Savage Witcher

Foreword

Witchers were created by a Polish fantasy author Andrzej Sapkowski. What started as a series of short stories, evolved into a franchise spanning books, comics, movies and the most famous of them all - video games. While a pen & paper RPG, based on Witcher, was released, it had never seen the light of day outside of Poland, and even in its homeland it didn't gain much of a following. This didn't stop the fans from injecting wichers into their fantasy campaigns. Witcher fans created free conversions for various RPG systems, from DnD, through GURPS, to Warhammer Fantasy Roleplay. Similar to them, I wanted to share my passion for Witcher. I have set out to make a witcher conversion that tries to stay true to the source material, but can be used in almost any fantasy setting… well, with one caveat, you need to be using the the Savage Worlds system with this setting.

This mini-supplement aims to bring Witcher characters into your Savage Worlds games. Unfortunately it is way beyond my scope to write a whole "world of Witcher" supplement. If you want to learn more about the world of Witcher, let me point you to the Witcher wiki that I have used extensively during creation of this document. You can piece together the Witcher's world from those articles, if you are willing to spend some time reading.

So, what exactly can you find in this mini-supplement? Players will find here everything needed to create and play a Witcher - a new race (yes, from the mechanical standpoint, Witchers are so different that they need a new race), a set of Witcher specific Edges and Hindrances, new Arcane Backgrounds, and equipment. Game Masters will find advice on incorporating Witchers into their fantasy worlds and a selection of beasts and monsters from the Witcher Universe to pit against the players.

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Brief History of the Witchers

Witchers were a unique caste which arose shortly after the humans first settled in this monster-filled world. A Witcher is a professional slayer of those beasts. In times past, there were thousands of Witchers and the caste commanded respect. Witchers roamed the lands as protectors; they were often the only ones able to face down the numerous beasts which plagued the world. The Witcher Schools grew wealthy and expanded their ranks. However, the great wealth the Witchers possessed, the high prices they demanded for their services and the strange mutant and magical powers they wielded caused them to become ostracized. In time, the kingdoms of men turned against those who had once protected them. Today, Witchers are only a pale shadow of their former glory.

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What is a Witcher?

Witchers, so called by the Nordlings (q.v.), were an elite and mysterious caste of warrior-monks. They are portrayed in popular lore as possessing magic powers and superhuman abilities. W. were believed to combat evil spirits, beasts and all manner of dark forces. In reality (...) w. served the monarchs of the North in the tribal wars they waged against one another.

-Effenberg and Talbot, Encyclopaedia Maxima Mundi, vol. XV

First thing you need to understand about the Witchers, is that they are made, not born. Each and every one of them was once a human. Some were abandoned children. Some were taken away from their families when they were but a baby. It doesn't matter now. They are humans no more. They are mutants, tools created to protect the common people from monsters.

Taken in, by the Witcher order as children, when their innate abilities can only be hinted at, the witchers-to-be are subjected to intense alchemical processes, absorption of mutagenic compounds, and other trials to make them highly versatile against their prey. When the apprentice completes their training and trials they become a full-fledged Witcher and set forth from the stronghold to begin their monster-hunting career. They exchange their slaying services for money. They claim they follow a strict code of conduct - the Witcher's codex, but folk think it's a bunch of hogwash. The truth is, not many people trust a Witcher, or what they say.

The trials that Witchers undergo don't drastically change their physique, but changes it nevertheless. A Witcher may appear human at first glance, but a closer look reveals their mutant nature. Minor blemishes, cat or snake-like eyes and much more animalistic features are all evidence of their heritage. Most people find the look of Witchers unnerving and unnatural. Witchers have incredibly long lifespan and they don't seem to age as fast as humans. No one knows how long Witchers are able to live, as the world has yet to see a Witcher who dies of an old age and not of a monster's claw or an enemy's blade.

