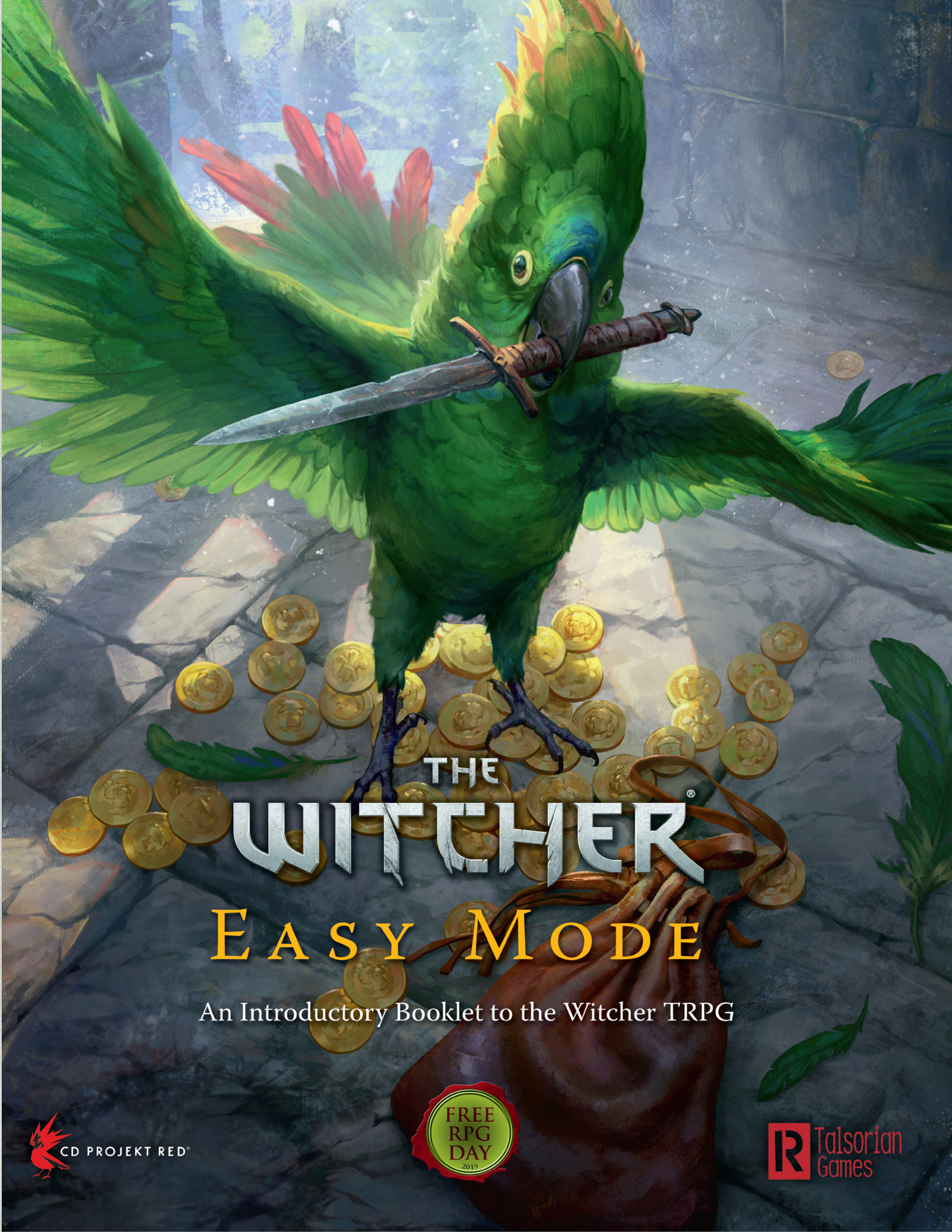




THE WITCHER[®] EASY MODE

An Introductory Booklet to the Witcher TRPG



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October 2015 Monthly Map
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2016 April Monthly Map
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The World of the Witcher



The Witcher Roleplaying Game is set in a world of dark, mature 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 scramble 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 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. For players new to *The Witcher TRPG*, here are some key points to the *Witcher* setting.

The Conjunction

Long ago, 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 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 many races were plunged into a strange, dangerous, and uncertain time period. This uncertainty would last for many generations.

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 these monster hunters (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. 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 more dangerous beasts such as fiends or grave hags. 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 whom they protected.

The Nilfgaardian Wars

The Nilfgaardian Wars, also known as the Northern Wars, encompass several wars through which the country of Nilfgaard expanded north, across the Continent, absorbing many 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, Emhyr. 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 Emhyr var Emreis' 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, in 1272, 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.

Your 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. In the core game, there is a large section devoted to creating your character from the ground up: building their background, choosing their profession and race, and the like. For the purposes of this quick-start, six pre-generated characters are provided.

Dice You'll Need

Luckily, *The Witcher TRPG* only needs two types of dice! You'll need ten-sided dice (d10) and six-sided dice (d6) to play the game.

The Continent

In the world of *The Witcher*, the vast western coastline that much of the franchise takes place on is only ever referred to as "the Continent". Travel beyond the Continent is difficult and dangerous but there are several far off, exotic lands that the countries of the Continent do trade with.

Lore In The Full Game

If you aren't familiar with the world of *The Witcher* you may be getting a bit overwhelmed by all the names, and dates, and historical figures. In the full game, there is an introduction that gives a summary of the history of the *Witcher* world and a 32-page lore section to help new players acquaint themselves with the setting.

How To Read A Character Sheet

The pre-generated character sheets provided are in the format presented here. Please take a moment and look over the example character sheet.

Luskar of Hagge

1

Race

Your race will grant your character three special abilities which are listed in part 9 as well as showing how people will interact with you.

2

Profession

Your Profession determines your initial skill set and starting gear.

3

Statistics & Derived Statistics

Your character's statistics are on the left and measure ability in specific inherent traits. Derived statistics are on the right and measure more granular items such as health and stamina.

4

Health & Stamina

Your Health Points and Stamina are listed a second time here so you can make notes when you use Stamina or take damage.

5

Skill Bases

Your skill bases show you what your character is trained in. When you want to perform a task, you'll roll 1d10 and add the skill base.

6

Armor

Your Armor is listed in the top three spots of this table. The order from top to bottom is: Head, Upper Body, & Lower Body.

7

Armor Values

Your armor has values which reduce the amount of damage you take from attacks. Your "Stopping Power" is listed here with a space to mark damage to your armor.

8

Weapons

All the weapons your character is carrying are listed in this section. This includes unarmed combat. You can find all of the applicable information here such as weapon accuracy, damage, effects.

9

Abilities

All the racial abilities and profession abilities of your character will be listed here. Many of these will already be factored into your character sheet. Any changes to Statistics, Skill Bases, etc. have already been factored in.

10

Possessions & Magic

A detailed list of possessions can be found next to your character sheet. If your character has magic it will also be listed beside the character sheet with all the required details including the stamina cost, range, and target.

1

Race	Witcher
------	---------

2

Profession	Witcher
------------	---------

3

INT	5
REF	11
DEX	10
BODY	8
SPD	6
EMP	1
CRA	5
WILL	7
LUCK	3

SAVE	7
LEAP	3
STA	35
REC	7
HP	35
VIGOR	2

4

Health	
35	
Stamina	
35	

7

Armor Values		
Head	3	
Upper Body	8	
Lower Body	5	

6

Armor	
Verden Archer's Hood	
Double Woven Gambeson	
Padded Trousers	

5

Skill Bases	
Alchemy (6)	Intimidation (11)
Athletics (14)	Physique (13)
Awareness (12)	Spell Casting (9)
Brawling (12)	Stealth (13)
Deduction (8)	Streetwise (6)
Dodge/Escape (16)	Swordsmanship (17)
Endurance (13)	Wilderness Survival (9)

8

Weapons			
Name	WA	DMG	Effect
Punch	+0	1d6+2	Non-Lethal
Kick	+0	1d6+6	Non-Lethal
Silver Sword	+0	1d6+2	Silver (3d6)
Steel Sword	+0	4d6+4	Armor Piercing

9

Abilities	
Enhanced Senses Witchers take no penalties from areas of dim light and gain an inherent +1 to their Awareness Skill Base, as well as the ability to track things by scent alone.	Resilient Mutations After all of the mutations required to become a witcher, they are immune to diseases and are able to use mutagens.
Dulled Emotions 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 Witchers gain a permanent +1 to their Reflex and Dexterity that can raise both stats above 10.
Defining Skill: Witcher Training (9) 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.	

Luskar of Hagge

Race	Witcher
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Profession	Witcher
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INT	5	SAVE	7
REF	11	LEAP	3
DEX	10	STA	35
BODY	8	REC	7
SPD	6	HP	35
EMP	1	VIGOR	2
CRA	5		
WILL	7		
LUCK	3		

Skill Bases	
Alchemy (6)	Intimidation (11)
Athletics (14)	Physique (13)
Awareness (12)	Spell Casting (9)
Brawling (12)	Stealth (13)
Deduction (8)	Streetwise (6)
Dodge/Escape (16)	Swordsmanship (17)
Endurance (13)	Wilderness Survival (9)

Weapons			
Name	WA	DMG	Effect
Punch	+0	1d6+2	Non-Lethal
Kick	+0	1d6+6	Non-Lethal
Silver Sword	+0	1d6+2	Silver (3d6)
Steel Sword	+0	4d6+4	Armor Piercing

Abilities	
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Health	
35	
Stamina	
35	

Armor Values		
Head	3	
Upper Body	8	
Lower Body	5	

Armor
Verden Archer's Hood
Double Woven Gambeson
Padded Trousers

Possessions & Signs

Item Name	Effect
15 Crowns	Crowns are the primary currency in <i>The Witcher TRPG</i> .
Alchemy Set	The alchemy set allows you to craft items from alchemical formulae.
Cat Potion (x1)	For 2 Hours you take no penalty from being in total darkness and you gain a Moderate (+3) bonus to Resist Magic Checks to resist illusions.
Hanged Man's Venom (x1)	When applied to a bladed weapon, the weapon gains a Major (+5) bonus on damage rolls versus humanoids for 30 minutes.
Medallion	A witcher's Medallion vibrates when within 20m of a source of active magic or a monster.
Necrophage Oil (x1)	When applied to a bladed weapon, the weapon gains a Major (+5) bonus on damage rolls versus necrophages for 30 minutes.
Satchel	A satchel holds all of your possessions.
Swallow Potion (x1)	For 20 Rounds, you regenerate 3 points of Health at the end of your turn. If you take damage in a round before you regenerate you do not regenerate.
Swallow Potion Formula	This Formula allows you to craft the Swallow Potion using Alchemy. You also have enough ingredients to craft 1 Swallow Potion.

