone (2d10)
Mundane items (1d6)

Vulnerabilities
Ogroid Oil
Soft Spot A rock troll's stomach has only 5 points of armor and does not have its damage resistances.

Abilities
Crushing Force Due to the incredible force with which they punch, a troll cannot be parried and does double ablation damage to weapons, shields, or armor.
Thrown Boulders When more than 6m from their target, rock trolls prefer to throw boulders or other bits or rubble that do 5d6 damage. These boulders have a range of 16m.
Resistances Rock trolls only take half damage from **piercing, bludgeoning,** and **slashing**.

Trolls Under Bridges

It's not uncommon to find trolls under bridges or living near to them. This is more common among cave trolls but applies to rock trolls as well. Due to their strength and the formidable crafting skills of cave trolls, they are often hired by towns to maintain bridges and (in some cases) work as guards and toll collectors. Many towns find it easier to hire a troll, since most times they can be paid in vodka and very rarely complain.

Threat
Hard Simple

Bounty
1000

Armor
10

INT	1
REF	10
DEX	10
BODY	10
SPD	7
EMP	1
CRA	1
WILL	6
LUCK	0

STUN	8
RUN	21
LEAP	4
STA	40
ENC	100
REC	8
HP	80
VIGOR	0

Height	Around 2 meters
Weight	Around 900kg
Environment	Mountains and valleys
Intelligence	About as intelligent as a dog
Organization	Solitary or pairs

Wyverns

Commoner Superstition (Education DC:16)

Wyverns are like two-legged dragons, I think. Hell, folk don't see 'em much, so folk don't talk about 'em much. Anyhow, wyverns are like the lesser cousins of dragons and they hunt virgin maidens and such. Ya gotta watch out for 'em swoopin' down out of a clear blue sky to carry off your daughters. Can only be killed by silver, so a silver blade's a necessity when rescuin' a damsel from one of these scaly whoresons. They say once you've killed the beast, though, drinkin' its blood'll give you power over fire itself.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:16)

Draconids accrue the most strange and fantastical legends around them. Something about this family of monsters inspires the storyteller in everyone. Wyverns are draconids, in the same family as dragons but far from *being* dragons. They are violent, primal beasts that stalk high mountain areas and hunt people mostly when they happen upon them. Wyverns have no predisposition towards virgins–they pursue any living creature they think they can kill and eat. It is true that wyverns like to swoop down on their prey from above and try to stay in the air if possible. Unlike dragons, wyverns can't breathe fire, but they can spit an acidic poison with great accuracy. That can make fighting a wyvern at range a daunting task. Luckily they *aren't* immune to everything but silver. While their hides are tough to pierce, they can be felled with regular steel weapons and magic, just like most other creatures.

When hunting a wyvern, start by preparing a draconid oil. Cover yourself from head to toe as much as possible to avoid acidic venom getting on any uncovered areas. Golden oriole potion is also a good idea, to negate poison effects. You should also stock up on ranged ammunition or make sure you know a few damaging spells. While a wyvern flies around its prey, a well-placed arrow or the like stands a good chance of knocking the monster out of the air, making it far easier to hit. While engaging a flying wyvern, be wary of their claws–they will try to slash at you as they fly by. On the ground a wyvern falls back to its fanged bite or the poisonous barbs on its tail.

Skills
Melee +8
Brawling +7
Dodge/Escape +6
Athletics +8
Awareness +10
Stealth +6
Wilderness Survival +9
Resist Magic +8
Endurance +8
Courage +8

Weapons			
Name	**DMG**	**Effect**	**ROF**
Claws	6d6	N/A	2
Bite	7d6	Poison (25%)	1
Tail barbs	5d6+2	Poison (75%)	1

Loot
Draconid scales (1d10)
Venom extract (1d10)
Wyvern egg (1d6/2)
Wyvern eyes (1d6/2)

Vulnerabilities
Draconid Oil

Abilities
Flight A wyvern can take flight as a movement. The wyvern can only be knocked out of the air by stunning it or doing more than 10 points of damage with an attack. If the wyvern is knocked out of the air it must make a DC:16 Athletics check or take ramming damage equal to how many meters it fell.
Spit Venom Wyverns can spit venom at one target up to 8m away and do 3d6 damage with a 100% chance of **poisoning**.
Resistances Wyverns only take half damage from **piercing** and **slashing**.
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.

Draconid Leather Armor

Over the years draconid scales have been incorporated into sets of armor built for nobility, knights, and even sometimes mages who want to show off to their peers. Draconid scales forged into draconid leather are very protective, and many of these sets of armor are now family heirlooms that are passed down from generation to generation.

Threat
Hard Difficult

Bounty
1500

Armor
0

INT	6
REF	14
DEX	12
BODY	8
SPD	10
EMP	3
CRA	3
WILL	8
LUCK	0

STUN	8
RUN	30
LEAP	6
STA	40
ENC	80
REC	8
HP	80
VIGOR	0

Height	Around 2 meters
Weight	Around 115kg
Environment	Ruins, caves and near cities
Intelligence	Human-level
Organization	Solitary

Katakans

Commoner Superstition (Education DC:18)

Heard plenty of tales of vampires while travelin' 'round the Continent. Legends say a vampire can turn into a bat or a wolf or the like. Can fly without wings, heal any wound, and claw right through steel. Heh, I hear katakans like to seduce pretty women with their shapeshiftin' abilities and then drink their blood. Sounds like a whole mess of trouble I'd like to avoid gettin' caught up in, but if you've gotta, keep a head of cut garlic on hand, as well as a holy symbol of your chosen god and a stake to drive through the beast's heart to kill it for good. Turns out I sell all those items at reasonable prices, by the way.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:17)

Of all monster families, the difference in power from least to most is at its most staggering in vampires. Lesser vampires are quick and agile, stronger than the average man, stealthy as a shadow, and vicious in their attacks. But they are animalistic–often less than fully sentient. At the opposite on the spectrum, the power of a nosferat is so vast as to be almost incomparable. Katakan are a good midway point in the vampire family between bestial lesser vampires and overwhelming, brilliant higher vampires.

Katakans are intelligent creatures, often more so than the average human. They are highly magical, able to hide from all forms of magical scanning including witcher medallions and other divination, and can communicate with prey telepathically. They cannot take any form but their own. In combat they are stealthy, hiding behind magical invisibility while they drive their prey mad with telepathic fear tactics. Katakan are hard to kill, regenerating from most wounds very quickly and dancing around attacks with their superior speed. They are still more animalistic than their more powerful cousins and are prone to lick blood off the cobblestones after eviscerating their prey with their claws. Popularly-known protections do *not* work on a katakan. Most will probably just annoy it, save for the stake through the heart. When fighting a katakan, fire is your best weapon since they are very flammable. Black blood can also be quite useful if the katakan tries to bite and feed on you. Alternatively, remember that any drug or amount of alcohol in your blood will affect a vampire that bites you.