Becoming a Witcher

"Yes, Kaer Morhen. I underwent the usual mutation there, through the Trial of Grasses, and then hormones, herbs, viral infections. And then through them all again. And again, to the bitter end. […] My hair's been white ever since. Total loss of pigmentation. A side effect, as they say. A trifle."

– Geralt to Iola, priestess of Melitele, in The Last Wish

The Witchers recruit human children into their ranks by adopting orphans, receiving unwanted children, and through an old practice known as "The Law of Surprise". Those destined to become Witchers are taken away and spend all of their childhood in a hidden stronghold. Their life is not an easy one. From the early age those candidates undergo a relentless training at the

Witchers' Keep. They go through murderous trials, both mundane and magical in nature. Their bodies adapt and gain new, in-human abilities: better night vision, enhanced senses and reflexes and even limited magical ability.

Many candidates fail the trials. The lucky ones leave the keep with deformations or some sort of madness. The unlucky ones simply die during those trials. The survivors suffer various side effects - sterility, cosmetic disfigurement or loss of pigment to name a few. There is no known way of avoiding or even predicting those mishaps. It all depends how the child's body reacted to the toxins and mutagens administered during the training.

The Witcher training focuses only on the skills useful in their trade. Apart from mundane skills like sword fighting, tracking and survival, they learn the behaviours and weaknesses of their future prey, simple magic, known as Witcher Signs, and knowledge of various Witcher elixirs. All of this, so they can become the perfect monster killing machine. Because, that's exactly what a Witcher is - a monster hunting monster.

Playing a Witcher

"You witchers, after all, deprive yourselves of work, slowly but surely. The better and the more conscientiously you work, the less work there is for you. After all, your goal is a world without monsters, a world which is peaceful and safe. A world where witchers are unnecessary."

– Dandelion to Geralt, The Last Wish

Witchers are seen as emotionless monster hunters who follow a strict code of conduct. This is not exactly true. While being emotionless might be a side-effect of the mutations and trials (players can do this by choosing appropriate Hindrances), it is not always the case. Same goes for the Witcher code. Players are free to follow a code if they wish, but the source material hinted many times, that the Witcher code does not exist and is used as an excuse to refuse a job. What is true, is that Witchers are in fact skilled monster hunters. Choosing to play a Witcher means you are not playing a traditional character. You didn't have a "normal" life. Your childhood memories are of a "family" of Witchers, a remote keep and rigorous training to become a monster slaying machine. People will see you as a monster slayer for hire, but also as a mutant and an outcast. You might have been human at one point, but the mutations changed you enough that both system-wise and in-game you are considered a separate race. As a player you are given a set of racial traits and Edges that can make your Witcher a force to be reckoned with, but this power comes at a price.

People need Witchers but are simultaneously afraid of them. The itinerant warriors inspire fear because they are mutants and have superhuman powers. A Witcher is rarely a welcome guest and contacts with members of this profession are almost always limited to business. Witchers are invariably attacked during "pogroms "and social upheavals directed against those who deal

in magic.

The biggest drawback to playing a witcher, is that you, and by association your companions, are feared, shunned and sometimes even hated by the general population. Witchers are seen as not much more than means to an end of a monster problem. Once this is dealt with, folks will want you out of their life. This might not seem like a big issue, but in the hands of a skillful GM in can be. People fear and hate what they don't know. On top of that there is a lot of rumors and superstitions about Witchers (see sidebar) that common folk will believe in. Even if you try to hide your heritage, people will know what you are upon a closer inspection. You might be refused or charged extra for lodging or services. People might look down on you, or even refuse to speak to you… they definitely won't be easy to trust you. There are people who will want to challenge you to a duel just to prove their sword mastery and people who will want to kill you out of pure hate. No wonder, that many witchers choose a solitary life.

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Novice Witchers

When you create a new character you won't be as powerful as the famous Geralt of Rivia. He would be considered of Heroic, if not Legendary rank, by Savage Worlds standards. It is only with time and experience you will discover more of the Witcher secrets and learn how to control your mutations. When you create a Novice character you will, by all intents and purposes, be a novice witcher. You still have a lot to learn about your trade.