Sign Name	STA Cost	Defense	Range	Duration
Aard (Air Magic)	Varied (1-7)	Area (Physical)	2m Cone	Instant
Aard shoots a wave of telekinetic force in a 2m cone, staggering creatures with a 10% chance of those affected being knocked prone . The percentage rises by 10% for each point of STA spent.				
Axii (Water Magic)	Varied (1-7)	Direct	8m	Until Shaken Off
Axii stuns an opponent within 8m until they can make Save at a Mild (-1) penalty. For every 2 points of additional STA you spend past 1, the Save takes an additional Mild (-1) penalty.				
Igni (Fire Magic)	Varied (1-7)	Area (Physical)	2m Cone	Instant
Igni throws out a wave of sparks and fire in a 2m cone which does 1d6 damage per STA point spent and has a 50% chance of lighting anything it hits on fire . Igni always deals damage to the upper body.				
Quen (Earth Magic)	Varied (1-7)	None	—	10 Rounds
Quen creates a shield with 5 Health Points per point of Stamina spent to protect you. If you fail to (or choose not to or are unable to) defend against an attack or effect which causes damage, the damage is first applied to the Quen shield. If the shield is reduced to 0 Health any remaining damage is applied to you as per normal and must penetrate your armor to impact your Health Points or Stamina just like any other attack. Quen is ineffective against damage caused by spells which cannot be Blocked or against ongoing damage. You cannot cast Quen again until your current Quen shield has been exhausted or at the end of 10 rounds, when the shield ends.				
Yrden (Mixed Magic)	Varied (1-7)	Area (3m Radius)	—	5 Rounds
Yrden creates a magic circle with a 3m radius on the ground around you. Anything that steps into that circle takes a Penalty 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. Yrden lasts for 5 rounds.				

Possessions & Spells

Item Name	Effect
100 Crowns	Crowns are the primary currency in <i>The Witcher TRPG</i> .
Flask of Spirits (x1)	This flask contains triple-distilled dwarven spirits.
Invisible Ink (x1)	A Bottle of Invisible Ink allows you to write notes that can only be read after applying heat to them for 1 round.
Satchel	A satchel holds all of your possessions.
Succubus' Breath (x1)	A vial of Succubus' Breath can be rubbed on the skin to grant a Moderate (+3) bonus to Seduction for one hour. Alternatively, if someone consumes it, they take a Major (-5) penalty to Resist Coercion Checks to resist seduction for 1/2 hour or until they succeed at a DC:16 Endurance Check.
Writing Kit	A Writing kit contains all the materials to write letters.

Spell Name	STA Cost	Defense	Range	Duration
Afan's Mirror (Mixed Magic)	3	None	10m	Active (2)
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. Controlling the copies does not require an action but they cannot move more than 10m from the caster. This spell is Active and requires 2 STA.				
Cadfan's Grasp (Fire Magic)	4	None	8m	1d6 Rounds
Cadfan's Grasp allows you to super-heat a metal item within 8m for 1d6 rounds. The holder must drop the item or take 2d6 damage to the upper body. Alternatively, the spell can heat weapons to give a damage bonus of +2d6 and a 50% chance to ignite a target.				
Dormyn's Fog (Water Magic)	3	Area (10m Radius)	—	Active (2)
Dormyn's Fog creates an area with a 10m radius, centred on you, of thick fog. This fog imposes a Moderate (-3) penalty to Awareness and makes it impossible for anyone (except the caster) in the fog to see anything more than 4m away from them. This spell is Active and requires 2 STA.				
Earthen Spike (Earth Magic)	5	Direct (Physical)	6m	Immediate
Earthen Spike creates an angled stalagmite within 6m of the caster 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.				
Glamour (Mixed Magic)	5	None	—	1d6 Hours
Glamour allows you to cast an illusion around yourself that makes you look stunning. This spell grants you a Moderate (+3) bonus to Seduction, Charisma, and Leadership. The illusion lasts for 1d6 Hours.				

Aislinn Veil

Race	Human
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Profession	Mage
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INT	8
REF	5
DEX	6
BODY	4
SPD	5
EMP	7
CRA	6
WILL	10
LUCK	7

VIGOR	5
SAVE	7
LEAP	3
HP	35
STA	35
REC	7

Health	
35	
Stamina	
35	

Armor Values		
Head	0	
Upper Body	5	
Lower Body	0	

Armor	
—	
Aedirnian Gambeson	
—	

Skill Bases	
Athletics (9)	Intimidation (13)
Awareness (10)	Resist Magic (13)
Deceit (9)	Seduction (11)
Deduction (12)	Social Etiquette (11)
Education (11)	Spell Casting (16)
Grooming & Style (8)	Staff/Spear (8)
Human Perception (12)	Stealth (8)

Weapons			
Name	WA	DMG	Effect
Punch	+0	1d6-2	Non-Lethal
Kick	+0	1d6+2	Non-Lethal
Staff	+0	1d6	Long Reach Focus (1)

Abilities	
Trustworthy Humans have an inherent Mild (+1) bonus 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 their Deduction Skill Base.
Blindly Stubborn A human can summon up their courage and re-roll a failed Resist Coercion or Courage Check 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.	Defining Skill: Magic Training (15) 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 magic that is in use, or specters.

Urban Madaras

Race	Dwarf
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Profession	Criminal
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INT	6	VIGOR	0
REF	8	SAVE	6
DEX	10	LEAP	4
BODY	6	HP	30
SPD	7	STA	30
EMP	5	REC	6
CRA	4		
WILL	7		
LUCK	7		

Skill Bases	
Athletics (14)	Physique (12)
Awareness (8)	Pick Locks (8)
Business (10)	Resist Coercion (11)
Deceit (9)	Sleight of Hand (15)
Gambling (7)	Small Blades (14)
Intimidation (10)	Stealth (15)
Persuasion (8)	Streetwise (12)

Weapons			
Name	WA	DMG	Effect
Punch	+0	1d6+2	Non-Lethal
Kick	+0	1d6+6	Non-Lethal
Poniard	+1	2d6+2	Bleed (25%)
Throwing Knife (x3)	+0	1d6	Range: 24m

Abilities	
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 Base.	Strong Due to their compact frame and propensity for tough, physically demanding professions, dwarves gain a +1 to their Physique Skill Base.
Tough A dwarf's tough skin means that any time they would take physical damage, they reduce the total amount by 2. This reduction applies after the damage has penetrated the armor but before the damage is modified by location.	Defining Skill: Practiced Paranoia (12) Whenever a Criminal comes within 10m of a trap (this includes 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.

Health	
30	
Stamina	
30	

Armor Values		
Head	0	
Upper Body	12	
Lower Body	3	

Armor
—
Brigandine
Cavalry Trousers

Possessions

Item Name	Effect
50 Crowns	Crowns are the primary currency in <i>The Witcher TRPG</i> .
Black Venom (x3)	A bladed weapon can be coated with Black venom as an action. This coating lasts until the blade does damage to a target. If the blade deals damage to a target, that target is immediately poisoned . To end this effect, the target must make a DC:16 Endurance Check. Alternatively, if a target consumes Black Venom they are poisoned as if they had been cut with a poisoned weapon.
Chloroform (x1)	A dose of Chloroform forces anyone who breathes it to make a Save at Moderate (-3) penalty or be knocked unconscious . Every round the unconscious target can attempt another Save Check at the same Moderate (-3) Penalty. Using chloroform requires a Melee attack with a cloth soaked in the chloroform. Each bottle contains 25 doses.
Loaded Dice	Loaded dice grant a Moderate (+3) bonus to Gambling Checks. It takes a DC:16 Awareness Check to notice that these dice are loaded.
Satchel	A satchel holds all of your possessions.
Secret Pocket	A secret pocket inside your brigandine can hold tiny items. Anyone searching you must make a DC:16 Awareness Check to find the secret pocket.
Thieves' Tools	Thieves' Tools allows you to pick locks.

Possessions

Item Name	Effect
80 Crowns	Crowns are the primary currency in <i>The Witcher TRPG</i> .
Broadhead Bolts (x3)	Broadhead bolts are alternate ammunition for the Crossbow. When you deal damage with a broadhead bolt, the attack inflicts the bleeding condition.
Broadhead Bolt Diagram	The broadhead bolt diagram allows you to make 10 broadhead bolts with a single Crafting Check. You also have enough ingredients to craft 10 Broadhead Bolts.
Crafting Tools	Crafting tools allow you to craft items from diagrams.
Crossbow Bolts (x20)	Crossbow Bolts are used as the ammunition for the Crossbow.
Flint & Steel	Flint & Steel can be used to light a small flammable object on fire.
Grappling Hook	Having a grappling hook at the end of your rope allows you to throw it up to high places with an Athletics Check and grants a Moderate (+3) bonus to climbing the rope.
Rope	20m meters of rope.
Satchel	A satchel holds all of your possessions.
Signal Horn	A signal horn allows you to blow a note that can be heard from miles around.
Temerian Shield	A Temerian Shield can be used to block incoming attacks.
Torch (x1)	Once lit, a lantern lowers the level of penalty from light conditions by 1 within 5m of the torch.

Ada of Ban Ard

Race	Human
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Profession	Man At Arms
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INT	4
REF	10
DEX	8
BODY	10
SPD	6
EMP	5
CRA	4
WILL	8
LUCK	5

VIGOR	0
SAVE	9
LEAP	3
HP	45
STA	45
REC	9

Health		
45		
Stamina		
45		

Armor Values		
Head	12	
Upper Body	12	
Lower Body	12	

Armor	
Chain Coif	
Brigandine	
Armored Trousers	

Skill Bases	
Awareness (8)	Endurance (13)
Brawling (13)	Intimidation (11)
Courage (14)	Melee (16)
Crafting (6)	Physique (13)
Crossbow (13)	Staff/Spear (14)
Deduction (5)	Tactics (10)
Dodge/Escapes (13)	Wilderness Survival (6)

Weapons			
Name	WA	DMG	Effect
Punch	+0	1d6+4	Non-Lethal
Kick	+0	1d6+6	Non-Lethal
Battle Axe	+0	5d6+4	—
Crossbow	+1	4d6+2	Range: 100m
Spear	+0	3d6+4	Long Reach

Abilities	
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 A human can summon up their courage and re-roll 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.	Defining Skill: Tough As Nails (16) 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.

Andras the Red

Race	Elf
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Profession	Bard
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INT	8	VIGOR	0
REF	5	SAVE	6
DEX	7	LEAP	4
BODY	4	HP	30
SPD	7	STA	30
EMP	10	REC	6
CRA	5		
WILL	7		
LUCK	8		

Skill Bases	
Archery (12)	Intimidation (10)
Athletics (10)	Performance (14)
Charisma (16)	Persuasion (13)
Deceit (16)	Seduction (15)
Dodge/Escape (8)	Sleight of Hand (11)
Fine Arts (14)	Social Etiquette (12)
Human Perception (15)	Streetwise (10)

Weapons			
Name	WA	DMG	Effect
Punch	+0	1d6-2	Non-Lethal
Kick	+0	1d6+2	Non-Lethal
Dagger	+0	1d6	—
Short Bow	+0	3d6+3	Range: 100m

Abilities	
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 do not disturb animals, meaning that any beast they encounter is considered friendly and will not attack unless provoked.	Defining Skill: Busking (15) A Bard can take an hour and make a Busking Check 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 results in a Mild (-1) penalty to Charisma Checks against anyone in the town for the rest of the day.

