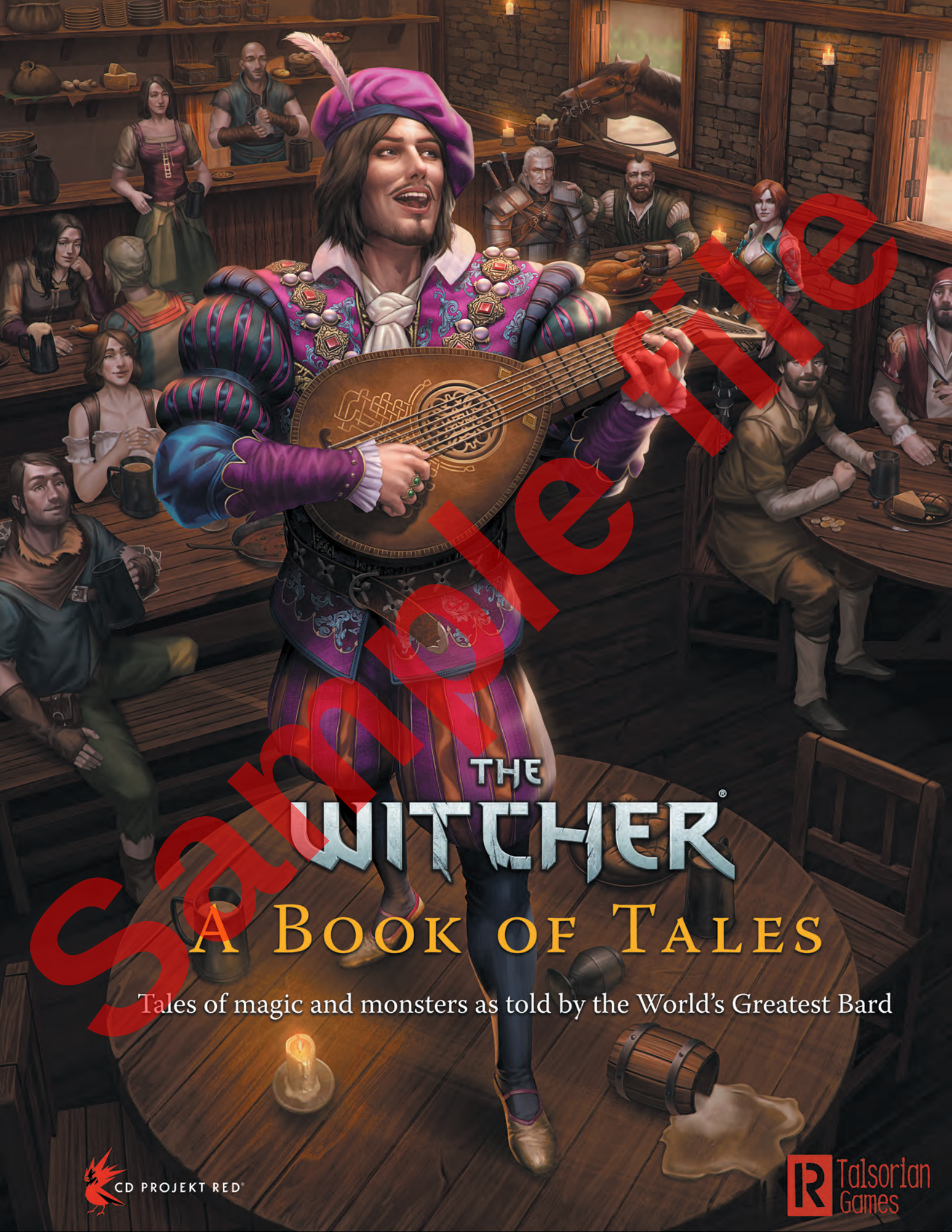




THE
WITCHER
A BOOK OF TALES

Tales of magic and monsters as told by the World's Greatest Bard

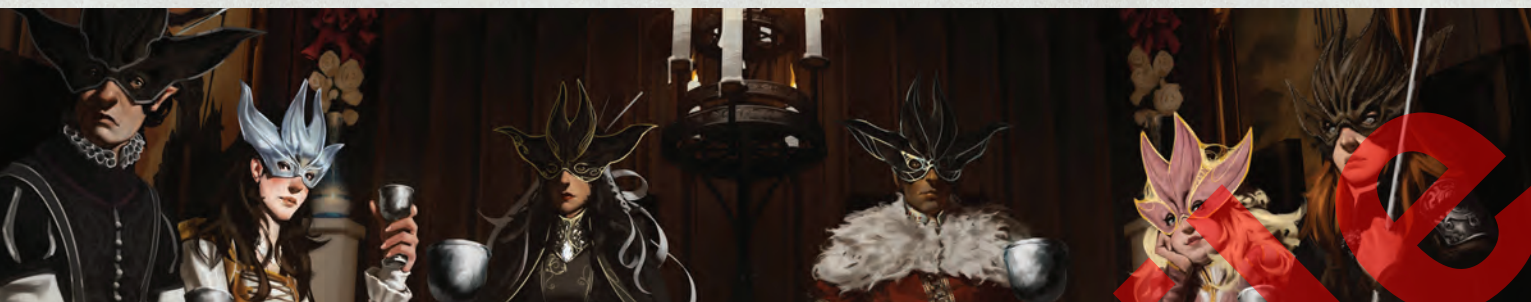


CD PROJEKT RED



Talsorian
Games





Cast & Crew

Writing & Design

James Hutt
Linda Evans
Sara Thompson
Cody Pondsmith

Cover

Bad Moon Art

Illustration

Agus SW
Anna Podedworna
Araire
Alberto Bontempi
Bad Moon Art Studio
Bartłomiej Gaweł
Neil Branquinho
Kai Carpenter
Manuel Castañón
Justine Cruz
Matt DeMino
Dendy
Martina Fačková
Shen Fei
Siba Gasser
J Gray
Jonathan Guzi

Maksym Harahulin
Dani Hartel
James Hutt
Marek Madej
Monika Zawistowska
Adrian Marc
Jeffrey R McDonald
Robson Michel
Allen Morris Art
Anna Orlova (SpaceLaika)
Mikhail Palamarchuk
Cody Pondsmith
Brian Adriel
Christ Adiel Then
Claudio Pozas
Sherbakov Stanislav
Sebastian Szmyd
Yama Orce

Art Direction

Jaye Kovach

Layout Design

Cris Viana
J Gray

Typography

Cris Viana

Editing

Carol Darnell
Matt Click
Francesco Castelli
Marco Munari

Playtesters

Aaron Burdett
Alex Thompson
Caitlin Murphy
Craig "Wuruhi" Hyder
Dagmara Bohdana Wojtczak