Skills
Melee +8
Brawling +7
Dodge/Escape +10
Athletics +10
Awareness +10
Stealth +10
Wilderness Survival +8
Resist Magic +8
Resist Coercion +10
Endurance +8
Courage +8
Intimidate +8

Weapons			
Name	**DMG**	**Effect**	**ROF**
Claws	6d6	Bleed (50%)	2
Bite	7d6+2	Bleed (100%)	1

Loot
Random rune
Vampire fangs (1d6/2)
Vampie saliva (1d6)
Mundane items (1d6)

Vulnerabilities
Vampire Oil
Black Blood Potion
Celestial Weakness In sunlight, a katakan's regeneration is lowered to 3.
Fire Vulnerability Katakans take double damage from fire attacks or being on **fire**.
Blood Transference Katakan are affected by any substances in the blood they drink.

Abilities
Regeneration A katakan regenerates 5 point of damage per round.
Invisibility A katakan can become invisible, granting it +10 to stealth and +5 to attack. It becomes visible when it attacks. Even if you make your awareness check to spot the katakan, you take a -3 to attack and defense against it. *Yrden* can make a katakan visible.
Invisible to Magical Scanning Katakans cannot be detected by witcher medallions. Mages must succeed at a Magic Training roll against the katakan's Resist Magic roll to sense them.
Telepathy Katakans can telepathically communicate with any one creature within 20m of them as a free action.
Night Vision Katakan operate in areas of dim light with no penalties.

Cat

INT	1
REF	4
DEX	6
BODY	1
SPD	6
EMP	3
CRA	1
WILL	4
LUCK	0

STUN	2
RUN	18
LEAP	3
STA	10
ENC	10
REC	2
HP	10
VIGOR	0

Skills			
Melee +4	Dodge/Escape +6	Athletics +8	Awareness +7
Stealth +6	Wild. Survival +3	Endurance +4	Courage +5

Loot
Raw meat (1d6/2)
Beast bones (1d6/2)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	**DMG**	**Effect**	**ROF**
Claw	1d6/2	N/A	1
Bite	1d6	N/A	1

Abilities
Night Vision Cats operate in areas of dim light with no penalties.
Pounce A cat doesn't need to take a running start when leaping.
Magically Attuned Cats are capable of seeing invisible creature and sensing magical emanations or magic users within 20m.
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.

Dog

INT	1
REF	3
DEX	5
BODY	3
SPD	5
EMP	4
CRA	1
WILL	5
LUCK	0

STUN	4
RUN	15
LEAP	3
STA	20
ENC	30
REC	4
HP	20
VIGOR	0

Skills			
Melee +7	Dodge/Escape +6	Athletics +3	Awareness +9
Stealth +3	Wild. Survival +8	Endurance +10	Courage +8

Loot
Raw meat (1d6/2)
Beast bones (1d6)
Dog tallow (1d6/2)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	**DMG**	**Effect**	**ROF**
Bite	2d6	N/A	1

Abilities
Scent Tracking Dogs are able to track things by scent and do not need hearing or verbal clues.
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.

Bird

INT	1
REF	3
DEX	4
BODY	1
SPD	2
EMP	3
CRA	1
WILL	4
LUCK	0

STUN	2
RUN	10
LEAP	2
STA	10
ENC	10
REC	2
HP	10
VIGOR	0

Skills			
Melee +5	Dodge/Escape +6	Athletics +6	Awareness +9
Stealth +6	Wild. Survival +3	Endurance +4	Courage +6

Loot
Raw meat (1d6/2)
Beast bones (1d6/2)
Feathers (1d6)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Claw	1d6/2	N/A	1

Abilities
Flight A bird can take flight as a movement. The bird can only be knocked out of the air by stunning it or hiting it. If the bird is knocked out of the air it must make a DC:16 Athletics check or take ramming damage equal to how many meters it fell. While flying a bird has a SPD of 7.
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.

Serpent

INT	1
REF	4
DEX	3
BODY	1
SPD	6
EMP	2
CRA	1
WILL	3
LUCK	0

STUN	2
RUN	18
LEAP	3
STA	10
ENC	10
REC	2
HP	10
VIGOR	0

Skills			
Melee +6	Dodge/Escape +5	Athletics +4	Awareness +5
Stealth +9	Wild. Survival +2	Endurance +4	Courage +5

Loot
Raw meat (1d6/2)
Beast bones (1d6/2)
Venom extract (1d6/2)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Bite	1d6	Poison (75%)	1

Abilities
Swimming Serpents can swim at the same speed as their SPD and still use Dodge/Escape to dodge.
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.

Horse

INT	1
REF	4
DEX	5
BODY	12
SPD	12
EMP	4
CRA	1
WILL	4
LUCK	0

STUN	8
RUN	36
LEAP	7
STA	40
ENC	120
REC	8
HP	40
VIGOR	0

Skills			
Melee +6	Dodge/Escape +8	Athletics +6	Awareness +5
Stealth +3	Wild. Survival +2	Endurance +6	Courage +6

Loot
Raw meat (1d10)
Beast bones (1d10)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	**DMG**	**Effect**	**ROF**
Hooves	2d6+2	N/A	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.

War Horse

INT	1
REF	6
DEX	6
BODY	14
SPD	11
EMP	3
CRA	1
WILL	6
LUCK	0

STUN	10
RUN	33
LEAP	6
STA	50
ENC	140
REC	10
HP	50
VIGOR	0

Skills			
Melee +8	Dodge/Escape +6	Athletics +6	Awareness +6
Stealth +2	Wild. Survival +2	Endurance +9	Courage +10

Loot
Raw meat (2d6)
Beast bones (2d6)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	**DMG**	**Effect**	**ROF**
Hooves	4d6+2	N/A	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.

Ox

INT	1
REF	3
DEX	3
BODY	14
SPD	6
EMP	2
CRA	1
WILL	6
LUCK	0

STUN	10
RUN	18
LEAP	3
STA	50
ENC	140
REC	10
HP	50
VIGOR	0

Skills			
Melee +5	Dodge/Escape +7	Athletics +2	Awareness +3
Stealth +1	Wild. Survival +1	Endurance +6	Courage +10

Loot
Raw meat (2d6)
Beast bones (2d6)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Hooves	4d6	N/A	1
Gore	5d6	Bleed (50%)	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Charge If a target moves more than 10m away from an ox, it can charge and make a powerful horn attack at -4 which does 8d6 damage and knocks the target back 3m. If they strike anything while flying back, the target takes appropriate ramming damage as if from a horse.

Mule

INT	1
REF	4
DEX	4
BODY	11
SPD	9
EMP	3
CRA	1
WILL	7
LUCK	0

STUN	9
RUN	27
LEAP	5
STA	45
ENC	110
REC	9
HP	45
VIGOR	0

Skills			
Melee +5	Dodge/Escape +5	Athletics +3	Awareness +3
Stealth +2	Wild. Survival +2	Endurance +7	Courage +7

Loot
Raw meat (1d10)
Beast bones (1d10)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Hooves	2d6+2	N/A	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.

To All A Good Night

Background (Read Aloud)

It's been a long, hard journey, but it's well worth it. Anything to avoid the meat-grinder at the Pontar, right? Nobody knows how long Vergen can hold out, but everybody knows it won't be long. Nothing stops the Nilfgaardian war machine. A few days of sneaking past Nilfgaardian patrols, maybe picking up a few deserters on the way, and you've landed in some little Aedirnian town called Ashberg. It's a nice enough place but people seem a bit on edge. Not surprising: Nilfgaard just went through and the streets still smell of blood and rotting corpses. Speaking of the streets, you don't see any children here.

