

Roleplaying in the dark and dangerous world of
The Witcher

THE WITCHER

PONDSMITH & PONDSMITH



CD PROJEKT RED



Talsorian
Games

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The World of the Witcher

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

—Andrzej Sapkowski, The Last Wish



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

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

In the cities, the poor 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 will continue feeding the fire 'til their last dying breath. There are no heroes, only people.

Whether you're a hard-bitten mercenary who lives from job to job never asking questions, or an idealistic bard traveling the land to spread some cheer and revelry in these dark

days, you must fight if you want to survive in a world determined to break you. Though happy endings are rare, the darkness makes the joyful moments all the sweeter, and companionship is one of the greatest treasures that you can attain. For better or worse, this is your world.

Dark Fantasy, Witcher Style

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