Dan "F00d4Th0ught"
Richardson
Daniel Jedrychowski
Darcy Hilton
Deirdre Donlon
Grace Carey
James "ELH" Adams
Jared Barnes
Jason Rand
Jasper Djman-king
Jay Jasti
Jilian Wagner
Justin Musser
Karl Warlow
Kelli "The Opera Geek"

Butler

Kevin Diehl
Kimberlee "Bugs" Walters
Kylie Douglass
Lawrence Astill
Leon "LeotheDino" Mendez
Linda "Druttercup" Evans
Matt "Sir Fluffles" Carroll
Michael Carey
Naomi Calhoun
Nicole Walters
Paul Khalifé
Rebecca Wagner
Riccardo Allegretti
Roxanne Phan
Sara Thompson
Shu Qing Tan
Simon "WanderingDM"
Goudreault
Thomas McNerney
Victor Cristool
Wheelhouse

Special Thanks to

Franciszek Rożnowicz
Jan Rosner
Luigi Annicchiarico

Talsorian Games

P.O.Box 82922, Kenmore, WA USA 98028

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Book of Tales

Dear Reader,

In my travels as a wandering poet, I have experienced much more than any one's fair share of excitement. Indeed, like beauty, it cannot hide from me. Often, I am called upon to recount adventures which do not appear in my popular ballads, to satisfy an audience's craving for novel amusement.