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Witchers as seen by common folk

"You better do what they say, if you won't, they'll take away all your babies and kill you"
" Them mutants are lustful for women and even more for coin, but will scamper away when the temple bells are ringing."
"Their eyes ain't right, it's some dark magic inside them. I hear you'll get the shits if you look straight into witcher's eye"
"Witchers are spies masquerading as monster slayers, they will take your money and give it to foreign kings"
"They are crafty and can read your thoughts, try to think of something stupid when they are around. This way they won't know where you live and keep your coin"
"Skilled at sword and spell them Witchers are and they will kill anything for money. Man or beast!"
"They have two swords, one for monsters, one for us - humans"
"Put some milk outside your door, if it goes bad you'll know Witcher was there"

Witcher Racial Package:

All Witcher characters gain the following racial package:

Mutant: Witcher's body adapts to the mutagens and toxic elixirs by developing a tremendous resistance to sickness and toxins (Immune to Disease).

Predatory Eyes: Witcher trials mutate the subject's eyes. Your cat or snake-like eyes allow for better night vision. Witchers ignore penalties for Dim and Dark lighting.
Shunned: Witchers aren't trusted by most other civilized races. In fact some people will fear or even hate them. Subtract 2 from your Charisma.
Witcher Gear: Instead of starting money, each Witcher receives the following equipment:

- Witcher Medallion
- Steel Longsword (Str+d8)
- Silver Sword (Str+d6)
- Travel Clothes
- Equivalent to $4d10 in local currency

Racial Edges

Thanks to their unique heritage and upbringing, Witchers have exclusive access to the below Edges. They can be taken during Character Creation, or bought with Experience Points as the character grows.

Accelerated Healing
Requirements: Novice, Witcher, Vigor d6+
It takes time for some of the changes from the trials to take effect. Your body adapted to all the physical abuse you receive and heals the wounds faster. You can make a natural healing check every 24h instead of 5 days.

Arcane Background: Witcher Signs
Requirements: Novice, Witcher, Smarts d6+
You have mastered the art of Witcher Signs - simple magic that will aid you in battle against your prey. You gain the corresponding Arcane Background. See the Witcher Signs chapter XX for more info.

Inhuman Reflexes
Requirements: Novice, Witcher
Witchers who gain this edge increase their Dexterity by a die type. In addition, they increase their natural maximum by +1. Witchers may take this Edge once per Rank, in addition to the attribute advance normally allowed with each rank.

Manipulate Emotions
Requirements: Veteran, Witcher, Witcher Signs d6+
You know how to discreetly use the Axii sign to manipulate emotions of the people you are speaking to. You can use your Witcher Signs skill in place of Persuasion in a Test of Wills.

Monster Lore
Requirements: Seasoned, Witcher, Knowledge(Monsters) d8+
You have learned about and faced enough monsters that knowing their behaviors is second

nature to you. Whenever you face off against a monster you can use this knowledge against it - you add +1 to the Skill Test. Any Skill used against the monster, be it Fighting, Tracking, Stealth or other gets the bonus.

> **Improved Monster Lore**
> **Requirements:** Heroic, Witcher, Knowledge(Monsters) d8+
> The Skill bonus rises to +2.

Toxicity Tolerance
Requirements: Seasoned, Witcher, Vigor d8+
After repeated abuse, your body got used to the toxic elixirs you use in your trade. When you consume Witcher elixirs, you add +2 to Vigor check to avoid suffering the Fatigue level.

> **Improved Toxicity Tolerance**
> **Requirements:** Heroic, Witcher, Vigor d10+
> The bonus to Vigor check rises to +4

Witcher Alchemist
Requirements: Seasoned, Witcher, Smarts d8+
You have learned the secrets of brewing Witcher elixirs from raw ingredients. See chapter XX for more info.