Health	
30	
Stamina	
30	

Armor Values		
Head	3	
Upper Body	5	
Lower Body	5	

Armor
Verden Archer's Hood
Aedirnian Gambeson
Padded Trousers

Possessions

Item Name	Effect
75 Crowns	Crowns are the primary currency in <i>The Witcher TRPG</i> .
Alchemical Adhesive (x1)	A dose of alchemical adhesive can be thrown or poured onto a place or person. After 2 rounds the solution will harden, permanently 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 Check with a range equal to your BODYx2m.
Arrows (x20)	Arrows are used as ammunition for the Short Bow.
Dice Poker Board	A dice poker board is a gambling game.
Flask of Spirits (x1)	This flask contains triple-distilled dwarven spirits.
Hand Mirror	A hand mirror shows the user's reflection. It also allows them to see behind themselves and around corners if used cleverly.
Lute	A Lute is stringed instrument that can be played with two hands.
Satchel	A satchel holds all of your possessions.
Zerrikanian Fire (x1)	A dose of zerrikanian fire immediately sets whatever it touches on fire . Throwing it is an Athletics Attack Check 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.

Possessions

Item Name	Effect
90 Crowns	Crowns are the primary currency in <i>The Witcher TRPG</i> .
Alchemy Set	The alchemy set allows you to craft items from alchemical formulae.
Clotting Powder (x3)	Applying a dose of 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.
Clotting Powder Formula	The clotting powder formula allows you to create a dose of clotting powder with Alchemy. You also have enough ingredients to craft 1 dose of clotting powder.
Crossbow Bolts (x20)	Crossbow Bolts are used as the ammunition for the Hand Crossbow.
Lantern	Once lit, a lantern lowers the level of penalty from light conditions by 2 within 3m of the lantern.
Large Tent	A large tent provides shelter for around 5 or 6 people.
Pantagran's Elixir (x1)	Consuming a dose of Pantagran's elixir brings delirious happiness. This effect lasts for 1d6/2 hours and leaves the imbiber incredibly susceptible to Persuasion, Charisma, and Seduction, giving them a Moderate (-3) penalty to Resist Coercion.
Satchel	A satchel holds all of your possessions.
Smelling Salts (x1)	Smelling salts can be placed under an unconscious or stunned person, or creature's nose to immediately bring them out of their stunned state. <i>Smelling salts</i> can be used 25 times.
Surgeon's Kit	A surgeon's kit allows you to perform surgery with your Healing Hands ability.

Kaska Torma

Race	Dwarf
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Profession	Doctor
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INT	9
REF	6
DEX	6
BODY	5
SPD	8
EMP	7
CRA	10
WILL	5
LUCK	4

VIGOR	0
SAVE	5
LEAP	4
HP	25
STA	25
REC	5

Health	
25	
Stamina	
25	

Armor Values		
Head	3	
Upper Body	3	
Lower Body	3	

Armor	
Verden Archer's Hood	
Gambeson	
Cavalry Trousers	

Skill Bases	
Alchemy (13)	Deduction (14)
Athletics (8)	Dodge/Escapes (10)
Awareness (15)	Human Perception (12)
Business (13)	Physique (7)
Charisma (11)	Resist Coercion (9)
Courage (10)	Small Blades (10)
Crossbow (8)	Social Etiquette (11)

Weapons			
Name	WA	DMG	Effect
Punch	+0	1d6+4	Non-Lethal
Kick	+0	1d6+6	Non-Lethal
Dagger	+0	1d6+2	—
Hand Crossbow	+1	2d6+2	Range: 50m

Abilities	
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.	Strong Due to their compact frame and propensity for tough, physically demanding professions, dwarves gain a +1 to their Physique skill.
Tough A dwarf's tough skin means that any time they would take physical damage, they reduce the total amount by 2. This reduction applies after the damage has penetrated the armor but before the damage is modified by location.	Defining Skill: Healing Hands (16) A Doctor with Healing Hands is the only person who can heal a Critical Wound. Details on healing Critical Wounds can be found in the Combat Section. Healing Hands can also be used for any First Aid Check.

Lifepath

This sample Lifepath will give you a chance to add background to your character, making your version unique and giving you more details to help you roleplay them. In the full game, Lifepath is incredibly varied with different homelands, a series of rolls to determine special events in the characters life, and even a unique Lifepath for *Witcher* characters. This small snippet is here to give you a feel for how Lifepath goes. Please start by rolling on the Familial Fate table.

Roll	Familial Fate
Even	At Least Some of Your Family Is Alive (Go to Parental Fate)
Odd	Something Happened to Your Family (Roll on the table below then go to Parental Fate)

Roll	Parental Fate
Even	Your Parents Are Alive (Go to Family Status)
Odd	Something Happened To Your Parents (Roll on the table below then go to Family Status)

Roll	Northern Status
1	Your family was scattered to the winds by the wars and you have no idea where most of them are.
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.
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.
4	With so many wars your family's livelihood was destroyed. Your family turned to crime to survive.
5	Your family accumulated a huge debt through gambling or favors from others. You need money desperately.
6	Your family has fallen into a feud with another family. You may not even remember why this feud started in the first place.
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.
8	One day everything you had was ripped away by a bandit mob. Your family was massacred, leaving you entirely alone.
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.
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.

Roll	Northern 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.
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.
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.
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.
5	One or more of your parents joined a gang. You saw this gang often and were sometimes forced to work with them.
6	One or more of your parents were killed by monsters. It is your decision as to what they may have fallen prey to.
7	One or more of your parents were falsely executed. They may have been a scapegoat for something or just in the wrong place.
8	One or more of your parents died of a plague. There was nothing that could be done but try to ease their passing.
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.
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.

Roll	1	2	3	4	5	6-7	8-10
Family Status	Aristocracy You grew up in a noble manor with servants to wait on you, but you were always expected to behave and impress.	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.	Knights You grew up in a manor where you learned to be a proper lady or lord. Your fate was set from birth.	Merchant Family You grew up among merchants and you were always surrounded by yelling, haggling, and money.	Artisan Family You grew up in an artisan's workshop. Your days were filled with the incessant sounds of creation, and often long.	Entertainer Family You grew up with a band of performers. You may have traveled or you may have performed at a theater.	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.

What is a Skill Base?

In the main game, each Skill a character possesses has a specific rank, from 1 to 10. When making a Skill Check, players roll 1d10 and add an appropriate Statistic and Skill to get the total. In Easy Mode, we've combined the Statistic and Skill into a single number, known as a Skill Base, to speed up play.

Difficulty Table

Difficulty	Example
Easy (10)	Picking a simple lock
Average (14)	Picking an average lock
Challenging (18)	Picking a well-made lock
Difficult (20)	Cracking a vault
Nearly Impossible (30)	Cracking a well-made vault

The Basics

Thank you for picking up *The Witcher Tabletop Roleplaying Game: Easy Mode*. The following pages will teach you more about the game and how to play it. Easy Mode is a simplified and streamlined version of *The Witcher Tabletop Roleplaying Game*, which is available online and from your local gaming store.

What is a Roleplaying Game?

A roleplaying game, or RPG, is “let’s pretend” with rules played by at least two people. One person takes on the role of the Gamemaster, or GM. The GM is responsible for presenting the world and the events of the adventure, portraying any characters not played by anyone else in the group (aka the non-player characters, or NPCs), and fairly adjudicating the rules. If this game were a play, the GM would be the stage crew and the actor playing every role but the leading ones.

Everyone else at the table will be a player, assigned one of the six pre-generated characters located on page 5-10. Players focus on playing their characters (aka player characters or PCs) as the story unfolds and dictating their actions.

When there’s a question as to if an action performed by a PC or NPC succeeds or fails, the GM can use the rules presented on the next 2 pages to help determine the outcome.

Materials Needed

To play Easy Mode, the group will need this booklet, a character sheet (each player should be given one), writing implements (or their digital equivalent), and dice. The Witcher Tabletop RPG uses six-sided dice (d6s) and ten-sided dice (d10s). If the group doesn’t have dice, a quick online search should reveal some websites that simulate dice rolling.

Under most circumstances, the player rolls only a single die. Sometimes, the rules require multiple dice to be rolled at the same time and their results totaled together. When that’s the case, the rules will list a number before the die type. 2d6, for example, means roll two six-sided dice and add them together. If there’s a number following

a plus sign after the listing, add that number in as well. For example, 2d6+1 means roll two six-sided dice, add them together, then add 1.

The 0 on a ten-sided die means 10, not 0.

Very occasionally, the rules ask for a percentile roll. When that happens, roll a d10 twice. The first roll is the “tens” and the second roll is the “ones.” A roll of 0 and 5, for example, means the result is 5, while a 5 and 0 is 50. A result of 0 and 0 is 100.

Skill Checks

The core rule of *The Witcher TRPG* is the Skill Check. GMs and players make Skill Checks for characters whenever that character’s ability to succeed at a task is called into question. To make a Skill Check, roll 1d10 and add the appropriate Skill Base listed on the character’s sheet.

Example: Andras the Red is attempting to wow a crowd with their lute playing. Andras’ player rolls 1d10 for a 6 and adds 14, which is their Performance Skill Base. The total of the Skill Check is 20.

If a character does not have an appropriate Skill Base, instead add the most appropriate Statistic.

Example: For some reason, Luskar of Hagge is trying to accompany Andras’s performance on a drum. Luskar has no Performance Skill Base, so the GM tells Luskar’s player to roll 1d10 and add his Empathy of 1. Luskar rolls a 2 and adds 1 for a total of 3.

Success & Failure

When performing an unopposed task, such as playing a lute or picking a lock, the Skill Check is made against a number known as a DC. Sometimes, the DC is provided by the rules or the adventure and listed as DC:X, where X equals the number. Other times, the GM needs to determine the DC using the **Difficulty Table**.

If the character’s Skill Check is higher than the DC, the character succeeds. If the Skill Check is equal to or lower, they fail.

Sometimes, another character will directly oppose a character’s actions. When this happens, a Skill Check is made for each

character and then compared. The character with the highest result succeeds. If the results are equal, the defender (the character reacting instead of acting) succeeds. If neither character is the defender (for example, in an arm-wrestling contest) the Skill Check ends in a draw and the characters must decide if they want to continue opposing one another and make another Skill Check.

Modifiers

There might be times when the GM decides factors beyond a character's abilities can influence a Skill Check. For example, a character might be trying to spot a thief in a room with dim light. When this happens, the GM assigns a modifier to the Skill Check in the form of a bonus or penalty.

Bonuses positively modify Skill Checks. Penalties negatively modify them. They come in three levels: Mild (+1/-1), Moderate (+3/-3), and Major (+5/-5). When a GM assigns a modifier, it is added or subtracted to the Skill Check before deciding the result.