In the same spirit in which I always oblige them, I have decided to catalog some of these tales, so they might reach further than my lungs allow. You may consider this book of tales an addendum to *The Adversities of Loving and Time of the Moon*.

These stories span the entire Continent, from the icy mountains of Kovir and Poviss to as far south into Nilfgaard as Ebbing. They concern thieves, assassins in the night, monsters of frightening proportions, deadly duels, and the hands of maidens fair.

You might expect me here to quell any fears that these dangers did ever walk these lands, to claim them as mere fantasy, to soothe you. I will do no such thing. All that I write here has transpired.

On my honor as a bard, I pledge it so.

— Dandelion

Viscount de Lettenhove

Master of the Seven Liberal Arts



Greetings, Gamemaster, and welcome to Book of Tales, the first adventure book for *The Witcher TRPG*. This is an expansion to *The Witcher TRPG* Core Book, which you also need to play. This book contains six dark fantasy adventures to run with your group, complete with new monsters, helpful maps, and illustrations to bring the Continent to life for your group. Your players will also enjoy the new player content in this book, which includes new weapons, spells, and playable races, in addition to rules for ice skating and aardvark fighting. Much of the new player content makes its appearance in the adventures, so we've also compiled it all together safely in the back of the book so they may go over it without spoiling any surprises you have in store for them.

We salute you, Gamemaster. You are the final bearer of responsibility for your party's enjoyment. You know what works for them, what they can handle, and when to turn up the heat. We welcome you to take these adventures and make them your own. The following are summaries of the six adventures in this book, along with guidance for the types of parties toward which they are geared, and how you might connect them together in a larger campaign.

Combat Difficulty & Adventure Complexity

The difficulty of combat encounters in these adventures are tuned for groups of four players. If you have more than one witcher in your four-player party, or have more than four players, you might want to increase the difficulty of combat encounters. Additionally, the further south your players travel for each of these adventures, the more challenging the difficulty of combat encounters becomes. Adventure complexity has been designed to alternate between complex adventures and more straightforward ones as the players travel south, to keep things fresh.

The Six Tales



Underneath the Ice 7

A straightforward monster hunt in the mountains of Kovir and Poviss, designed as a great first session for a larger campaign. Any party will feel at home here, but a sorceress will find a particularly warm welcome.



In the Alderwood 25

A seemingly straightforward monster hunt in Kaedwen which quickly goes off the rails and can end in tragedy. A party with an inclination for social encounters and roleplaying will love it.



Stone Cold Lies 49

Traveling to Mahakam for the beloved Ale Festival, the party is called upon to investigate a murder. Any party will feel at home here.



Murder in Maribor 71

To destroy a death cult menacing Nilfgaardian-occupied Maribor, the party must fight through a monster-riddled sewer. Players who love combat will eat their fill here.



Enter the Fighting Pits 95

Seduced by the prospect of winning, the party enters a tournament in Ebbing hosted by a group of masked wealthy Nilfgaardians who love betting on life and death. A party fond of meeting interesting characters will love it.



The Maiden Surrounded by Butterflies 137

In the fairytale land of Toussaint, the party is paid handsomely to protect a handsome knight in his quest to rescue a princess from a tower — a situation which quickly turns hairy. This adventure has a little bit of everything, and its conclusion is final enough to be the end of a larger campaign.