The Rest of the Story

What the players don't know is that the town of Ashberg is being tormented by some beast in the night. Ever since the Nilfgaardians stormed through, children have been going missing in the night. Little do the townfolk know, this is all a plan concocted by the new Nilfgaardian lord of Ashberg, Olaf Nowak. Lord Nowak is using a local troll, displaced by the Nilfgaardians, to instill enough fear in the locals to keep them from rioting. The rock troll, Woolabag, has been convinced he is doing good by taking naughty children and giving them to the Lord to be punished.

Setting

The players enter the small town of Ashberg in upper Aedirn. They will find open lodgings at the Wolf Head Tavern where they can set up their headquarters. They can investigate a house where the most recent kidnapping happened. After a night or so, another child will be taken from the manor of a local noble who was plotting treason. Eventually the players will find the lair of Woolabag. After that the climax takes place in Lord Nowak's manor, where the children are kept.

Forces

This adventure can be run with up to six players from either side of the war. If they are from the North, they are fleeing the oncoming war. If they are from Nilfgaard, they are deserters running from the frontline. Remember that the enemies you deploy should reflect the number of players.

The Opposition Will Be

- **Woolabag the troll** is a rock troll who is being manipulated by Lord Nowak. If there are more than 4 players, add a second rock troll as well (Mogo).
- **Nekkers** are found near the troll cave. There should be a number of nekkers equal to the players plus 2.
- **Bandits** are looting the scene of the crime. There should be as many bandits as there are players.
- **City Guards** may be dispatched to imprison the players or to help them. Use bandits in the **Bestiary** for their stats.
- **Crucible Kowal** is the most fearsome human threat the players will encounter; while they can escape him they will likely fight. See the **stat block** at the back of the adventure for his stats.
- **Lord Nowak** won't appear until the end of the adventure, but the players have the option to fight him. See the **stat block** at the back of the adventure for his stats.

Set Up (Read Aloud)

*The smell of blood fades as you step into the Wolf Head Tavern, only to be replaced by the odor of the drunk, unwashed commonfolk of Ashberg. As you take a seat and gesture to the barkeep for some food and drink you realize the people here look broken and scared, but not in the way you've come to expect from the terrors of Nilfgaard. Sure, you see the usual lack of fighting age men and the discarded national flags but also that same lack of children you saw when you entered the town. The few you do see are kept on a tight leash by their parents. After a minute the **Barkeep**, who was arguing quietly with a townswoman, comes to your table with a platter of bread and cheese and a bottle of dwarven spirits. As he sets it down he says nervously:*

You lot look tough... Meal's on the house, and if ya wanna make some coin meet me out back tonight. I swear the coin's good.

Hook

Sundown comes. Give the players some time to wander town a bit, but make clear that it will pay to lay low. If the players decide not to meet the Barkeep he comes to find them. When they do meet, he looks frantic. There are five other townsfolk with him. The Barkeep begs the players to listen and promises them plenty of payment. Even if they decline, the man will launch into his tale:

Our town's in a horrible spot, or I wouldn't be beggin' help o' travelers. Every night more and more of our young'uns go missin' and no one's doin' nothin' about it! Somethin's stalkin' our streets. The Lord's doubled the guard, but they ain't seen anythin'! And anyone who tries to fight it gets crushed. We're just peasants and drapers and such, but I can offer some coin and a valuable secret: I know a hidden passage into the Mahakams. Everyone knows ya can't just head west. You'll be spied by black scouts and that's the end of ya!

Awareness

Total	Result
10	The 5 people were all beaten to death. There are no obvious cutting or stabbing wounds.
14	The wounds were inflicted with a large object. Probably shaped like a club.
18	There are fragments of bark on some of the clothes.
20	There is mud underneath one woman's nails. The mud is part clay, part moss, and smells horrid, like sweat and piss.

First Aid

Total	Result
10	The 5 people were beaten to death and died of internal organ failure.
14	The wounds were inflicted with a weapon at least a meter long, half a meter wide and vertically ribbed.
18	The wounds were inflicted with strength far beyond human capability—like being trampled by a horse.
20	There are a few bite marks on one of the corpses which might have been animals but look unnervingly human.

Just last week the Henny found two corpses out south of here. Crucible's work.... Poured molten lead down their throats and left 'em.

By now it should be obvious to the players that the peasants are telling the truth. Many units of Nilfgaardian Scouts have fallen back to patrol occupied territory and root out dissenters. It's known that one of the Commanders is an Etolian call "Crucible" Kowal, for his tendency to execute prisoners by pouring molten metal down the throats. In Mahakam the players will be safe and can theoretically bargain for Mahakaman steel weapons and armor, which will do them well as they travel south. If the players agree, they'll be shown to the mortician's study in the next Development. If not, the townsfolk leave and accumulate 650 Crowns among them to pay. If the players still refuse, the people threaten to turn the players in to "Crucible" Kowal—the only options for the players then are to take the job or find everyone who knows about them and kill them.

Development

At the morgue the players meet a thin, reedy elf by the name of Aeron who is introduced as the town's best mortician. Aeron is a quiet man and doesn't talk to the players unless he absolutely has to. He seems wary of the players, but leads them down to his morgue where they find 5 bodies in varying states of decomposition. Players may make an Awareness or First Aid/Healing Hands to find clues (refer to the Table in the sidebar for results).

After he has given the players a few minutes to look over the bodies Aeron tells them:

All five bodies were found in their homes at sunrise. Their doors had been broken open, the victims beaten to death, and their children taken. The guards have yet to catch the criminal, though extra patrols have been posted...I can take you to the scene of the most recent crime if you wish.

If they take the offer, Aeron guides them to the outskirts of town where they find a house with its door broken open. In fact, not only the door—the door *frame* is cracked and forced outward, like something much larger than a human had to force its way inside. Inside is a mess: furniture scattered and broken.

Cliffhanger

Inside the players can make an Awareness check at a DC:14. If they succeed they hear sounds from the adjacent room. A group of bandits there (as many as there are players) are rifling through drawers and stuffing sacks with goods. If the players don't try to sneak (or they confront the bandits) the bandits will draw their weapons, yelling at the players to get out. The bandits look pretty clawed up.

"Shove off," They yell. *"We earned this loot, runnin' off those ploughin' midgets!"*

The bandits can be fought (in which case use the statistics for bandits in the **Bestiary** section) or reasoned with. It takes a DC:15 Charisma check to calm the bandits; then they will spill their story before attempting to leave. Attempting to stop them ends in a fight.

"Came to rob the place. Y'know...dead 'uns don't need their things. But, was these ploughin' ugly midget things, crawlin' 'round the place. Figured we'd run 'em off but... Horrid' things bit off me finger... and Herman's nose! Seems like they was lookin' for somethin' ta eat. Ran 'em off good and they scampered for the hills..."

Development

After the bandits have gone (or are dead), players can check around the house with an Awareness check (refer to the Table in the sidebar for results). Players may ask townsfolk around the house what anyone saw or heard.

