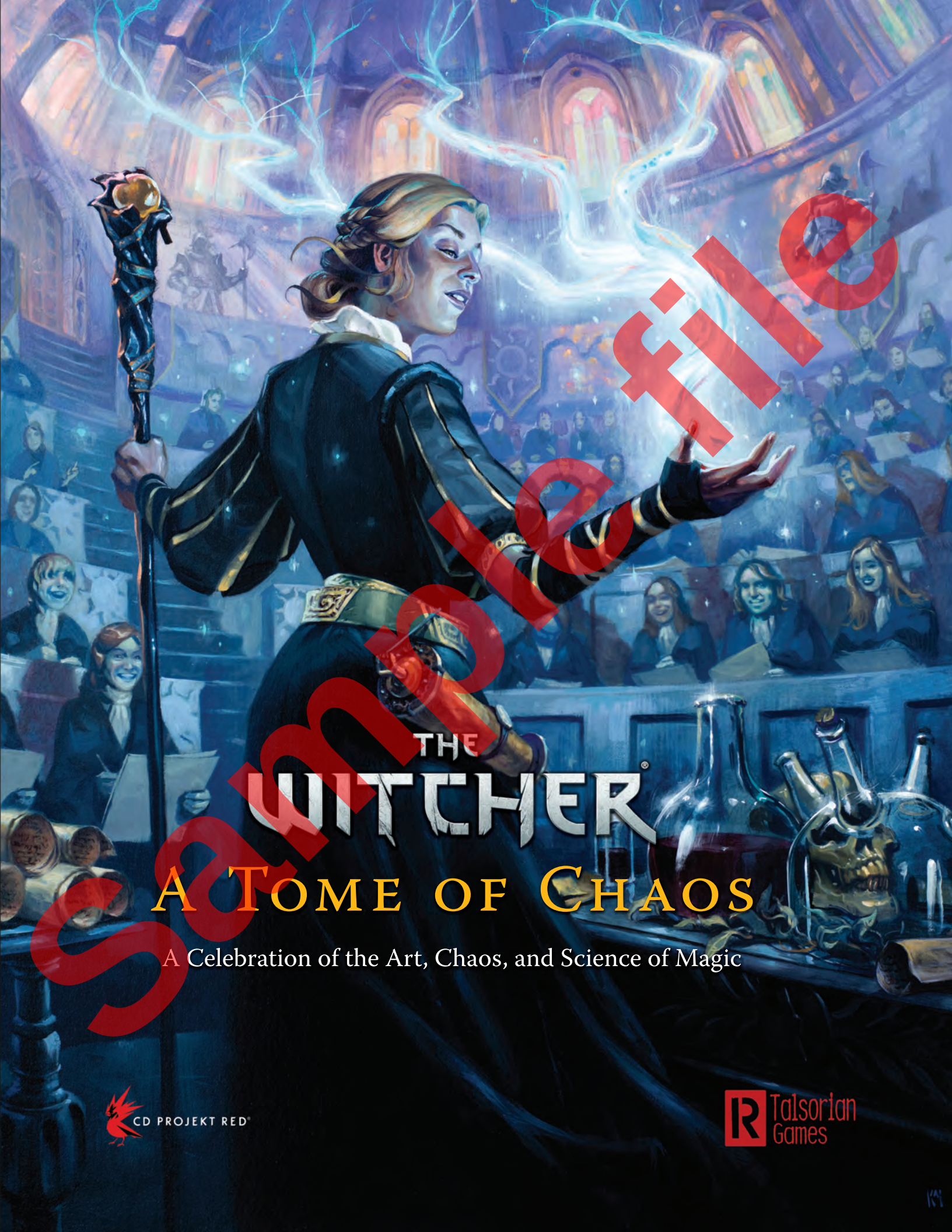
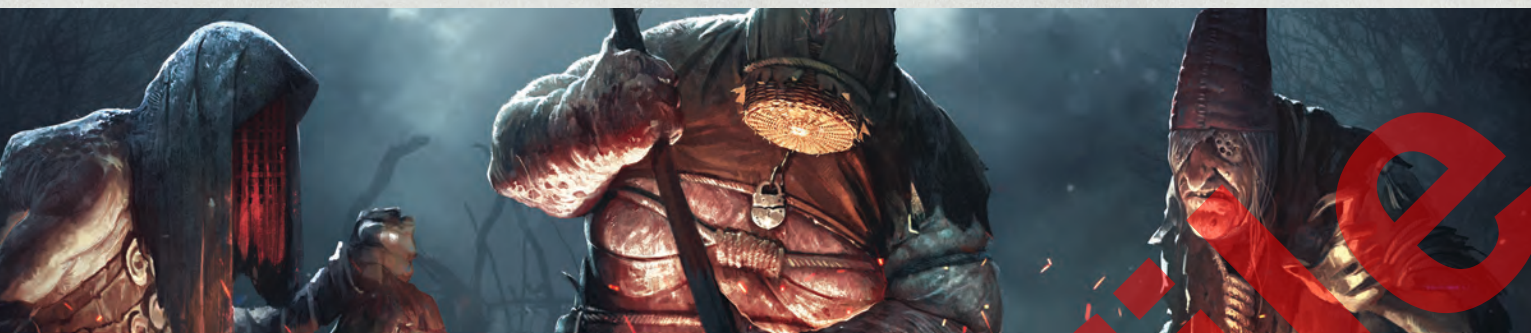