Running Book of Tales as a Larger Campaign

These six adventures can be played as a larger campaign. To do so, start your party with Underneath the Ice in the northernmost point of the continent in Kovir and Poviss. Use the party at the end of the adventure to hook them into In the Alderwood, by having a mage with a prosthetic leg named Barend Anselberg feed them a rumor about a magical disturbance in the Alderwood. After the adventure, the players find themselves near Mahakam, and who wouldn't want to go to the Ale Festival? This desire hooks them into Stone Cold Lies, after which a courier delivers a message from Alwyn de Claremont, the Quartermaster in Nilfgaardian-occupied Maribor, who has heard of the player's penchant for problem-solving and would like to hire them to solve a problem in Murder in Maribor. After the adventure, the players learn of a lucrative tournament in Ebbing. Following the promise of riches, the party heads south to Ebbing in Enter the Fighting Pits. After their victory, the master swordsman with whom they win a lesson, Jean-Lucas de Beaumanoir, introduces them to Rafael de Surmann, the Ducal Camerlengo of Toussaint, who hires them to protect his son during his knightly quest in The Maiden Surrounded by Butterflies. This ends the larger campaign cleanly, complete with a fairytale ending.

Underneath the Ice



If Playing the Larger Campaign...

This is the first adventure in the Larger Campaign. The hike up to Highwatch is a great place for your Players to introduce their characters. How long have they all known each other? What is their reason for adventuring together?

Background (Read Aloud)

Way up north in the mountains of Kovir & Poviss, the wind whips whorls of powdered white as it blows across the snowdrifts that bank your neat, magically cleared path. Perched on a ridge above you is an imposing stone structure gleaming in

the afternoon sun, which you know to be Highwatch, home apparent to the High Mountain Society of Sorceresses. You know this because you've been summoned to solve a nebulous urgent matter by one of these sorceresses by the name of Louise van Adelaide. Judging by her note, she seemed rather upset, so tread lightly.

The Rest of the Story

Louise's crisis is one of party planning, the delay of a critical natural ice shipment, meant for a recruitment party for sorceress alumni of Aretuza, which takes place in seven days. The High Mountain Society of Sorceresses currently only

has three members — Louise van Adelaide, Clarisse de Claudine, and Catrin Preece — so bringing on new members is their chief concern. Magical ice would impart an unwanted taste to the drinks, which would embarrass the budding society in front of potential new members, something they wish to avoid at all costs. Recently, a young man named Olgar, hailing from the village with whom the High Mountain Society has a contract out to produce ice, arrived empty-handed at Highwatch with nothing but excuses about a four-legged monster prowling the lake, making ice-cutting impossible.

Louise and the rest of the Society expect the monster in question to be a Warg, as the nearby mountain range is known for its considerable wolf population. What they don't know is that monster is no mere Warg, but a cursed one that seeks revenge on one of the village's inhabitants, Henrick, from its lair underneath the ice.

Setting

The players, from arriving at Highwatch in the Dragon Mountains in Kovir & Poviss, are on a seven-day time limit to trek up to the ice-cutting village and return with a massive block of ice from Lake Tankred, each direction of which is a day's journey by way of a barely marked hinterland trail.

When they make their way to the ice-cutting village, the players discover the story behind the curse, leading them to the climax, a showdown with the cursed one itself atop the frozen lake.

Forces

This adventure can be run with up to six players. Sorceresses who are alumni of Aretuza will find a particularly warm welcome. Remember that the enemies you deploy should reflect the number of your players.

The Opposition Will Be

Wolves hunt the hinterland trail between Highwatch and the ice-cutting village. Players will run into either one or two packs of wolves, each equal in number to the players plus two.

The Beast of Lake Tankred is the most fearsome monster the players will encounter; they might choose to fight it atop the frozen Lake Tankred or lure it into a fight on the lake's shore. See the **stat block** at the back of the adventure for its stats.

Set Up (Read Aloud)

The entrance to Highwatch is carved with flowing lines broken by the occasional triangular symbol, a symbol which anyone with a shred of magical aptitude would recognize as the sign of

Aard. This pattern of lines is cast down onto the door from the balcony above you and continues onto the steps on which you walk. The double doors open to reveal Louise van Adelaide, a distraught blonde sorceress. Behind her stretches a ballroom large enough to entertain thirty or more, at the back of which rises an impressive grand staircase. She speaks:

"You are on time, but only barely. Come in and warm yourselves. We will discuss the matter at-hand when you have had an hour to shake off your travels. You will be on your way again shortly, so it is unnecessary for you to unpack. Please also avail yourselves of the washroom. Your boots go to my right. If you have neglected to pack slippers, you will find some for borrowing in the basket beneath the coat rack to my left. In the meantime, I have other things to attend to. Farewell."