It will take a DC:16 Charisma check or a DC:14 Intimidation check to convince the neighbors to talk. If the players succeed they learn that around the middle of the night the neighbors heard a cracking of wood, a deep voice singing something unintelligible, and then a horrible fight. They were too scared to go and check, but one woman did send her son to get the guards. The guards didn't arrive until things had been over for some time.

Cliffhanger

Your players will probably choose to follow the drag marks out of the house. If they don't, have a party NPC (or Aeron) suggest it. Following the drag marks (which is a DC:12 Wilderness Survival check), the players find a number of nekkers (equal to the number of players plus 2) fighting over the corpse of a woman. As well as the obvious nekker wounds, the corpse shows consistent damage with the other victims of the beast. The players must fight, or run from the nekkers.

Development

After the fight with the nekkers the sun has set and the trail has gone cold. The nekkers probably have an underground lair somewhere, but they're obviously just scavengers. The best bet would be to return to the Wolf Head Tavern and rest for the night.

Give the players a bit of time to drink at the tavern, talk amongst themselves, or chat with folk at the tavern. They won't get any new information but it will help break up the action and pace the game. However, the next morning the players wake to insistent knocking on their door/doors. Outside are well-dressed men who look to be servants. One of them greets the players:

Good morning, travelers. Your presence is requested by Lady Sibilia. Her ladyship is aware you are investigating the child kidnappings and wishes to aid you.

If the players refuse this initial invitation, the servants offer a great deal (300 crowns per player) of money for them to aid her Ladyship. If they still refuse, the servants testily leave the Players to follow the rest of the drag trail. Move straight to Cliffhanger (Troll Cave).

If the players choose to go with the servants they meet with Lady Sibilia in her manor. Her Ladyship is a fairly powerful figure in Ashberg, having been married to a local knight of Prince Stennis before the war. When they meet with her she seems glacially cold, but a DC:16 Human Perception check shows that she is tremendously worried. She tells the players:

I'm glad you decided to come. I will get straight down to business. My son Adalbert was kidnapped last night from his bedroom. The window and wall were smashed open and his room is in shambles. I heard you were investigating this beastly kidnapper and so I sent for you. I am willing not only to pay, but to furnish two of my personal guard to aid you with the beast.

If the players accept, they inspect the room Adalbert was kidnapped from. It matches the other crime scenes, but there's no blood, just knocked-over furniture. Outside the smashed wall they find a set of large humanoid tracks in the grass and mud. A Monster Knowledge roll can be made against a DC:16. to find out that the mystery beast is probably a rock troll.

Cliffhanger

Following the tracks (a DC:10 Wilderness Survival check) takes the players past the spot where they found the nekkers, then further into the hills. In the distance the players see a cave with some bizarre nekker idols outside. A DC:15 Awareness check at the mouth reveals that there are more nekkers equal to the players plus 2 still inside the cave.

Awareness

Total	Result
10	Blood—looks like it is from a day or so ago. A DC:15 First Aid check shows that the smear's shape matches the smashed face of one of the bodies.
14	Okay, this creature was bulky enough to break the door frame. How does something this big sneak around the guards?
18	There are drag marks, as though a body was dragged out the back entrance of the house. The track leads out of the house and towards the hills outside of town.
20	The main room, where it looks like the fighting took place, has bits of twigs and small sticks scattered about. They match the bark found on the people's clothes. Some pieces have blood on them.

Aeron

If players decide to attack Aeron (for some reason), he can be treated as a bandit with nothing but a dagger.

However, if the players spoke with Lady Sibilia they now also have two guards to fight alongside them, so the fight shouldn't be too hard.

Development

Once they beat the nekkers, the players find that the cave not only housed the nekkers, but also a rock troll (or two). The cave is obviously a troll lair but there are no bones that look appropriately childlike. There *are* a lot of bones though, arranged into shapes and sculptures in some places. A DC:13 First Aid check shows that the bones are mostly from deer and sheep.

Cliffhanger

The players can head back or wait for the troll.

If they head back, they reach town by nightfall. On the outskirts of town they spot the troll handing over a wicker basket to two of the city's guards. The troll is carrying a large club made of bushels of branches, lashed together with leather. The club would match the wounds inflicted on all the victims. The guards can make an Awareness check to notice the players.

If they spot the players, the guards sic the troll on the players, saying "Look, more naughties!" and then run. The players can fight the troll, run from him, or try to reason with him. With a DC:18 Persuasion, Charisma, or even Leadership check the players can calm the troll.

If the players don't get involved, the guards leave and the troll heads out towards the cave. They can go after the guards or the troll.

If the players go after the guards, they must make 3 Stealth checks against the guards to follow unseen. When they finish, the guards reach the palace of Lord Nowak where they enter via a servant entrance with the squirming basket. They players must make a DC:20 Stealth check to enter the building. If they fail, they must fight twice their number in guards. The guards will try to detain them. The players can fight, but every round 1d6/2 more guards arrive. If they do get captured, go to **Development (Imprisoned)**.

If the players stayed in the cave, the troll returns and the players can fight him or talk to him. The troll uses a tall bundle of branches as a weapon (see **Woolabag's Club** at the back of the adventure). To talk to him, players must calm him down with a DC:15 Charisma check. If the troll is calmed, the players get his story in beautiful Troll-ese:

Woolabag sorry, hummies. Not see hummies in cave in long time. No sharpy sticks use. Woolabag is good trolsy! Punish naughties! Naughty hummies Woolabag hurt! Woolabag doing good job! Shiny man say!

From the troll, they find out that he thinks he's doing good, taking naughty children and giving them to Lord Nowak to punish. He gets paid in sheep and deer for this and thinks he is doing a sort of service for the town.

If the players kill the troll, they can return for their money—but the children are still missing, and soon after getting their money they are met by guards in twice their number, who detain them. They can fight, but every round 1d6/2 more guards arrive. Go to **Development (Imprisoned)**.

If the players did not kill the troll, they get back to the inn to find guards waiting for them in twice their number to take them in. They can fight, but every round 1d6/2 more guards arrive.

Development (Imprisoned)

On capturing the players, guards strip their gear (excluding their torso and leg armor). Any magic users have their hands tied behind their backs and their mouths gagged, just in case. After a few minutes in darkness the room is illuminated by a torch and the players meet the lord of the city.

Lord Nowak tells them:

You know, everything was going quite smoothly. Keep people afraid so they can't revolt—That was the plan. And it was working, damn you! The children are safe, and the population cowed. Do you know what would happen to this town if there were a major revolt? I would much rather see Ashberg gripped by fear than a smoldering husk. But I will have to form a new plan now. Thanks to the lot of you. Enjoy your last night. I'll be giving you to Commander Kowal in the morning.

The players are locked away in a 4m by 4m cell together. The lock is on the outside of the heavy steel-bound door and cannot be reached from the inside. There is one guard outside the door.