Example: Orban Madaras has been arrested and is attempting to pick the cell lock with an improvised lock pick fashioned from their belt buckle. The GM decides working without the proper tools imposes a Moderate (-3) Penalty on the Skill Check. Orban's player rolls 1d10 for a 4, adds Orban's Pick Lock Base of 9, and then subtracts the penalty of 3. The total is 10.

A GM can assign multiple modifiers to a Skill Check.

GMs can use the **Example Modifiers Table** to help them decide if a factor warrants a bonus or penalty. It can't cover every situation but gives GMs benchmarks, so they can make calls of their own.

Exploding 1s and 10s

When a 1 or a 10 is rolled on a Skill Check, the die "explodes", which means the die is rolled again and modifies the results.

When a 10 is rolled, add 10 to the Skill Check. Then roll the d10 again and add that number to the Skill Check as well. If the second roll is a 10, add 10 and roll again. Keep doing this until the new roll is something other than a 10.

Example: Kaska's player rolls a 10 on an Awareness Skill Check. They add 10 to their Awareness Base of 15 for a total of 25, then roll again, getting another 10. They add 10 to the current total of 25 to make 35 and

roll a third time. This time, the result is 3. This is added to the 35 for a total Skill Check result of 38.

When the result of a Skill Check roll is 1, roll the d10 a second time and subtract that value from the Skill Base. If the result is a 10, subtract 10 from the Skill Base and roll a third time, subtracting that value as well. Keep going until the roll is something other than a 10. A Skill Check result can never be reduced below a 1.

Example: Kaska's player rolls a 1 on a Human Perception Skill Check. They roll again for a 10 and subtract that from their Human Perception Base of 12 for a total of 2. Because the second roll was a 10, they roll a third time, getting a 4. Kaska's Human Perception Skill Check is reduced to the minimum value of 1.

Saves

When there is a chance a character might be stunned or might die, they must make a Save Check. To make a Save Check, roll 1d10 and compare it to the character's Save. If the roll is less than the Save value, the Check succeeds. If it is equal to or greater than the Save value, the Check fails, and the character is stunned or dead.

Statistics

Statistics are the inherent physical and mental abilities of a character.

- **INTELLIGENCE (INT):** Memory, perception, and deduction.
- **REFLEXES (REF):** Unarmed & melee combat and riding.
- **DEXTERITY (DEX):** Ranged combat, sleight of hand, and stealth.
- **BODY (BODY):** Strength and endurance.
- **SPEED (SPD):** Distance a character can move in a turn.
- **EMPATHY (EMP):** Performing, social interactions, and understanding others.
- **CRAFT (CRA):** Creating and using things, medicine.
- **WILL (WILL):** Matters of magic, intimidation, and courage.
- **LUCK (LUCK):** A pool of points players can spend. Each point spent adds a Mild (+1) bonus to a Skill Check or raises their Save by 1 for a Save Check.
- **Vigor:** How much magic a magic user can channel (see **Magic**).
- **Save:** Used when making a Save Check.

Example Modifiers

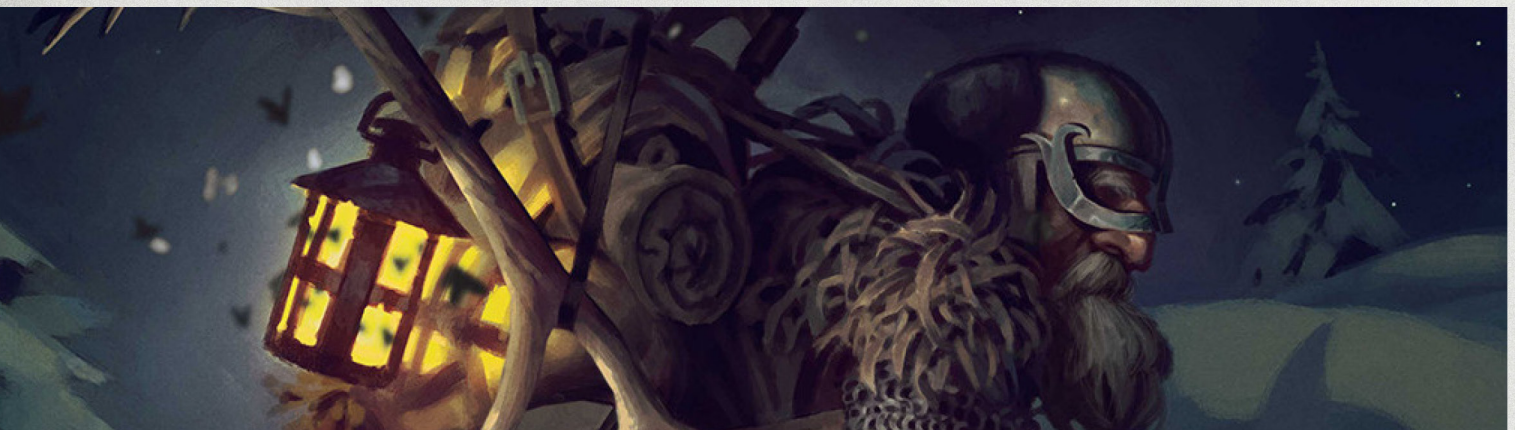
Mod.	Example
Mild (+1)	Extra time spent on task, superior tools
Mild (-1)	Performing complex task for the first time, being slightly drunk
Moderate (+3)	Aid from another character experienced in the task, wearing the right military uniform and rank when giving orders to a soldier
Moderate (-3)	Dim lighting conditions, distracting environment, sleep-deprived
Major (+5)	Possessing a royal writ when giving orders, being intimately familiar with a location when trying to notice something
Major (-5)	Full darkness, under attack, hostile environment

- **Leap:** Governs special movement (see **Combat**).
- **Health Points (HP):** How much lethal damage a character can take.
- **Stamina (STA):** How much non-lethal damage a character can take.
- **Recovery (REC):** How much HP/STA a character can recover (see **Combat**).

Skills

Skills represent a character's training. Listed with each Skill is the Statistic to be used if a character doesn't have a Skill Base for it on their sheet.

- **Alchemy (INT):** Creating alchemical items.
- **Archery (DEX):** Firing an arrow from a bow.
- **Athletics (DEX):** Climbing, balancing, and throwing (weapons included).
- **Awareness (INT):** Noticing and searching.
- **Brawling (REF):** Unarmed combat.
- **Business (INT):** Hagglng, appraising and doing business.
- **Courage (WILL):** Resisting fear.
- **Crafting (CRA):** Making weapons, armor, and non-alchemy items.
- **Crossbow (DEX):** Firing a bolt from a crossbow.
- **Deceit (EMP):** Lying and guile.
- **Deduction (INT):** Putting together clues to come up with a solution.
- **Disguise (CRA):** Looking like someone else.
- **Dodge/Escape (REF):** Getting out of the way and escaping bonds.
- **Education (INT):** Basic knowledge. General lore.
- **Endurance (BODY):** Feats of stamina.
- **First Aid (CRA):** Helping others heal.
- **Gambling (EMP):** Playing games, usually for money.
- **Human Perception (EMP):** Reading emotions (for all sentient beings, not just humans).
- **Intimidation (WILL):** Frightening others.
- **Melee (REF):** Blunt weapons, shields, and axes.
- **Monster Lore (INT):** Specific knowledge about monsters.
- **Performance (EMP):** Singing, acting, and playing instruments.
- **Persuasion (EMP):** Convincing others to do something.
- **Pick Lock (CRA):** Opening locks without keys.
- **Riding (REF):** Controlling a mount.
- **Physique (BODY):** Feats of strength.
- **Resist Coercion (WILL):** Resisting social influence.
- **Resist Magic (WILL):** Resisting magical influence.
- **Seduction (EMP):** Convincing others to get romantic.
- **Sleight of Hand (DEX):** Stage magic tricks and picking pockets.
- **Small Blades (REF):** Daggers and cleavers.
- **Social Etiquette (INT):** Blending in at social functions.
- **Spell Casting (WILL):** Casting Spells and Signs.
- **Staff/Spear (REF):** Pole arms, staves, and spears.
- **Stealth (DEX):** Hiding and moving unnoticed.
- **Streetwise (INT):** Knowing how the underworld operates.
- **Swordsmanship (REF):** Fencing and swordplay.
- **Tactics (INT):** Planning battles and playing Gwent.
- **Wilderness Survival (INT):** Living in the wild and tracking.



Combat

Combat in *The Witcher* is deadly, bloody, and punishing. You can go running into battle, hacking and slashing but that likely won't help against anything tougher than a mugger in the local tavern. A tactical warrior will always make it farther than a savage madman.

Rounds and Turns

Combat in *The Witcher* TRPG breaks down into rounds, a time block of about 3 seconds during which each participant in the combat has a turn to act.

Initiative

The order of turns in a round is determined by Initiative, which players roll for their characters at the start of combat. To determine Initiative, roll 1d10+REFLEX for each player character. The GM rolls for everyone else. GMs can roll for each participant they control individually but may speed things up by rolling a single Initiative for groups of characters, such as a squad of castle guards, who will all act at the same time during a round.

Once Initiative is determined, combat proceeds. Each round, the participant with the highest Initiative acts first, then the next highest, and so forth, until the lowest Initiative. If there is a tie, the character with the highest REFLEX goes first. Once each participant has acted, the round ends and a new round begins.

A character can always choose to delay their turn, voluntarily lowering their Initiative so they act later in the round. However, the point at which they take their turn becomes their new Initiative for the remainder of the combat.

Actions

During their turn, a character can do the following:

- **Movement:** Move up to a number of meters equal to their SPEED.
- **Action:** Perform a single Action, as defined on the **Actions Table**.

A character can perform their Movement and Action in any order, but they cannot split their Movement to move, perform an Action, and move again.

Actions

Actions
Attack Action Attack an opponent using a Fast or Strong Strike.
Casting Action Cast a Sign or Spell.
Item Action Draw, pick up, or use an item.
Movement Action Move up to a number of meters equal to their SPEED.
Skill Action Use a Skill to perform a task which can be accomplished in 3 seconds.

Special Movement

During combat, a character might be called upon to move in unusual ways or difficult circumstances. Unless they have an ability that rules otherwise, whenever a character has to move through unusual terrain (moving through thorny overgrowth, squeezing through a narrow pipe, etc.) or in unusual ways (climbing, swimming, etc.) they move up to a number of meters equal to their Leap instead of their SPEED.

Jumping is an Action and should be performed after Movement and not before.

Extra Action

At the end of their turn, a player character has the option of spending 3 points of STAMINA in order to perform a single Extra Action. This Extra Action is performed with a Moderate (-3) penalty if it requires a Skill Check. Much like a regular Action, an Extra Action can be any listed on the **Action Table**.

GM controlled characters and creatures cannot normally perform Extra Actions.

Weapon Accuracy (WA)

All weapons in *The Witcher* TRPG have a Weapon Accuracy which shows how easy/difficult to wield they are. When attacking you add/subtract the WA of the weapon to your Check.