THE
WITCHER
A TOME OF CHAOS

A Celebration of the Art, Chaos, and Science of Magic





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WI11051 978-1-950911-22-6

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Compiling a Tome

“Ban Ard has proven a haven for a sorceress who’s repudiated her homeland. I can argue academic minutiae with Brandon of Oxenfurt one day, then spend the evening with cups of wine hearing the doings of the world as filtered through Merchant Kazmer’s eyes. One should never ignore an opportunity to learn.”

—Glynnis var Treharne



You may be wondering how I, Brandon of Oxenfurt, renowned historian, have come to write the tome you hold in your hands—a tome concerning magic in all its forms, a subject some might consider dangerous knowledge for the average reader. The quest for knowledge sends one down all manner of dark and twisting corridors. But in the end, I have survived the journey and returned to bring this knowledge to you. And besides, a friend of mine suggested that if I didn’t write it, a sorceress might, and one can only guess how that would come out!

One blustery day, I opened my door to find Rodolf, my old friend (who you may remember from our discovery and publication of the personal journal of Erland of Larvik). He was excited about something but seemed hesitant to divulge it. I plied him with the contents of my liquor cabinet, and it loosened his tongue a bit. He said there was someone I should meet—someone who, were I to collaborate with them (as I had with him), might bring me fame and perhaps some money. I glimpsed one of those aforementioned corridors stretching out before me.

“But you must come with me to Ban Ard,” Rodolf said with his trademark grin.

I glanced out the window with a sigh. “Can it not wait until Spring?”

“No, you old fool! We must be on our way immediately,” or something to that effect.

I gathered a few meager belongings and a great deal of paper, pens, and ink. Rodolf had brought his wagon, of course, brimming with unlikely things to sell along the way. I commented that he may not find much business with the bears and wolves who would no doubt be our primary company along the long, snowy road to Ban Ard. I should have been more tactful—were it not for the pickling salts, wolverine hides, and cooper’s hammer, ours would have been a much shorter story indeed.

I will leave the sordid details of our long trip for another time, but we did finally arrive at Ban Ard with all extremities intact (if slightly blue). From there, we went directly to the boy’s school of magic. I thought perhaps some crusty old mage wanted to leave a legacy of magic behind. But imagine instead that the person I was to meet was elven, Nilfgaardian, female, and a sorceress. I can’t imagine anyone I would trust less. And yet she didn’t have the arrogance of most elves, nor the unimaginative nature of a Nilfgaardian, nor the flighty, self-indulgent nature of most women. And, well, you know how most sorceresses are—superior, scheming, always looking to start a conspiratorial cabal, unwilling to let magic knowledge creep from their grasp. Thus, I was introduced to Glynnis var Treharne, a former director of magic at Gweison Haul. In a level way, she explained that, while she wished no harm on Nilfgaard, neither could she tolerate their systems of oppression nor endorse their expansionist policies, fearing that victory in the North would not end aggression but encourage the army to seek new targets. Unfortunately, due to the cloistered status of mages in the South, Glynnis had few options in her current position, nor could she teach her students anything beyond the controlled status of magic. She felt that, were the knowledge of magic made more accessible, then perhaps its study might be less stringent in the South, and knowledge could be brought to shore up the weakened nations of the North. But mostly, when she spoke of bringing all magical knowledge, from the North and the South, together in one volume, I glimpsed a light in her eyes that I understood immediately.