Climax

The next morning they are shaken from their sleep by guards (equal to the number of players) who hustle them up into a room with a heavy iron door. Only two guards remain in the room with them. You want to get your players' hearts really beating, so read this next section aloud:

You're shoved into a small, stone room filled, almost claustrophobicly, with ominous furnishings. On one wall there's a table covered with papers, but the centerpiece is a sort of stockade with three holes for prisoners' heads and shackles for their hands and feet. The floor there is spattered with iron and greasy patches of ash. 'Crucible' Kowal is waiting in the room, slowly stirring a red hot crucible of...bubbling iron, from the looks of it.

Without looking up he says, "We'll do one at a time. No need to rush."

As the guards line you up, he looks to the last person on the right and says "Maybe I'll be able to get some interesting information out of you before your turn."

Just as the first player is led to the stockade the door opens and a young man enters with a sack. He's wearing the uniform of a page, but the players recognize him from the group of people that begged them to find the monster. He sets the sack down and tells Commander Kowal that Lord Nowak wants to speak with him. As the young man and Kowal leave, the young man gives the players a pointed look and nudges the sack with his foot discretely. One guard takes his eyes off the players to check the sack. The players can see it holds weapons and gear (any item larger than a sword is absent; there is a note that says they are in the larder). This should be your players' time to spring. Neither of the guards have their weapons drawn yet, and non-magic players have their hands tied in front of them, giving only a -3 to actions which the first-round Ambush bonus would negate. If your players hit fast and hard, they should quickly overcome the two guards in the cell with them.

On the way out, they must make it up three floors to safety. Along the way, they have choices:

Commander Kowal has been led up to the ground floor (2 floors away) and will be detained there for 2 rounds after the players escape the cell. He descends 1 floor every 2 turns.

On the floor above theirs' they can free about 15 children locked behind a heavy wooden door with a **strong** lock.

They can remain in the torture chamber and set and an ambush for Commander Kowal, in which case they may get the drop on him. He will make an Awareness check before entering the room if anything seems out of place however. If he hears the players inside, he will leave and return in 3 rounds with a number of guards equal to half the players.

If the players talked to the troll, rather than killing him, they find him on the ground floor looking to help them. If they are in the middle of a fight, Woolabag will help them fight. If the players aren't in combat when they get to the ground floor, they

Molten Metal

"Crucible" Kowal's crucible of molten iron can be used as a weapon. It uses Athletics, has a range of 3m, and does 5d6 damage with a 75% chance of setting the target on fire. Even if it doesn't set the person on fire, it does 3d6 damage to the location it splashed on for 5 rounds before hardening.

find that the troll has broken into the manor and is looking for them. He will go with the players and agree to help.

By going through the door at the back of the living area they can they can get to the throne room, where they find Lord Nowak. Lord Nowak has 2 guards with him who will fight to the death. If the troll accompanies the players, Lord Nowak will try to escape.

Ending

Hopefully, the children are rescued and the players make it out alive. They are given their money and the instructions on how to get into the Mahakaman Mountains.

"Crucible" Kowal

INT	7
REF	10
DEX	9
BODY	7
SPD	7
EMP	4
CRA	9
WILL	9
LUCK	5

STUN	8
RUN	21
LEAP	4
STA	40
ENC	70
REC	8
HP	40
VIGOR	0

Skills			
Awareness +10	Dodge/Escape +7	Swordsmanship +7	Courage +9
Intimidation +8	Resist Magic +7	Crossbow +6	Small Blades +6
Resist Coercion +8	Athletics +6	Wild. Survival +9	Deduction +9

Loot
1d6 Mundane Items
54 Crowns
20 Bolts

Armor
12

Vulnerabilities
Hanged Man's Venom

Weapons			
Name	DMG	Effect	ROF
Esboda	5d6	WA +1	2
Stiletto	1d6	WA +1 Concealment	2
Hand Crossbow	2d6+2	WA +1 RNG: 50m Slow Reload	

Abilities
Trustworthy +1 to his Charisma, Seduction, and Persuasion checks against other humans.
Blindly Stubborn Reroll a failed Resist Coercion or Courage roll 3 times per game session.

Lord Nowak

INT	9
REF	6
DEX	7
BODY	6
SPD	5
EMP	8
CRA	3
WILL	6
LUCK	7

STUN	6
RUN	15
LEAP	3
STA	30
ENC	60
REC	6
HP	30
VIGOR	0

Skills			
Awareness +5	Resist Magic +8	Dodge/Escape +6	Athletics+7
Swordsmanship +6	Persuasion +7	Resist Coercion +7	Deduction +3

Loot
1d6 Mundane Items
343 Crowns

Armor
8

Vulnerabilities
Hanged Man's Venom

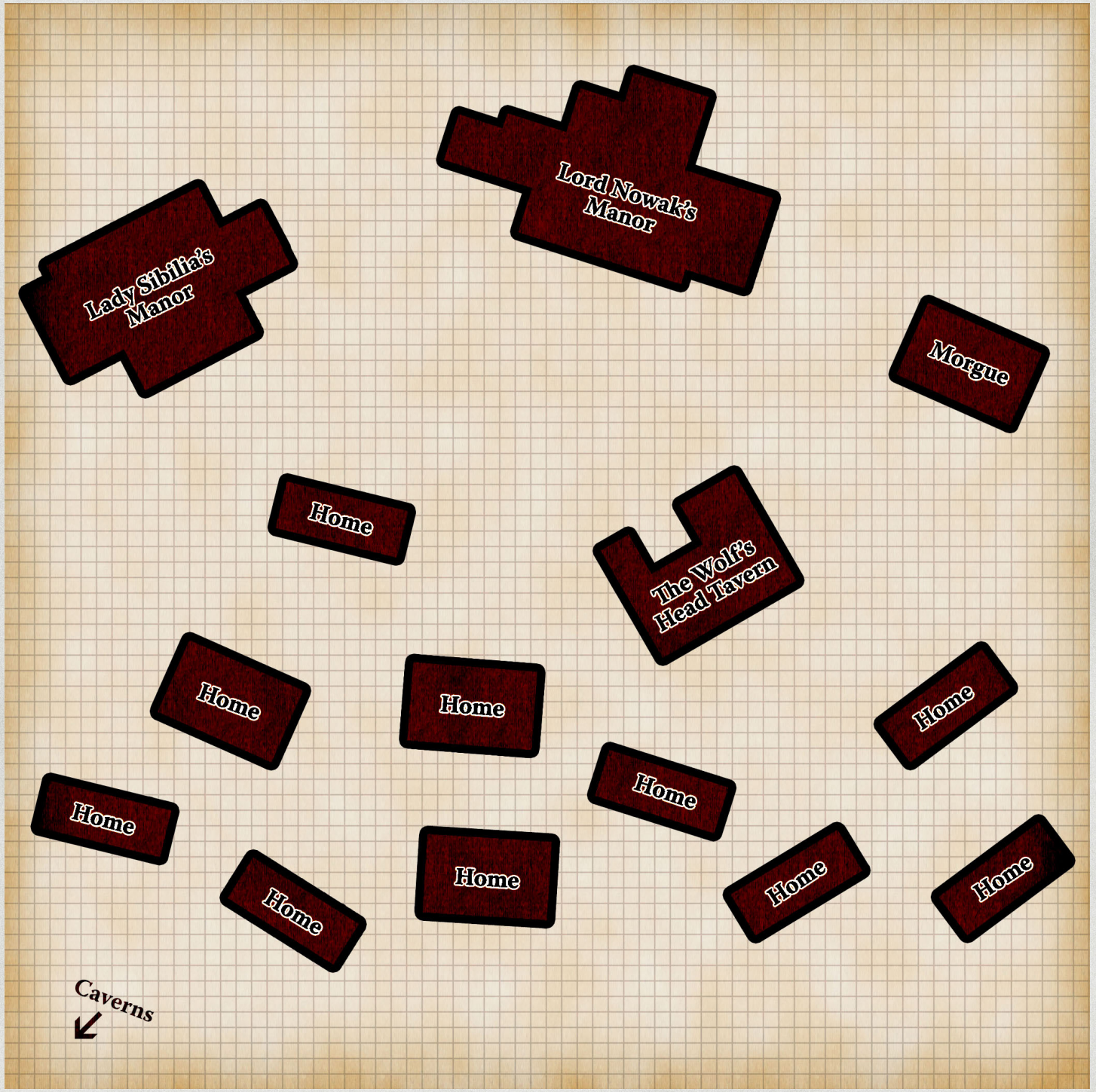
Weapons			
Name	DMG	Effect	ROF
Elven Messer	2d6+4	WA +2	2
Dagger	1d6		2