Hook

The party is left alone in the entryway of Highwatch. Use this opportunity to introduce the two other members of the High Mountain Society of Sorceresses, Clarisse de Claudine and Catrin Preece. Of the two, Clarisse readily engages members of the party with magical aptitude in a conversation about their magical schooling, especially any that have high reputation in Kovir & Poviss, or alumni of Aretuza. Clarisse prefers to talk about alchemy. Catrin Preece listens in on any conversation that Clarisse starts with the players, agreeing with her when necessary. Both sorceresses remark how excited they are for the party at Highwatch in seven days, and brag about its incredible guest list of sorceresses.

If any member of the party is an alumni of Aretuza, Catrin invites them and their plus-one to the event. If asked, neither Clarisse nor Catrin know why Louise summoned you to Highwatch, except that it is probably related to party planning, as she is charge of that. When you need to move the party along, have Louise return, and launch into a speech meant for the players. As Louise comes down the stairs, she gestures to Clarisse and Catrin, who excuse themselves and climb staircase, leaving her alone with the party:

"Let us get to the matter at hand. Our society is hosting a party for the most distinguished sorceresses in only seven days. Everything must be perfect, and so my fellow members have trusted me to plan it so. You are here to solve the one problem that I have no desire to solve myself. To the north there is an ice-cutting village on the shores of Lake Tankred, which I had paid to deliver a block of natural ice from its waters. Last night, a boy, Olgar, from the village arrived at Highwatch empty handed, claiming that a four legged monster had scared off the temporary workforce and made ice-cutting impossible. We've boarded him in the basement, guaranteeing his father will make good on the contract and



prove no impediment to you. For this you will be paid. 50 Bizant. A fair sum to pay to kill a simple Warg and return with a block of ice. Within seven days. Arrive late and there is no pay for you. It is a mere day's journey by foot to the lake. The boy was carrying a map, although it is a tad smudged in the middle, perhaps it will help. Here."

Development

Your players might want to talk to Olgar to gather more information. If they don't, go to **Cliffhanger (Blizzard)**.

As your players descend the stairs into the basement of Highwatch, they hear Olgar snoring. He wakes when the players enter the store-room where he was napping on a stack of surplus mattresses, crumbs stuck to his face.

He asks the party to let his father Yongar know that he is okay. He refuses to leave if freed, initially claiming to fear the retribution of the sorceresses, then claiming his stay is voluntary.

If he is pushed, however, he reveals that Clarisse is using him to test finger foods for the party, rich food that he's never tasted before, so he'd prefer to stay for the moment. If asked, Olgar offers to fill in the smudged map and provides his account:

"Monster came out from under the ice during the first night shift and killed the cutter boys we had hired for the season — father says it dragged them under the ice. I didn't see it so well, father sent me to get help, but it wasn't no wolf like the blond woman thinks. Wolf won't swim in this cold unless it's necessary. And they never hunt alone. I wouldn't venture onto the lake if I were you."



Olgar

Negotiations

A player can attempt to negotiate with Louise to increase their pay.

Mentioning information learned from Olgar increases their roll by 2.

Persuasion or Business

Total	Result
10	62 Bizant
14	65 Bizant
18	70 Bizant
20	75 Bizant

Currency Exchange

Kovir & Poviss use the Bizant as currency. One Bizant is equal to four Redanian Crowns.

Snow & Ice

Snow and Ice are a benefit and a hindrance. When tracking in the snow you gain a +3 to Wilderness Survival to follow recent tracks, but a -3 to follow old tracks. When fighting on snow and ice you must make a **DC:14 Athletics** check after running or attacking to stay standing. If naked or lightly clothed in icy conditions, you can survive without shelter for a number of hours equal to your Stun. After that time has elapsed you enter Death State.