Beyond politics, Glynnis is a scholar—and I have great admiration for the difficult and dangerous path she walks. She will no doubt be outlawed in her homeland. I asked her why she had not sought out the sorceresses of the North. She said she knew them only by reputation. That was enough for me.

And so, we started out on an overwhelmingly large project. We have tried to encompass as much verifiable magical knowledge as possible. When one of us lost faith, the other reawakened their determination. Many, many people have helped us through firsthand observations, or the loan of many excellent but forgotten tomes of magic. Read on and learn, as I did.

-Brandon of Oxenfurt

The Contents of the Tome

Within the pages of A Tome of Chaos you will find many exciting options for the magically inclined player or the devious Game Master. The many spells, invocations, rituals, hexes, alternate rules, and monsters presented in A Tome of Chaos are designed to work hand in hand with the material in the Witcher TRPG Core Book, adding both danger and excitement to your gameplay. Across these nine chapters, you'll find:

Mages

Often considered the most powerful wielders of Chaos, mages occupy a strange niche across the Continent, ranging from almost equal to the aristocracy in the North to useful tools in the South. We'll take a deeper look at the training of mages in the various regions of the Continent, how the cultures and societies of the Continent view them, and what the future holds now that the North is no longer safe. Additionally, you'll find a whole custom Lifepath designed to emulate the long, sordid lives of sorcerers and sorceresses. With it, you can discover how your magic manifested, how your loved ones reacted, and the nature of your training.

Priests

More widely accepted by the world at large, priests often serve as community leaders, wielding magic bestowed on them by a power beyond mortal comprehension. The truth of priestly magic may be a hot topic of debate among magical scholars—but the people believe it, nevertheless. We'll look at how priests interact with their followers, how their treatment differs from mages, and how their magic manifests. Additionally, we'll take a deeper look at the six largest religions on the Continent, along with eight of the less popular or prevalent religions which still pervade certain regions of the world.

Druids

Often overlooked beside the more visible mages and priests, druids nevertheless play a vital role in the magical landscape of the Continent. From their duties as keepers of balance to the nature of their primal magic, we'll discover what makes a druid tick. You'll learn about the tenuous balance of the natural and unnatural upon the Continent, what druids do to keep that bal-

ance, and how the world interacts with these oft misunderstood shepherds. Additionally, we'll take a deeper look at the six largest druid circles on the Continent with information concerning their practices and culture.

The Magical Mundane

Below the more powerful mages, priests, and druids exist a cast of magical individuals ignored by magical society at large: the majority of magic users, capable of only a single magical effect. In this chapter you'll find rules for giving your character a magical gift.

Magic Compiled

A Tome of Chaos' bread and butter is new magic for all types of magic users. In this chapter you'll find spells, invocations, signs, rituals, and hexes compiled into a comprehensive list of new magic from which to learn.

Magical Marketplace

Across the Continent, magical items are rare and often falsified—but when you can get your hands on real magic, it can make a real difference. In this chapter you'll find a wealth of magic items, as well as runewords and magical trophies.

The Dark Arts

Certain magic is too dangerous to be used by any mage. These forbidden magics were locked away by the Council of Mages so that they couldn't ruin the reputation of mages and wreak havoc. In this chapter we'll explain the three most prevalent forms of forbidden magic—necromancy, goetia, and mutation—and provide rules for unleashing them upon the world.

Magical Society

Despite their many feuds and foibles, most mages are in some way bound by their connection to Chaos. This has led to a large and interconnected web of alliances and interactions referred to as Magical Society. In this chapter you'll meet a number of members of that magical society to acts as allies, villains, or mentors in your campaigns.

Adventure

Finally, with a host of knowledge under your belt, embark on an adventure to the dark depths of goetic practice. "A Binding Clause" is an adventure designed to be played with up to six players that shows the dangers of making deals with devils.

But first, we should begin by diving into the fundamentals of magic: the crisscrossing web of dimensional intersections that form the backbone of magic in the Continent.