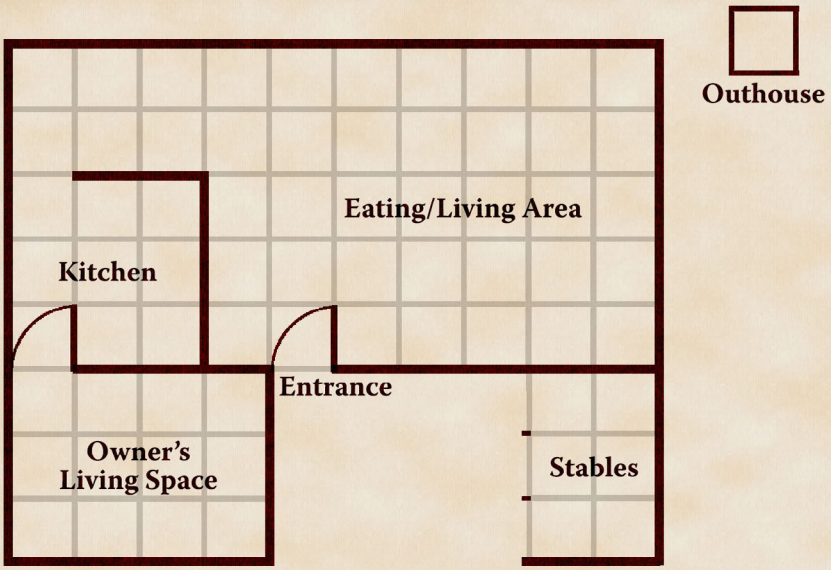
Abilities
Trustworthy +1 to his Charisma, Seduction, and Persuasion checks against other humans.
Blindly Stubborn Reroll a failed Resist Coercion or Courage roll 3 times per game session.

Woolabag's Club

Name	Type	WA	Avail.	DMG	ROF	Rel.	RNG	Effect	Conc.	EN	Weight
Branch Club	B	-1	E	6d6	1	15	N/A	Reaches out 2m +1 Stun	N/A	0	10

Maps

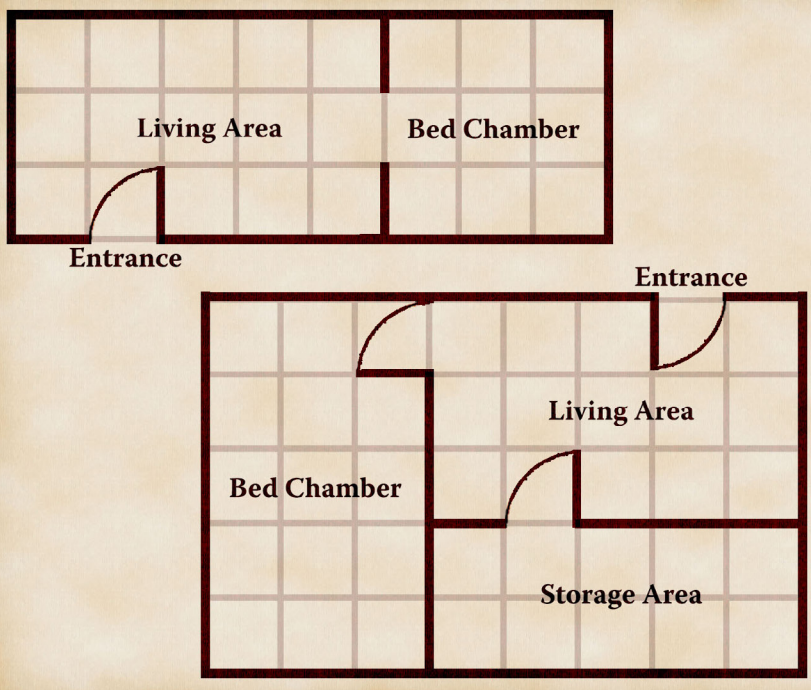




The Wolf Head Tavern

Light Level: Un-modified

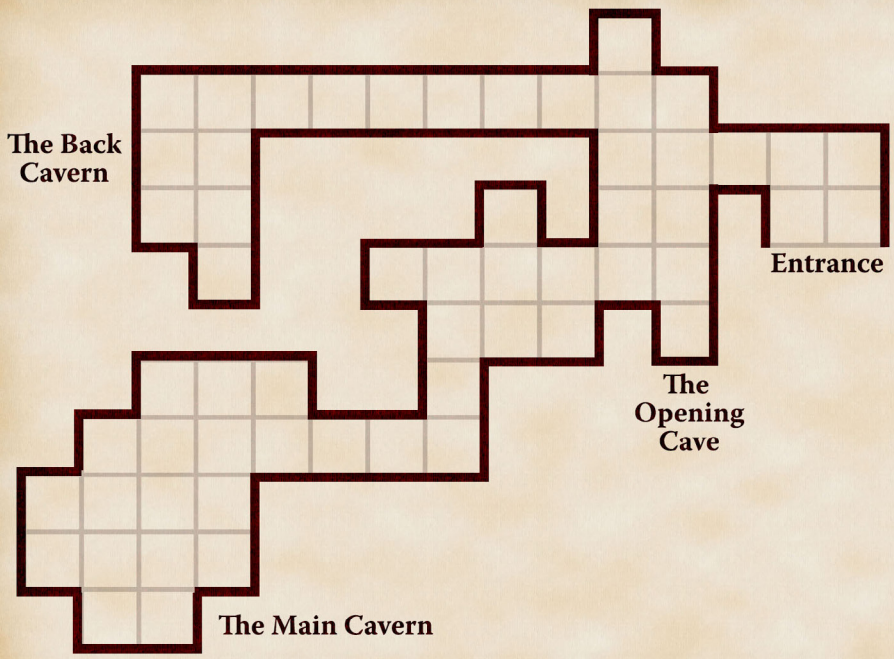
Description: The Wolf Head Tavern is a relatively large and well-lit tavern. The people there aren't particularly lively but they have a good stock of ale and fresh venison stew every few days. The people aren't very likely to engage with the players unless they go out of their way or are notably offensive to the locals. Prices have doubled since the Nilfgaardians took over, though.