Opposition And Monsters

Unlike players, NPCs and monsters which are controlled by the GM do not take Fast or Strong Strikes. They have a Rate of Fire (ROF) which shows you how many times they can use their attacks when they take an Attack Action.

Example: On the monster's turn, the GM decides the monster is going to use its Claw Attack Action. The ROF is 2, so the GM makes two Attack Checks.

If the NPC or monster has a ROF of two, they can make both attacks against the same target or split them.

Ranges

Thrown and ranged weapons are only effective within a certain distance, listed as their Range, and suffer a Major (-5) penalty when targeting anything outside that range. The maximum distance a Ranged Weapon can be used is double its listed range.

Blocking Ranged Attacks

Thrown and ranged weapons can only be blocked by utilizing a shield.

Tactical Combat

The Attack and Defense options listed here only give a taste of the layered, tactical combat of *The Witcher TRPG*. The full game adds several additional options, including a full range of wrestling and special attacks, a parrying system, and consequences for when an attack or defense truly goes poorly.

Attack Actions

When performing an Attack Action, a player character can do one of the following:

- **Fast Melee Strike:** Attack up to two times unarmed or with a melee weapon as a single Action. Each attack requires a separate Check but can be made against two different targets so long as they are both within reach of the weapon.
- **Fast Ranged Strike:** Characters can only make a single attack with a bow or crossbow when using a Fast Strike but can attack twice with thrown weapons so long as two weapons are readied (in their hands and ready to use).
- **Strong Melee Strike:** Attack once unarmed or with a melee weapon as a single Action against a target within reach. The attack is made with a Moderate (-3) penalty but does double damage.
- **Strong Ranged Strike:** Characters can attack with a bow or thrown weapon when using a Strong Strike but not a crossbow.

Unarmed Strikes and Melee Strikes are made using the following formula:

1d10 + The Appropriate Skill Base + WA

Ranged Strikes are made using the following formula:

1d10 + The Appropriate Skill Base + WA

Defense Actions

Unless they are unconscious or physically incapable of moving, a character can always defend against an attack using one of the following Defense Actions. These actions can defend against unarmed, melee, and ranged attacks and against any Spell or Sign designated as Direct (Physical) or Area (Physical).

- **Block:** Using a weapon, shield, or body part to prevent an attack from connecting. If a body part is used and the block succeeds, that body part is automatically hit by the attack and suffers damage, though Armor applies to reduce it. Blocking with a weapon uses appropriate weapon Skill Base. Blocking with a shield uses the Melee Skill Base. Blocking with a body part uses the Brawling Skill Base.
- **Dodge:** Moving out of the way of an attack, usually by only a few inches. Dodge uses the Dodge/Escape Skill Base.
- **Reposition:** Rolling or leaping out of the way of an attack. If successful, the

character not only avoids the attack but moves a number of meters equal to their Leap in any direction which is not directly towards the attacker. Reposition uses the Athletics Skill Base.

Characters have one free Defense Action per round, which is usually taken the first time they're attacked. After that, they can take additional Defense Actions but each beyond the first costs 1 STAMINA. If a character is unwilling or unable to take a Defense Action, the attacker must merely beat a DC:10 for their Attack Action to succeed.

Hit Location

Once an Attack Action succeeds, the attacker needs to determine where the blow landed. To do this, roll 1d10 and consult the **Hit Location Table**. Depending on where the attack hits, damage might be either increased or decreased.

It is possible for an attacker to target a specific body location when attacking. This is known as making a Called Shot and doing so imposes a penalty, based on the location. If a Called Shot succeeds, the attacker does not need to roll to determine Hit Location.

Hit Location

Location	Penalty	Multiplier
Head (1)	Major (-5)	x3
Upper Body (2-7)	Mild (-1)	x1
Lower Body (8-10)	Moderate (-3)	x1/2

Ambushes

To successfully ambush an enemy, the attackers must first be unnoticed by their targets. The attackers must succeed at a Stealth Skill Check, opposed by the Awareness Skill Check of any potential targets. Members of the ambushing party can make a single Attack Action against any target whose Awareness Check was lower than their Stealth Skill Check. This free Attack Action is made with a Major (+5) bonus, though the target can still use a Defense Action to avoid the attack. Once all ambushers have made their free Attack Action, everyone should roll Initiative and the first round of combat begins.

Modifiers in Combat

Several factors can influence an Attack or Defense Action. GMs can use the **Example Combat Modifiers Table** to help them decide if a factor should impose a penalty or award a bonus. It can't cover every situation but gives GMs benchmarks so they can make calls of their own.

Example Combat Modifiers

Modifier	Example
Mild (+1)	Target is horse-sized or larger, target is marked or outlined with light in some way.
Mild (-1)	Target is dog-sized or smaller, roughly 1/3 of the target is in cover.
Moderate (+3)	Target's movement is heavily restricted.
Moderate (-3)	Dim light, blinded by dust/light, roughly 1/2 of the target is in cover.
Major (+5)	Attacking from successful ambush.
Major (-5)	Complete darkness, banking a ranged attack off an object to hit the target, a target is at extreme range, target is almost entirely behind cover.

One special modifier of note is the penalty for multiple enemies. A target suffers a Mild (-1) Penalty when taking a Defense Action for each enemy beyond the first which is in melee range. It's harder to dodge when you're in a crowded setting.

Damage Types

Characters in *The Witcher TRPG* can suffer two types of damage. Lethal damage lowers a character's Health Pool (HP) while non-lethal damage lowers their STAMINA (STA). Unless otherwise noted, damage is lethal. Unarmed combat damage is non-lethal, as are some spells and creature abilities.

Calculating Damage

Once an attack hits, the attacker needs to figure out how much damage was done. The following process applies to both lethal and non-lethal damage.

Step 1: Roll Dice and add BODY Penalty/Bonus

Each weapon, spell, or ability that can cause harm has a damage code in the form of XdY, where X equals the number of dice that are rolled, and Y equals the type of die which is rolled. To determine the amount of damage inflicted, roll the damage code and total the dice. Some damage codes also have a +Z at the end, which is added to the total of the roll.

Attackers making melee or thrown weapon attacks also add a modifier to their damage roll based on their BODY, as marked on their character sheet.

Body Damage Modifier

Body	Damage Modifier
1-2	Moderate (-3)
3-4	Mild (-1)
5-6	No Modifier
7-8	Mild (+1)
9-10	Moderate (+3)
10+	Major (+5)

Step 2: Add Silver Damage if Applicable

Silver is like poison to monsters, which is why most witchers carry a silver sword. When determining damage against a monster by an attack made with a silver weapon, the attacker rolls a number of extra dice as indicated in the weapon's description and adds it to the total determined in step 1.

Step 3: Factor in Strong Strike multiplier

If the attack was a Strong Strike, multiply the damage total calculated thus far by 2.

Step 4: Don't Forget Armor

Combat can turn deadly quickly, which is why most characters expecting it wear Armor. All Armor has a Stopping Power (SP) rating. Subtract the SP of the Armor where the target was hit from the total thus far. If the SP of the Armor reduces the damage to 0, stop here. The Armor repels the attack.

Weapon Effects

In the full game, many weapons have special effects that change how they operate. In *Easy Mode* we have only a few basic examples:

- **Armor Piercing:** Armor piercing weapons ignore damage resistances except for a monster's resistance to non-silver weapons.
- **Bleeding:** When this weapon deals damage to a target, it has a percentage chance to inflict the **bleed** condition.
- **Long Reach:** Long reach weapons can target creatures that are 2m away from the attacker.

Falling

It's always possible a character might fall off a roof or be dropped by a flying enemy. Characters fall at a rate of 30 meters per round and if they hit the ground (or roof or what-have-you) they take 1d6 lethal damage to the upper body for every 2 meters they've fallen. Armor reduces the damage but only after totaling all the dice. Catching a convenient ledge, rope, or awning requires an Athletics Skill Check against DC:15.

No Doctor? No Problem!

It's quite possible your party does not include Kaska the Doctor as a player character. In that case, the GM has a few options when it comes to treating Critical Wounds.

They can include Kaska as a GM run player character who travels with the party.

Kaska can live in the nearby village and his services can be engaged for a cost of 25 crowns per patient seen.

The GM can allow the First Aid Skill to be used in place of the Healing Hands Skill to Treat a Critical Wound, though actual healing doesn't begin until the character sees a real doctor.

Critical Wound Healing

Body	Days
1-4	5
5	3
6-7	2
8+	1

Step 5: Hit Location Modifier

As long as at least 1 point of damage penetrates the target's Armor, multiply the damage calculated thus far by the modifier for the attack's hit location rounding down (minimum 1). That's x1/2 for lower body hits, x1 for upper body hits, and x3 for head shots.

Step 6: Calculate in Resistance and Susceptibility

Some characters are specifically susceptible or resistant to specific attack types. All monsters, for example, are resistant to everything but fire and attacks made with silver weapons, while drowners are specifically susceptible to fire. If a monster is resistant to an attack type and the attack has penetrated their Armor, multiply the damage as calculated thus far by 1/2. If they are vulnerable to the attack type and the attack has penetrated their armor, instead multiply the damage as calculated thus far by x2.

Step 7: Apply the final damage total.

Armor Damage

Any time a character's Armor is penetrated by an attack, it suffers damage. This applies to both worn armor and the natural armor of monsters. When an attack penetrates Armor, reduce the SP of the armor in the hit location by 1. When the SP of a piece of armor reaches 0, it breaks entirely and becomes useless.

Critical Wounds

If a character's Attack Skill Check beats their opponent's Defense Skill Check by 10 or higher, they score a Critical Wound. A target suffering a Critical Wound takes 5 points of bonus damage, which Armor does not stop, and suffers an additional effect based on the Hit Location as noted on the **Critical Wounds Table**. These effects are ongoing and last until the Critical Wound is fully healed. Even when treated by a Doctor, the Critical Wound effect only lessens instead of vanishing entirely.

Critical Wounds

Location	Untreated	Treated
Head (Concussion)	-1 to INT, WILL, and Save	-1 to WILL
Upper Body (Broken Ribs)	-2 to BODY, -1 to REF and DEX	-1 to BODY
Lower Body (Injured Leg)	-3 to SPD, Dodge/Escape, and Athletics Skill Checks	-1 to SPD, Dodge/Escape and Athletics Skill Checks

Stabilization

A character reduced to 0 STAMINA gains the **Unconscious** Effect. A character reduced to 0 HP gains the **Dying** Effect (See **Effects**). Both Effects end when the affected character is Stabilized. To Stabilize a patient, another character must succeed at a First Aid Skill Check (DC:10 for Unconscious, DC:15 for Dying). If the Skill Check is successful, the condition ends, and the afflicted character's STAMINA and/or HP is brought up to 1.

Healing Stamina & HP

STAMINA recovers at a rate equal to your RECOVERY per hour spent resting. This rate is halved if any part of that hour is spent engaged in strenuous activity such as running around, manual labor, or combat.