Ley Lines

"Those not attuned to chaos are quick to label magic as 'the other.' A force that exists completely separate from the natural world and, with its alien nature, cannot be trusted. But the matter is not quite so black and white. Magic permeates the land we walk on and the pathways it follows form a complicated web of beauty that could only be brought about by magic."

—Glynnis var Treharne

Ley Lines are invisible semi-physical pathways of magic that crisscross the world. Where these lines converge, the forces of magic are most powerful. Ancient elves built standing stones at these intersections, which came to be known as Places of Power. Though individual Ley Lines are bountiful sources of magic, most magic users focus entirely on Places of Power.. Largely, this is because tapping a Ley Line is inherently less controlled than using a Place of Power. A Ley Line can be drawn on by mages, priests, and druids alike to empower their magic—but if drawn on improperly or overdrawn, they are far more dangerous. One must also know how each element of magic functions to know what to expect from a Ley Line. Each Ley Line is linked to a specific element of magic and each behaves differently.

How Do You Find Ley Lines?

Despite being around six meters wide and spanning hundreds of miles, Ley Lines are difficult to detect due to their invisible, intangible state. Luckily, there are two surefire ways to find a Ley Line for the observant magic user. Firstly, a magic user can search for the Ley Line's magical signature.

Each Ley Line radiates a magical signature which can be sensed by anything that is capable of sensing magic. Any character attuned to magic (with a Vigor Score) gets a cramp in their ring finger when within 10 meters of one. If a Mage uses Magic Training to sense for magic within 10 meters of a Ley Line, they sense a great deal of magic and know the direction of the Ley Line.

For the non-magically adept, there is a more mundane way to find Ley Lines. Each Ley Line has a minor physical effect on the area that it passes through. If you find an area with unusual rock patterns, frequent dust devils, or unnatural humidity, its likely you've stumbled across a Ley Line.

Ley Lines and Places of Power

All Ley Lines eventually lead to Places of Power linked to the element of the Ley Line. This is where two of the same elemental Ley Lines cross. In general, this intersection happens at a location befitting the element of the Ley Lines: a river delta for water, the rim of a volcano for fire, or the top of a mountain for air. This being said, Ley Lines traverse the entire world, which means following one could lead you on a long and possibly epic journey. It's also important to keep in mind that the location of Places of Power are sometimes inhospitable or dangerous to humans. Luckily, Ley Lines are largely metaphysical and can be found and accessed at any altitude, even when moving toward the peak of a high mountain or the depths of a cavern.

Drawing from Ley Lines

Once a Mage, Priest, or Druid is physically touching a Ley Line, they can try to draw from it by taking an action. To do this, they must make a DC:16 Spell Casting check. If the magic user succeeds, they have unlocked the power of the Ley Line and can benefit from it as long as they are touching it. However, they also suffer extra Overdraw and Fumble Effects as per the element of the Ley Line. If they move away from the Ley Line, their connection to it is severed and they must attempt to draw from it again when they come back in contact with it. If the magic user fails to draw from the Ley Line, they immediately suffer an elemental fumble of their type with no additional damage. While connected to a Ley Line, a Mage can only cast spells of the element of the Ley Line.

Priests and Druids are able to cast their invocations despite not being aligned with the element of the Ley Line.

Elemental Ley Lines

Element	Signs	Benefit	Additional Penalty
Earth	Prevalent Plant Growth, Gnarled Trees, Strange Rock Patterns	While casting earth magic at a Ley Line, anyone defending against your spell (no matter the defense) takes a -4 to their attempt.	Your connection to the Ley Line is severed and the DC to connect again is 2 points higher.
Air	Frequent Dust Devils, Cirrus Clouds, A Smell of Ozone	While casting air magic from a Ley Line, you are capable of casting any air spell of the same level as an air spell you already know. This doesn't give you knowledge of the spell. You do not have access to the spell after you disconnect, and you cannot teach another mage or scribe a scroll of the spell.	The spells always goes off, but the GM chooses a different air spell of the same level for you to cast instead. You still pay the stamina cost of the spell you initially cast.
Fire	Withered Plants, Heat Haze, Glaring Sunlight	While casting fire magic from a Ley Line, add 2 damage dice to any damaging spell and raise any chance to inflame the spell has to 100%	You must spend extra stamina to take another action to cast the same spell again at the same stamina cost with a random target. If you fumble that spell you just suffer the normal fumble effects.
Water	Humidity, Unnatural Water Flow, Extreme Tides	While casting water magic from a Ley Line, your Spell Casting skill is considered two points higher.	You experience vivid hallucinations. These hallucinations are controlled by the GM and last until you disconnect from the Ley Line and up to one minute after that.