Village Homes

Light Level: Un-modified

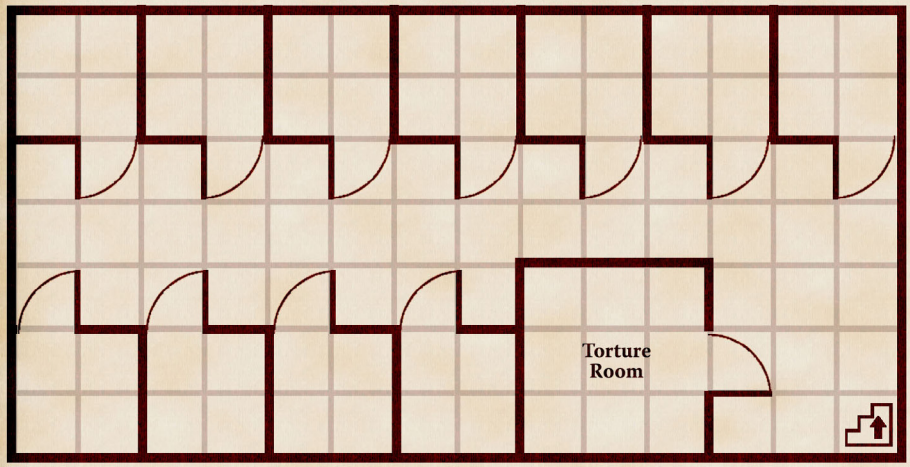
Description: Most of the village of Ashberg was built when the village was founded. This means that most of the homes have one of two layouts (based on the income of the family). When taking your players to a crime scene, you can use either one of these layouts. The larger layout will obviously be better for larger groups, or groups that need more space to fight in.



The Nekker Cave

Light Level: Dark

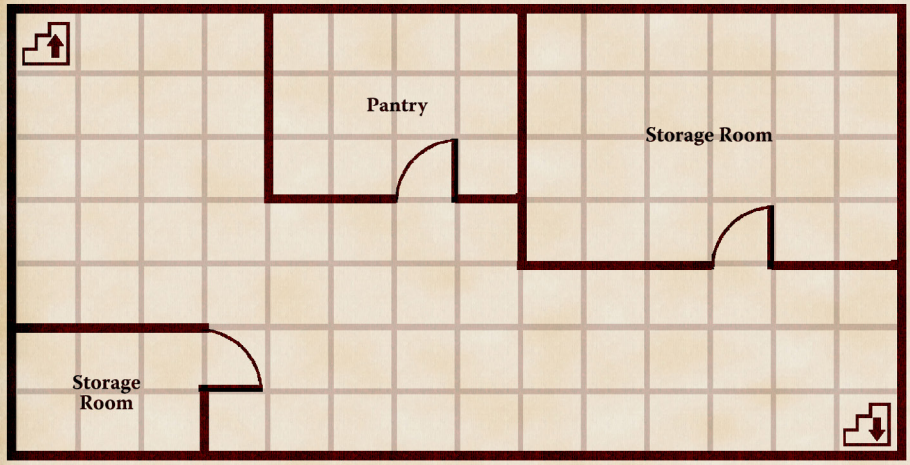
Description: The nekker cave was originally inhabited by nekkers. Now it houses a small tribe of nekkers and a troll. The **main cavern** is where the troll makes its home, while the nekkers live in the opening cave and the back cavern. The cavern is craggy and full of small niches and tunnels. This doesn't pose a problem for nekkers but can be used to bottle-neck enemies.



The Dungeon

Light Level: Dim Light

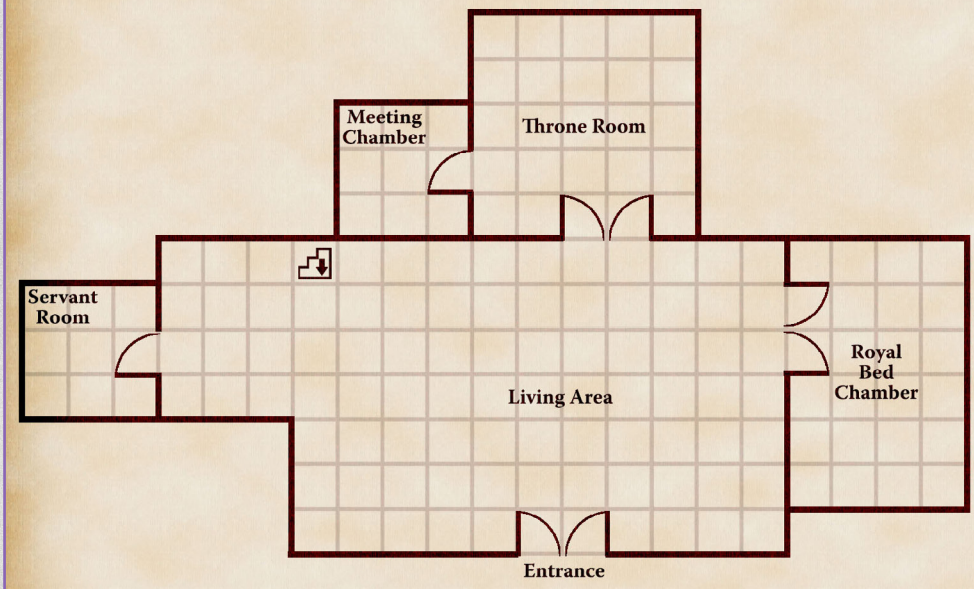
Description: The dungeon of Count Nowak is a dank, stone, floored cellar with a number of small cramped cells. The largest of these cells has been converted to a torture room for Commander Kowal's personal use. The cells are outfitted with enough damp straw to cobble together a bed but nothing else of any use. The only light comes from a series of torches in sconces.



The Cellar

Light Level: Dim Light

Description: The cellar of Count Nowak's manor is musty but servicable. It's lit by torches in sconces on the walls and well cleaned. There is a pantry full of food, a small storage room which holds a few bits of equipment (GM's discretion), and a large storage room where the kidnapped children are locked away. The children are eager to escape but won't follow any **feared** individual.



The Manor House

Light Level: Un-modified

Description: The manor house is well-decorated and immaculately clean thanks to the servants, now under Lord Nowak's thumb. The manor has a number of windows letting light in, and a **throne room** where Lord Nowak meets with other Nilfgaardian officials. The servants are currently cleaning in the **royal bed chamber** and won't disturb the players. Lord Nowak is in the **throne room**.