To recover Health Points, a patient must first be treated with a DC:10 First Aid Skill Check. After the Check succeeds, they regain a number of HP equal to their RECOVERY per day spent resting. Performing strenuous activity for even part of the day halves that rate. If a Doctor's Healing Hands Skill is used to begin treatment instead of First Aid, the patient recovers an additional 3 HP per day.

Healing Critical Wounds

To heal a Critical Wound, it must first be seen to by a Doctor. The Doctor must spend 4 full rounds performing no other action except treating the Wound and succeed at a DC:15 Healing Hands Skill Check. If the Doctor succeeds, the Wound is Treated and the patient now suffers from the Treated Penalty and not the Untreated Penalty.

Once a Critical Wound is treated, it heals in a number of days as dictated by the Critical Wound Healing table.

Effects

Certain abilities, spells, and other factors can inflict Effects on characters which have on-going consequences beyond damage. Effects of the same type do not stack on a character.

Name	Effect
Bleed	You are bleeding . You take 2 points of HP damage at the start of your turn each round until a successful First Aid Skill Check at DC:15 stops the bleeding ; this is an Action.
Blinded	Your eyes are covered or damaged. Until you can uncover or heal your eyes you have a Moderate (-3) penalty to all Attack and Defense Actions and a Major (-5) penalty to all Awareness Skill Checks.
Dying	Your HP has been reduced to 0. You also suffer the prone and unconscious Effects and must make an immediate Save Check or die. At the beginning of your turn on each successive round or if you are hit by another successful Attack Action, you must make an additional Save Check or die. These Saves have a cumulative Mild (-1) penalty for each Save you made beyond the first. This Effect ends when you are Stabilized (see Healing) or die.
Fire	You are engulfed in flame. At the start of your turn each round you take 5 points of damage to your upper body, lower body, and head. Armor SP lowers this damage, but the flames reduce the SP of the Armor by 1 each turn, even if it blocks all the damage. To remove the Effect you must either spend a full turn putting out the flames by rolling around or submerging yourself in water. You cannot perform any Action or Movement while doing so.
Freeze	Your body is stiff with cold and covered in an icy glaze. You suffer a Moderate (-3) penalty to your SPEED and a Minor (-1) penalty to your REFLEX. Breaking free requires a DC:16 Physique Skill Check, which is an Action.
Poison	A toxic substance is in your body. You take 3 points of lethal damage at the start of your turn each round. Armor does not negate this damage. The Effect ends when the toxin is treated by medicine (DC:15 First Aid Skill Check) or resisted (DC:15 Endurance Skill Check). Both are an Action.
Prone	You have been knocked off your feet. You suffer a Moderate (-3) Penalty to all Attack and Defense Actions. Standing up requires either someone to spend an Action to pull you up or you to sacrifice your Movement to get to your feet. Once you are on your feet, you can finish your turn as normal.
Stun	Acting has become difficult, either for emotional or physical reasons. While stunned you cannot move or take an Action, including Defense Actions. To end this Effect, you must either take a full turn to make a Save Check or be successfully struck by an Attack Action.
Unconscious	You are unconscious . You also suffer the prone Effect and cannot move or perform any Action, including Defense Actions. This Effect ends when you are Stabilized (see Healing).

Inflicting Effects

In some cases, an Effect is automatically inflicted on a character. Some Effects are automatically triggered when certain events, such as reaching 0 HP, occur.

In others, there is a percentage chance the Effect will be inflicted. When an attack, spell, or hazard indicates a percentage chance of an Effect being inflicted, the player or GM should make a percentile roll. If the roll is above the percentage chance, the character is not inflicted with the Effect.

If they roll below, they are.

*Example: An enemy mage hits Kaska with a spell which has a 75% chance of inflicting the **fire** Effect. Kaska's player rolls two d10s for a 3 and a 5, which is 35. That's below the 75% chance, so Kaska is now not only hurt but on **fire**.*

Stun is a special case. If an attack, spell, or ability has a chance of inflicting **stun**, the character must make a Save Check. If they fail, they are inflicted with **stun**.

What About Priests?

Priests in the world of *The Witcher* can also cast magic, usually in the form of invocations. Priests generally believe the gods granted their magic, while mages believe priests are deluding themselves. Priests weren't included in Easy Mode but are available as a Profession in the full game.

The Focus Effect

Weapons or items with the focus effect allow the wielder to lower the Stamina Cost of any spell they cast by the amount listed in parenthesis. This cannot lower the Stamina Cost below 1.

Magic

Ever since the Conjunction of the Spheres, certain people have been born with the capability of tapping into a strange force and bending it to their will. This force, known as the Primal Chaos, is drawn from the four elemental planes that encircle the globe. Those with a strong connection to the Primal Chaos usually receive an education in the methods of utilizing their power and are collectively known as mages, though they might have a variety of other names, such as witch, sorcerer, or magician.

Most magic performed by mages is in the form of spells, a complex binding which draws power from the elemental planes, focuses it through the mage's body, and shapes it into a specific effect.

As part of their training, witchers learn to cast Signs, a less potent and more versatile form of magic. For the purposes of the game, the procedure for casting Signs and spells are the same with one key difference, as noted in the Stamina and Vigor Threshold section.

Casting Spells

A spell can be cast as either an Action or an Extra Action, which means it is possible for a magic user to cast more than one spell in a single round. Checks to cast spells are made using the following formula:

1d10 + Spell Casting Skill Base

If the magic user's player beats their target number, the spell is successful and the effect, as listed in the spell's description, occurs. If the magic user's player does not beat the target number, the spell fails.

Target Numbers

The target number a player must roll against depends upon the type of spell.

- **Direct spells** affect specific targets in an adverse way. Spells marked Direct (Physical) can be defended against using any Defense Action. Otherwise, the specific skill Check needed to defend against the spell is noted.
- **Area spells** fill an area with an effect. Any target in the area when the spell

is cast or who enters the area while the spell is active must make a Skill Check. Spells marked Area (Physical) can be defended against using any Defense Action. Otherwise, the specific Skill Check needed to defend against the spell is noted.

- **Spells with a Defense of none** cannot be defended against in any way. To succeed, the caster only has to make a Spell Casting Skill Check and not roll a 1.

Stamina and Vigor Threshold

Casting spells isn't easy. Mages draw Primal Chaos through their bodies to power a spell and this tires them. Each spell has a Stamina cost. Whenever a magic user casts a spell, they remove a number of points from their STAMINA equal to the spell's Stamina Cost.

There's a limit to how much Primal Chaos a magic user can channel through their body, represented by their Vigor Threshold. If the total Stamina Cost of all the spells cast by the magic user during a single round exceeds their Vigor Threshold, they take damage to their Health Points. A magic user loses 5 HP for every point of total Stamina Cost beyond their Vigor Threshold.

Example: Aislinn has a Vigor Threshold of 5. On her turn, she casts Earthen Spike, which has a Stamina Cost of 5, to attack an enemy. She then spends 3 STAMINA to take an Extra Action and casts Dormyn's Fog, which has a Stamina Cost of 3, to hide herself. The total Stamina Cost of the spells Aislinn cast this round is 8, which is 3 higher than her Vigor Threshold of 5. She takes a total of 15 points of HP damage for channeling too much energy through her body too quickly.

Unlike spells, Signs have a variable Stamina Cost. A witcher can choose to spend between 1 and 7 points of Stamina when casting a Sign. The more STAMINA spent, the stronger the effect.

Range and Duration

All spells have a range of effect and a duration. Unlike a mundane ranged weapon, a spell cannot affect a target beyond its listed range.

Some spells are marked Area. Area spells will either fill a cone with a designated width at its widest point and the caster as an origin point, or it fills a circle with a designated width which centers on a point designated by the caster within the spell's range.

Spells with a duration of immediate take effect right away and then end. Spells with a random duration (for example, 1d10 rounds) require a die roll to determine how long it lasts and end on the end of the magic user's turn on the final round. Spells with a duration of Active require additional STAMINA be spent each round to maintain or else it ends. The STAMINA must be spent at the beginning of the magic user's turn and counts towards the total Stamina Cost when it comes to Vigor Threshold. No other spell can be cast while a magic user is maintain-

ing an Active spell, but it can be dropped at any time without taking an action.

Critical Wounds

Spells with a physical component, such as a spell which sets a target on fire or hits them with shards of earth, can cause Critical Wounds if the Spell Casting Check exceeds the target's Defense Action by a high enough amount (See **Combat**).

Fumbling

If a player rolls a 1 when making a Spell Casting skill Check, the magic user not only fails at casting the spell but suffers harm. The GM should ask the player to make a second d10 roll, then consult the following table and apply an effect based on the result.

Fumble Table

Roll	Effect
1-6	The magic sparks, dealing an amount of HP damage to the magic user equal to the Stamina Cost of the spell. Armor does not negate this damage.
7-9	In addition to the above, the magic user suffers an effect depending on the elemental type of the spell. • Earth: The magic user is stunned. • Air: The magic user is knocked prone and back 2 meters. • Fire: The magic user is set on fire. • Water: The magic user is frozen. • Mixed Element: Roll 1d6. • 1: The earth effect. • 2: The air effect. • 3-5: The fire effect. • 6: The water effect.
10	In addition to the above, there is an explosion of energy outward from the magic user. Anyone within a 2-meter radius also suffers an amount of HP damage equal to the Stamina Cost of the spell to the upper body. Armor does defend against this damage.

Crafting in the Main Game

Because this is Easy Mode, we've simplified the crafting process. In the main game, crafting can be an important and even vital part of any adventure. There are rules for crafting almost any weapon or substance, usually at one third the purchase price of the item. There are also rules for gathering components from the wild using the Wilderness Survival skill to make it even less expensive! Lastly, there's an entire Profession, the Craftsman, dedicated to crafting. While any character with the right skills can craft, Craftsmen receive special perks when making items or mixing substances.

Crafting

Craftsmen are hard-working, and often hard-worked, professionals. All around the Continent, people need things fixed or need someone to build something for them. Armies and villages alike need craftspeople to create weapons, farm tools, jewelry, barrels, alchemical concoctions, and more!

Three Player Characters in Easy Mode possess the necessary skills for crafting. Kaska Torma and Luskar of Hagge each have the Alchemy Skill, which is used for creating alchemical substances and witcher potions, while Ada of Ban Ard has the Crafting Skill, which can be used to create anything from a chair to a sword. The process for using either skill is the same.

Kaska Torma, Luskar of Hagge, and Ada of Ban Ard each start off with a single diagram/formula, all of which are listed below.

Step 1: The Diagram/Formula

For anything a craftsperson can make, there is a diagram or formula which explains the ingredients and method of assembly. The craftsperson must have the proper diagram/

formula in order to make a specific piece of armor, shield, weapon, or alchemical substance.

Step 2 The Components

Wood. Steel. Ghoul liver. All are useful components. Every diagram/formula lists the components needed to make the item in question, as well as how much those components cost.