Random Elementals

"Traveling near to a Place of Power in a remote location can prove very dangerous. A Place of Power that has not been tapped recently may spontaneously summon elementals, which are often aggressive."

—Glynnis var Treharne

Witchers & Other Magic Users

Drawing power from a Ley Line requires a great deal of magical training. Just opening the connection can be tricky for most mages. A witcher or a magically talented person attempting to open a connection to a Ley Line would have nowhere near the training required to succeed.

Drawing from Ley Lines as a Priest or Druid

Element	Benefit	Additional Penalty
Mixed	While casting magic at a Ley Line, increase your Vigor Threshold by 4.	You lower your Vigor Threshold by 2 for six hours. If you fumble or overdraw again while connected to this Ley Line you take another -2 penalty to your Vigor Threshold cumulatively. If your Vigor Threshold is reduced to 0 or below, you are incapable of casting any magic until it rises above 0.



Mages

“I’m no noble; I grew up a merchant’s daughter with a talent for Chaos. Socially I’ve traditionally fallen somewhere between a trebuchet and a natural disaster. I rely upon lists to track who’s who in power so the ease with which sorceresses negotiate Courts in the North is baffling.”

– Glynnis var Treharne



The lives of mages are often consumed by the knowledge and practice of magic. In the South, most mages attend Gweison Haul, the headquarters of magic in Nilfgaard. Some come of their own accord, seeking magical training and knowledge; others, with more dangerous powers, are reported to Gweison Haul and summoned. Most are happy to become a part of the magical establishment because they see it as a path to political power. They are tested as young as six or seven. After a rigorous review by Gweison Haul and after they have been entered into the records, many are simply taught how to control their minor abilities and sent home. The empire may call upon them later in life if their magical talent become useful, but largely, they are left to their own devices.

For a person whose magical potential is worthy of being trained, they will be given the opportunity to join Gweison Haul. What they learn and how much they learn is decided by their teachers. Most receive a thorough basic education in magic. Some will then specialize while others will continue to be trained in increasingly advanced magics. For students to go on to the highest level of training, they must be approved by the Directors of Magic and the Rector. This approval process can be long and bureaucratic but if approved, a mage stands to

increase not only their magical knowledge but also their status in the Empire. Besides inherent ability and good school reports, approval also involves signs of loyalty to the Emperor and Nilfgaard, birth into noble families who support the Emperor, and willingness to be guided and ordered by Gweison Haul. While powerful Southern mages are given a great deal of autonomy, they are still monitored. If a mage with advanced magic acts against the best interests of Nilfgaard or Gweison Haul, they may be imprisoned. This is not common, however. Southern mages are essentially agents of Nilfgaard.

In the North things are different. People with minor magics—healing, mending, localized weather control, animal handling—are not considered important. Only those with significant magical abilities are taken into the girls’ school at Aretuza or the boy’s school at Ban Ard. Girls at Aretuza are cloistered during their years at school. They are taught more esoteric magics than the boys, as well as a large number of skills in order to make the young sorceress more beautiful and more able to influence others. They are taught that non-magical persons are below them and should not be considered in one’s plans. Boys, on the other hand, are not cloistered, and are taught more practical magics with an emphasis on control.

The Imperial Magic Academy

While the vast majority of students pass through Gweison Haul, the more prestigious children of the empire are sometimes extended the opportunity to study at the Imperial Magic Academy near Loc Grim. This royal academy of magic was created to train the highest echelon of Nilfgaard’s magical community. While the students of the Imperial Magic Academy are not as strictly controlled as the students of Gweison Haul, they study under the same understanding that their magic exists to benefit the Empire. In almost all cases, students who graduate from the Imperial Magic Academy immediately join the imperial military or are employed by their family.

Buying Your Way In

It is said that some students of marginal abilities from wealthy families may be admitted to the Imperial Magic Academy after an appropriate contribution to the school.