Name	
Race	
Gender	
Age	

Social Standing	
Perks	

Profession	
Defining Skill	

Profession Abilities

INT	
REF	
DEX	
BODY	
SPD	
EMP	
CRA	
WILL	
LUCK	

STUN	
RUN	
LEAP	
HP	
STA	
ENC	
REC	
Punch	
Kick	

Reputation	

Improvement Points	

Primary Weapon	
Weapon Accuracy	
Damage & Type	
Reliability	
Hands	
Range	
Effect	
Concealability	
Enhancement	
Weight	

Intelligence Skills	
Awareness	
Business	
Deduction	
Education	
Nordling	
Elder Speech	
Dwarven	
Monster Lore	
Social Etiquette	
Streetwise	
Tactics	
Teaching	
Wilderness Survival	

Dexterity Skills	
Archery	
Athletics	
Crossbow	
Sleight of Hand	
Stealth	

Craft Skills	
Alchemy	
Crafting	
Disguise	
First Aid	
Forgery	
Pick Lock	
Trap Crafting	

Body Skills	
Physique	
Endurance	

Will Skills	
Courage	
Hex Weaving	
Intimidation	
Spell Casting	
Resist Magic	
Resist Coercion	
Ritual Crafting	

Empathy Skills	
Charisma	
Deceit	
Fine Arts	
Gambling	
Grooming and Style	
Human Perception	
Leadership	
Persuasion	
Performance	
Seduction	

Reflex Skills	
Brawling	
Dodge/Escape	
Melee	
Riding	
Sailing	
Small Blades	
Staff/Spear	
Swordsmanship	

Training I.P.	

Armor		
Location	SP	Damage
Head		
Torso		
R. Arm		
L. Arm		
R. Leg		
L. Leg		
Notes		

Back Up Weapons									
Name	WA	DMG	REL.	Hands	RNG	Effect	Conc.	EN	Weight

Shield		
Location	SP	DMG
Held		
Notes		

Gear		
Name	Notes	Weight

Spells/Invocation/Signs				
Name	Cost	Effect	RNG	Duration

Vigor	
Stamina	
Current	Used

Focus	
Vigor Modifier	
Notes	

Hexes		
Name	Cost	Effect

Rituals						
Name	Cost	Effect	Time	DC	Duration	Components

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Y

Z

Ridiculous Tests...

What you may not know is that, being the crazy person I am, I've tested a lot of the stranger parts of this system and the world. Now that may seem normal. You may be thinking, "Well, duh... That's your job." No, not exactly. I tested the mechanical systems of course. That *is* my job. But I've also do a number of strange personal tests on my own. I've always felt you can get the best feel for something by doing it yourself. So to that end I've done a lot of strange tests to see how feasible certain things would be. I've practiced firing multiple arrows from the same bow, half swording techniques and gone out of my way to spar with every weapon I could get my hands on just to make sure I could at least *kinda* describe what it was like. Probably the craziest thing I did on this project was creating Witcher Oils and Decoctions. I spent, probably, too many hours researching the best equivalent of Mutagens and wandering around my local market picking out pork liver. Luckily, with the exception of monster parts and certain plants you can find analogs for a lot of the ingredients listed in the *Witcher* video games. Long story short, yes indeed the decoctions and potions Geralt drinks are just as foul as they're described in the novels... Trust me...

Cody Pondsmith

Son of the gamesmith and enemy of drudgery, Cody Pondsmith rises from the depth of obscurity into the blinding light of publication! Hailing from the far off land of California, Cody has spent years in cloistered study, learning the dark arts of the gamesmith from his honored father, Mike Pondsmith. When the pact between CD Projekt Red and R.Talsorian was struck, Cody knew it was his chance to prove himself. Only time will tell how his journey will progress!

But seriously, my name's Cody Pondsmith and I wrote most of the system for this game as well as all of Rodolf Kazmer's entries. This'll be my first published work but I've been role-playing since I was six and I've been training under my father for what feels like forever. I'm really glad to have gotten the chance to work on this game. I love the Witcher franchise and basically anything medieval so this was right up my alley. When I'm not working, writing, or building worlds I spend a lot of time studying history (especially military history), and practicing swordsmanship or archery. I can't say I'm a great swordsman or an amazing archer but I'm pretty handy.

I discovered *The Witcher* when CD Projekt Red sent us a copy of *The Witcher 2: Assassin of Kings*. (to this day it's the only game I've completed twice) But after I finished the game Lisa and I started reading the novels and we got hooked. Andrzej Sapkowski has an amazing writing style and it was fantastic to see all the trials and tribulation Geralt and company had gone through before the video games. I like to think of this book as a way of letting die-hard fans and newcomers tell their own story and even continue the world of *The Witcher* in their own way.

Lisa Pondsmith

Lisa Pondsmith here and this year is my 40th year as a role-player. I'm one of those annoying "But that's what my character would do!" sort of people. You can ask Cody. I've been R. Talsorian's business manager for almost as long as the company has been around. I've been able to sneak little bits of writing into *Cyberpunk*, *Home of the Brave*, *Memoirs of Auberon* and all the way back to TSR's *Forgotten Realms* but I'm delighted to be involved a bit more in the *Witcher* TRPG. Most of the world section and factions are mine plus all the comments from Brandon of Oxenfurt, crochety old cynic that he is. My favorite genre of games is fantasy but I've been fascinated by the unique outlook of *The Witcher* which is very much its own. Because of this we have constantly asked ourselves "Is this Witchery enough?" I have filled big notebooks of, well, notes made in order to capture every Witchery bit I can. My goal is to bring you to the world of *The Witcher*.

I've really enjoyed working on this book with Cody. The creative process is much more enjoyable if you have someone to bounce off of. Every spring a new *Witcher* book would come out in English and I'd pounce on it and read and read. But then the process would begin. "They x in this book but y in this book. What does that mean? How much of Temeria is torn up at this time? How do the elves build beautiful cities on a hunter-gatherer economy? How do we simulate this kind of magic in the rules?" People around us did get thoroughly sick of us. And I hope someday my son will forgive me for my obsession with aardvark pit fighting. In reading the finished book I hope he is as happy and proud of my section as I am of his. It's been a process but there's much more to come.

Nilfgaardian Vassals

The most difficult thing in a role-playing game is to create or present a world. We're making a *Witcher* TRPG because we, along with a lot of other people, love the world as we've seen it in the books and games. But what happens if you are following Geralt down the street in Blaviken and you turn right instead of going straight? Will you find the armorer you're looking for? What if you're a Northern spy and you follow a trail south into Nazair. What will you find there? Will you be able to fit in and avoid suspicion? This task is broader for a table-top game than it is for the novelist or even the video game designer. I've tried to find every reference to the places that perhaps Geralt never went to. I scour, I collect, and I synthesize. I collect the history, the geography, the characters we may have met from these places, to determine what are they like. If these countries and groups live for you, and seem fully "Witchery", then I've done my job. Please understand there are a lot of details and allusions and random mentions of these places. I may have missed some. But please know that what has been done has been done out of love for this world.

The world doesn't need a hero...

It needs a professional.

In the midst of the 3rd Nilfgaardian War Geralt of Rivia, the White Wolf, scours the Continent for traces of his lost love! But this is not the only tale. A million other stories play out across the vast continent and you are right in the middle of one of them!

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-**Numerous Spells & Invocations:** Call upon the chaotic magic of the *Witcher* world to summon tornadoes, leave hidden messages, and more.

-**A Visceral Combat System:** Skill & tactics rule the day and a wrong move can mean ruptured organs or more.

Talsorian Games

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