Step 3: The Check

Once a craftsperson has their components and access to the proper crafting tools, they begin crafting. Each diagram/formula lists how long it takes to craft an item and the DC the player must beat on an Alchemy or Crafting Skill Check. If the player succeeds at their Skill Check, the components are used up and their character has made the item in question. If they fail, the components are still used up, but their character has only created a mess. They can try again, but only after they purchase additional components.

Formulas & Diagrams

Kaska's Formula			
Name	Alchemy DC	Time	Components
Clotting Powder	12	5 Rounds	Aether (x1), Rebis (x1)

Luskar's Formula			
Name	Alchemy DC	Time	Components
Swallow Potion	16	1/2 Hour	Aether (x1), Caelum (x1), Vitriol (x1),

Ada's Diagram			
Name	Alchemy DC	Time	Components
Ammunition, Broadhead (x10)	15	1 Hour	Timber (x1), Iron (x1), Feathers (x1), Sharpening Grit (x1)

GM Advice

When running a *Witcher* game there are a few things to keep in mind to get your players in the right mood. This brief snippet of the Game Master's Guide will give you a few of those basic concepts.

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.

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.

Monster 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.



Still Waters



Verbal Combat In The Full Game

Many aspects of this mission can be resolved non-violently with the use of social skills. In the full version of *The Witcher TRPG* there is an optional set of rules which allow you to turn a simple exchange of die rolls into a pulse pounding verbal combat complete with witty ripostes, compelling arguments, and special abilities to study your opponent or use their weaknesses against them.

A Note On The Scoia'tael

It may sound strange, but a group of Scoia'tael is known as a Commando. This is not a typo.



Background (Read Aloud)

The Temerian capital of Vizima has fallen under a tidal wave of black and gold. You were there. You saw everything. The Black Ones didn't even bother lobbing rotten cows and soldier's heads over the walls. The Nilfgaardian war machine hit the walls of the capital and suddenly everything was blood and steel. Screaming and death. You managed to drag yourself out of that hell and head north. With Nilfgaardian scouting patrols hounding the few survivors of the massacre you've stopped recognizing the deep forest and rural towns you're passing through. Only when you hit the swamp did you realize you were near the Pontar River. Now all that's left is to cross and look for shelter in Redania.

The Rest of the Story

The players are refugees of Temeria. While they might not all be from Temeria originally, they all found themselves in the city of Vizima on the morning of the Nilfgaardian siege. Having escaped with their lives, the players have wound their way up through Temeria and come to the swamps surrounding the Pontar River, which forms a natural boundary between the country of Temeria and the country of Redania. As they head into the swamp and search for a way to ford the river, what they don't know is that not only must they avoid a horde of bloodthirsty drowners, but also a Commando of Scoia'tael. This group of embittered anti-human radicals have been hiding in the swamp, murdering human caravans for the last few weeks.

Setting

The players have entered a swamp on the banks of the Pontar. This is the setting of this entire adventure. A days travel south is open fields, but this area is patrolled by Nilfgaardians. To the north is the Pontar River. This river is wide and fording it at this section is impossible. Swimming across it would be difficult even if it wasn't infested with drowners. To the direct east is a tiny village that a Commando of Scoia'tael have conquered and turned into a camp. This Scoia'tael Camp is surrounding one of the few ferry ports in this section.

The Opposition Will Be

- **Drowners** live in the depths of this stretch of the Pontar River. They are aggressive and when the players attempt to take the ferry across the river they attack. There are a number of drowners equal to the players.
- **Scoia'tael Archers** are holding down camp in a tiny unnamed village on the banks of the Pontar. They are aggressive towards travelers but not outright hostile. There are a number of Scoia'tael Archers equal to the players.
- **Commander Ciara** is the leader of the Scoia'tael encampment. She is a shrewd young elf with a steady temper but a quick blade.

Set Up (Read Aloud)

Finally you can rest easy... Or at least rest... As mosquitoes buzz around your head and shadows move in the underbrush you clamber up onto an island of dry ground on the edge of the Pontar River. It's not large but it'll give you a bit of respite. The Black Ones shouldn't be passing through here. They'll take the clearer routes into Redania once they finish tearing Temeria apart. The question is: How to cross the Pontar? Aside from your island of dry dirt, the ground is all mud and fetid water. Who knows how deep the Pontar is... or what you might encounter crossing it. Maybe there's a ferry still running? A bridge? Something?

The Hook

The players are on the banks of the Pontar River. They are surrounded by swamp on all sides and the sun is starting to go down. See the sidebar, **Conditions in the Swamp** to see what conditions the players must deal with. As the players are investigating the river, a band of Scoia'tael Archers equal to half the

number of players is sneaking up on them. The players can make an Awareness Check against the Scoia'tael's Stealth Check. The GM should make a single Stealth Check, using the Scoia'tael Archer's Stealth base and compare that to each players Awareness Check. Everyone whose Awareness Check total was lower than the Scoia'tael Archer's Stealth Check total is unaware of the Scoia'tael. Any player who beats the Archers' Stealth Check can take one action before the Scoia'tael step to the edge of the clearing and speak. The Scoia'tael are armed but are not acting hostile. If the player characters failed to notice the Scoia'tael, the players are alerted to the them as one hails the party. If there are humans in the party see the Side Bar, **Scoia'tael Aggression**. Otherwise, one of the Scoia'tael Archers says:

Travelers. What brings you to the banks of the Pontar? These swamps are dark and filled with peril.

The Scoia'tael do not immediately meet the players with aggression, even if there is a human among them. However, if the players attack them, the Scoia'tael return fire. In this case go to **Battle on the Banks**. Otherwise go to **Meeting the Scoia'tael**.

Battle on the Banks

If the players have instigated a fight with the Scoia'tael, everyone should roll Initiative and begin the battle. The Scoia'tael know that they are outnumbered and won't fight to the death. After a round of combat the Scoia'tael flee back to the camp. It takes the Scoia'tael 3 rounds to return to the Camp and they spend each round running at full speed. If the players don't kill all members of the Scoia'tael by the third round, the Scoia'tael sound a cry and alert the Scoia'tael Archers in the camp to the players. At this point, the players must fight all the Scoia'tael. As long as Commander Ciara remains alive, the Scoia'tael fight to the death. If Commander Ciara dies, any Scoia'tael brought below half health flee. If the players flee, the Scoia'tael do not chase them into the swamp but rather remain alert. If the players want to head back to the Scoia'tael camp go to **Attacking the Camp** for an overview. If the players manage to kill all the Scoia'tael they are free to loot the Scoia'tael and take the ferry in the camp. Go to **A Ferry Ride**.

Swamp Conditions

When traveling and fighting in swamps or brush, you must keep an eye on the ground around you. You take a Moderate (-3) penalty to Dodge/Escape and Athletics.

Scoia'tael Aggression

The Scoia'tael Archers hate humans. Many of them have been wronged by humans in the past and it has left its mark. Not only do humans take a Moderate (-3) penalty to Charisma, Seduction, Persuasion, and Leadership with the Scoia'tael but the Scoia'tael actively belittle humans, talking over them, calling them *dhòine* (an Elder Speech term for Humans which is used as a racial slur), talking about them as if they aren't there, and threatening them liberally.

A Human Entering the Camp

None of the Scoia'tael are happy to see a human entering their camp. They won't actively attack the human but a DC:10 Awareness or Human Perception Check tells the players that the range of thoughts runs the gambit from: wanting to kill the human to panicking over the possibility that more humans might be around. Either way, the Scoia'tael keep a close eye on the human, lingering nearby and never putting their weapons away.

Awareness Clues

DC	Clue
12	The camp is full of Scoia'tael archers. In total, the players can see a number equal to their number.
14	This camp used to be a small thorp and the players can spot blood splatters and damage on the buildings.
16	On one wall of the fortification the player characters can spot a row of spikes upon which sit skulls clad in various armored helmets.
18	For a brief moment the player can catch a glimpse inside a tent and see two or three wounded Scoia'tael. These Scoia'tael are gravely injured and will not take part in any battle in the camp.

Meeting the Scoia'tael

Assuming the player characters do not attack the Scoia'tael, they speak with the players. This commando isn't particularly interested in random violence and has been raiding human caravans that travel into the swamp. However, they aren't keen on helping the players without gaining something in return. The Scoia'tael Commando needs two things: money to buy supplies and help fixing the gates of the village they are camped out in.

If the players actively ask the Scoia'tael to help them cross the Pontar, the Scoia'tael mention that they have access to a ferry, but they have no interest in letting the players use it. The players can convince the Scoia'tael to consider helping them with Persuasion, Charisma, and Seduction (which the Scoia'tael would defend against with Resist Coercion) or Intimidation (which the Scoia'tael would defend against with Courage). If the players successfully convince the Scoia'tael to consider helping them, the elves suggest a trade, either for money or the repair of the broken gate.

Without a successful Business Check versus the Scoia'tael's Resist Coercion Check, the Scoia'tael do not take a bribe of less than 300 Crowns. With a successful Business Check against the Scoia'tael Archer's Resist Coercion, the Scoia'tael take a bribe of 150 crowns. If the players offer to help fix the gate, the Scoia'tael agree to those terms and take them back to the camp. Go to **The Camp**.

Attacking The Camp

If for some reason, the players decide to attack the camp they have to enter combat with the Scoia'tael. As long as Commander Ciara is alive, the Scoia'tael archers fight to the death. If Commander Ciara dies, any Scoia'tael brought below half health flee. If the players try to sneak into the camp, they must make Stealth Checks against the Awareness Checks of the Scoia'tael archers. During the day, players must maneuver around the camp. If they go out into the center of the camp, they are spotted immediately. At night, the players gain a Moderate (+3) bonus to Stealth and can move through the center of camp unnoticed. If they make it to the ferry, they must make a DC:16 Stealth Check to shove off without alerting the camp. If they fail, combat with the camp of Scoia'tael begins. If the players manage to

shove off stealthily, go to **A Ferry Ride**.

If the players get to the ferry but are under attack from the Scoia'tael, a player can take their action to pull the chain for the ferry. It takes 4 rounds of pulling the chain to get across the river. After one round go to **A Ferry Ride**. Once the drowners start attacking the players, the Scoia'tael cease fire.

The Camp

If the players convinced the Scoia'tael to help them, the players are led back to the camp by the Scoia'tael. Read the following:

After a few minutes trek through swamp and bramble, you come out into a small clearing on the banks of the Pontar. Most of the clearing is surrounded by a crude-looking wooden wall, made from stripped tree trunks and bound together with rope. The wall stands about 8m high and atop it you can see painted elven faces regarding you suspiciously from behind the makeshift parapets. The Scoia'tael lead you around to a gate opposite the water's edge. While it's been propped up, it's easy to see that the gates were heavily damaged and are charred and cracked.

Crossing the threshold of the camp you are met with the eyes of several bedraggled looking elves. Each one is carrying a strung bow and many are fiddling with the fletching of their arrows as they watch you enter.

If there is a human in the party See Side Bar, **A Human Entering Camp**. Otherwise, the scene continues.

As the players travel through the camp, they can make an Awareness Check to spot clues around the camp. The clues the players can be found in the Side Bar, **Awareness Clues**.

If the players bribed the Scoia'tael, they are led through the camp to a rickety looking dock with a damaged but still intact ferry. Go to **The Commander**.

If the players agreed to help fix the gate go to **Fixing the Gate**.

The Commander

The players are brought to the ferry and the Scoia'tael begin preparing it for travel. A few moments after they Scoia'tael begin preparing the ferry Ciara interrupts them. Ciara has recently finished interrogating a human traveler and is suspicious of the players. At her command the Scoia'tael leading

the player stop and she addresses either the player with highest Leadership or the highest Empathy:

Who are you and what are doing in my camp? I have little time for banter and very little patience left for liars.

Commander Ciara is concerned that the players are Nilfgaardian spies. She knows that Nilfgaard is sieging north and they like to send spies ahead to gather intelligence and destabilize the area.

If the players try to lie to Commander Ciara, they must roll a Deceit Check against her Human Perception Check. If she catches the players lying to her about anything, she alerts all the Scoia'tael Archers in the area and gives the players one last chance to tell the truth. If she catches a Human lying to her, combat begins as she immediately draws her Elven Messer.

If the players can persuade Commander Ciara that they are not Nilfgaardian Spies, she lets them be. Move on to **A Ferry Ride**.

Fixing the Gate

The players are given a few makeshift tools and told to fix the gate. Players can make a DC:14 Tactics Check to know that the gate was damaged by bombs. If asked about the bombs, the Scoia'tael tell them (truthfully) that they used bombs they had stolen from a military convoy a few months back to break down the gate and take over the town. With amusement, the Scoia'tael recount how they broke down the gate to find most of the inhabitants already fleeing into the river. None of the townsfolk made it across the river, though. As soon as they got in over their waists the drowners pulled them under.

The Gate has 3 major problems left:

- The hinge on the left door has been bent and battered out of shape. To fix this requires a Crafting Check at a DC:16.
- The right door has a split all the way

down it which need to be shored up with a crossbar. This requires a DC:15 Physique Check to push the piece back into place and a DC:13 Crafting Check to set the crossbar.

- Fire has weakened a large section of the left door. It either needs to be reinforced with a compound created by a DC:15 Alchemy Check or shored up with scrap wood by a DC:15 Crafting Check.

Upon fixing the Gate, the players are taken to the ferry. Go to **The Commander**.

A Ferry Ride

If the players worked with the Scoia'tael, one of the Scoia'tael archers begins pulling the ferry's chain to move it across the river. If the players stole the ferry, a player can take their Action to pull the chain for the ferry. It takes 4 rounds of pulling the chain to get across the river. On the first round that the ferry is making its way across the river, have the players make an Awareness Check against the Stealth Check of the drowners. If a player succeeds, they are aware of the drowners' ambush before it happens. A number of drowners equal to the players burst up out of the water and attack the players. If they agreed to help, the Scoia'tael continue to pull the chain, moving the ferry across the river and after another 3 rounds, the ferry reaches the other side of the Pontar. If, by some chance, someone winds up in the water, see the Side Bar, **Combat In The Water**.

Across the River

Having made it across the river, the players can continue their path into Redania to try and seek shelter from the Nilfgaardian War Machine. Read the following:

As the river disappears into the distance behind you, you can see the forests of Redania spreading out before you. It'll be another few days before you can find a town, but the hard part is over and, for now, the warfront is far behind you

Combat in the Water

Characters who fall into the water take a Moderate (-3) penalty to Attack and Defense Actions and can only move as far as their Leap value with a movement action.

Fleeing Into The Forest

If the players reach the banks of the other side of the Pontar, the drowners will only pursue for one round. The terrain on the other side of the river is the same as the swampy terrain on the south side.

Map



Commander Ciara

Type	Humanoid (Elf)
------	----------------

INT	6	VIGOR	0
REF	8	SAVE	7
DEX	9	LEAP	3
BODY	7	HP	35
SPD	6	STA	35
EMP	5	REC	7
CRA	5		
WILL	7		
LUCK	0		

Skill Bases	
Archery (15)	Resist Coercion (14)
Athletics (16)	Resist Magic (13)
Awareness (15)	Small Blades (14)
Brawling (12)	Stealth (16)
Courage (16)	Swordsmanship (16)
Dodge/Escape (15)	Wilderness Survival (16)
Endurance (14)	Leadership (14)

Weapons				
Name	ROF	WA	DMG	Effect
Punch	2	+0	1d6+2	Non-Lethal
Kick	2	+0	1d6+6	Non-Lethal
Dagger	2	+0	1d6+2	—
Elven Messer	2	+2	3d6+6	—
Longbow	1	+0	4d6	Range: 200m

Vulnerability
Hanged Man's Venom Commander Ciara takes extra damage from weapons coated in Hanged Man's Venom.

Abilities	
Artistic Elves have a natural eye for beauty and a talent for artistic endeavours. Elves gain an inherent +1 to their Fine Arts Skill Base.	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 Base and can draw and string a bow without taking an Action.
Natural Attunement Elves do not disturb animals, meaning that any beast they encounter is considered friendly and will not attack unless provoked.	

Health	
35	
Stamina	
35	

Armor Values		
Head	5	
Upper Body	5	
Lower Body	5	

Armor
Double Woven Hood
Aedirnian Gambeson
Padded Trousers

Possessions

Item Name	Effect
45 Crowns	Crowns are the primary currency in <i>The Witcher TRPG</i> .
Arrows (x30)	Arrows are used as ammunition for the Long Bow.
Dice Poker Board	A dice poker board is a gambling game.
Elven Burrowers (x10)	Elven Burrowers are a special type of ammunition for bows. When an Elven Burrower does damage to a target, that target is inflicted with the bleeding condition. Additionally, the head of the arrow remains in the wound and can only be removed with a DC:16 First Aid (or Healing Hands) Check. Until, the arrow head is removed the bleeding condition cannot be stopped.
Flask of Spirits (x1)	This flask contains triple-distilled dwarven spirits.
Lute	A Lute is stringed instrument that can be played with two hands.
Satchel	This satchel holds all of her possessions.

Background

Commander Ciara is a relatively young elf from the heart of Redania, one of the Northern Kingdoms. When she was a child, the all-pervading racism of the Northern Kingdoms lead to the death of Ciara's father and the exile of her surviving family. Thrust into the wilderness and forced to learn to survive, Ciara became a hardened killer, murdering and extorting local villages to pay for food and supplies. One thing led to another and Ciara wound up working with the Scoia'tael, leading assaults on human settlements and hunting village folk for sport.

Recently though, Ciara has been tempered by a powerful realization that no matter how many humans she kills it still won't return her people to their position of power and it won't bring back the friends she has lost. After a particularly bloody battle with Redania's special forces, the Redanian Reds, Ciara has called her Commando back to the village on the banks of the Pontar to recover and rethink their next move.

By now, Ciara is less interested in bringing down their human oppressors and more interested in keeping her Commando safe. Especially with Nilfgaard moving north.

Possessions

Name	Effect
1d10 Crowns	Crowns are the primary currency in <i>The Witcher TRPG</i> .
Arrows (x30)	Arrows are used as ammunition for the Long Bow.
Elven Burrowers (x10)	Elven Burrowers are a special type of ammunition for bows. When an Elven Burrower does damage to a target, that target is inflicted with the bleeding condition. Additionally, the head of the arrow remains in the wound and can only be removed with a DC:16 First Aid (or Healing Hands) Check. Until, the arrow head is removed the bleeding condition cannot be stopped.

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.

Scoia'tael Archer

Type	Humanoid (Elf)
------	----------------

INT	4
REF	6
DEX	7
BODY	5
SPD	7
EMP	3
CRA	4
WILL	6
LUCK	0

VIGOR	0
SAVE	5
LEAP	4
HP	25
STA	25
REC	5

Health	
25	
Stamina	
25	

Armor Values		
Head	5	
Upper Body	5	
Lower Body	5	

Armor	
Double Woven Hood	
Aedirnian Gambeson	
Padded Trousers	

Skill Bases	
Athletics (14)	Resist Coercion (10)
Archery (15)	Resist Magic (10)
Awareness (13)	Small Blades (12)
Brawling (10)	Stealth (15)
Courage (12)	Swordsmanship (12)
Dodge/Escape (13)	Wilderness Survival (14)
Endurance (12)	

Weapons				
Name	ROF	WA	DMG	Effect
Punch	1	+0	1d6	Non-Lethal
Kick	1	+0	1d6+4	Non-Lethal
Dagger	1	+0	1d6	—
Hunter's Falchion	1	+0	3d6	—
Long Bow	1	+0	4d6	Range: 200m
Throwing Knives (x3)	1	+0	1d6	Range:20m

Vulnerability
Hanged Man's Venom Scoia'tael Archers take extra damage from weapons coated in Hanged Man's Venom.

Ability
Ambush Specialist When making a Stealth Check to hide from targets, Scoia'tael Archers use the highest Stealth Check amongst all of them. This Check counts for the whole group.

Drowner

Type	Necrophage
------	------------

INT	1	VIGOR	0
REF	7	SAVE	5
DEX	7	LEAP	3
BODY	6	HP	25
SPD	6	STA	25
EMP	1	REC	5
CRA	1		
WILL	4		
LUCK	0		

Skill Bases	
Athletics (13)	Endurance (12)
Awareness (15)	Melee (13)
Brawling (13)	Resist Magic (8)
Courage (12)	Stealth (12)
Dodge/Escape (12)	Wilderness Survival (13)

Weapons				
Name	ROF	WA	DMG	Effect
Claws	1	+0	3d6	—

Vulnerabilities	
Necrophage Oil Drowners take extra damage from weapons coated in Necrophage Oil.	Fire Vulnerability Drowners are vulnerable to fire damage. This includes 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.	Impenetrably Dim Drowners are so unintelligent that they are immune to any magic that affects thoughts or emotions.

Health	
25	
Stamina	
25	

Armor Values		
Head	0	
Upper Body	0	
Lower Body	0	

Armor	
—	
—	
—	

Loot

Name	Uses
Drowner Brains (x1)	Drowner Brain contains one unit of Rebis.
Drowner Tongue (x1)	Drowner Tongue contains one unit of Caelum.
Essence of Water (x1d6/2)	Essence of Water contains one unit of Hydragenum.

Witcher Knowledge (Monster Lore 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).

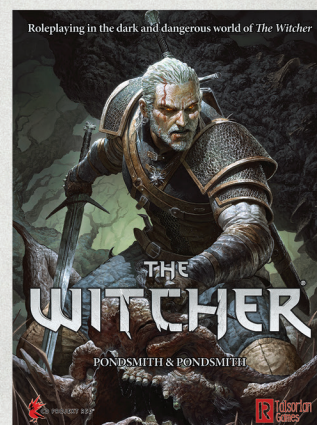
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