Witcher Trance
Requirements: Heroic, Witcher
Sleep is no longer a requirement for you. To achieve normal rest, you go into a meditative trance for 4 hours. During this time the Witcher is as aware as he would you while awake.

Other Edges:

Many of the usual Witcher' traits can be represented using existing Savage Worlds Edges. While they might be available to other races, the way of obtaining them might be very different for Witchers. Non-Witchers might need a lot of training and experience to obtain a particular Edge that can be a mutation effect or part of the childhood training for the Witchers. This, however, should only be treated as flavor, as both Witchers and other races have to follow the requirements as stated in the Savage Worlds Deluxe edition. As a player, feel free to explain any Edges you purchase as a part of a Witcher physiology or upbringing.

New Skill: Knowledge (Monsters) (Smarts)

A character versed in this skill possesses academical knowledge of monsters and their behaviours. It encompasses everything from where the monster has its lair, what is its prey, tactics and its weaknesses. If the character needs to identify the monster by any means (scent, tracks, victims etc.), he can always opt to use this skill. By using this skill, you can also ask the

GM questions about the monster. This is a good way to learn the monster's weaknesses and tactics before facing it.
Definition of a monster will largely depend on the setting and the GM has a final say what is and isn't considered a monster. In the world of Witcher (and many fantasy settings) anything that isn't an animal and does not have its own civilization would be considered a monster (so everything from the undead to dragons).

Tools of the Trade

XXX Instead of starting money, each Witcher receives the following equipment:

- Witcher Medallion
- Steel Longsword (Str+d8)
- Silver Sword (Str+d6)
- Travel Clothes
- 4d10 in local currency

Witcher Medallion: The Witchers' medallion is a silver symbol of the witchers' profession. The form of an individual medallion (head of a wolf, cat, griffin, etc.) indicates the school at which its owner was trained. The medallion is sensitive to magic, vibrating and tugging on its chain when spells are being cast or magical beings or beasts are present. When worn, the medallion gives the Witcher an ability similar to the Danger Sense Edge, but only to detect magic. The medallions vibrate in response to magic in all its forms, including curses, charms and spells. They also warn of lurking monsters born of magic or magic experimentation. No witcher would part with his medallion willingly.

Witcher Swords: Though the witcher training covers proficiency in basically any weapon that comes to hand, traditionally a witcher uses two swords. A steel sword for use on monsters sensitive to iron, and a silver sword, which is suitable for most monsters not sensitive to iron. The steel swords which witchers make for themselves are traditionally made only from meteoric iron, which grants the weapon superior quality. It may also be possible that iron-fearing monsters are affected more strongly by meteoric rather than earthly iron. The steel sword is often mistaken for being primarily intended for fighting hostile people. It is true that witchers use their steel swords when fighting armed opponents, but this is only because a silver sword is a relatively delicate instrument. Striking metal armor or parrying an opponent's weapon will quickly ruin a silver sword. A steel sword, on the other hand, can withstand such use with little to no damage. Rolling a 1 on a Skill Die, while using a silver sword against an armored foe decreases the sword's damage die by one step (from d6 to d4, from d4 to 0). This represents bending and chipping of the blade. If the damage die reaches 0 the sword breaks (is unusable) and has to be repaired by a skilled craftsman.

Witcher Elixirs: In their line of work Witchers often find themselves at a disadvantage. Their prey is fast, deadly and often possessing an array of wicked abilities. To level the playing field

Witchers use various elixirs to expand their capabilities. A novice Witcher is given a selection of 1d6 elixirs upon leaving the keep. Those potions can do anything from improving Witchers' senses, making them more resilient to various attacks or even giving them new abilities altogether. However, those benefits come at a cost - Witcher elixirs are quite toxic. They are poisonous (and can even be deadly) to a common person, and they can be dangerous even to a Witcher. Check the chapter XX to find out more about the elixirs.

Sign Magic

...The witchers adapted the spell, making use of the fact that it does not require knowledge of a magical formula — concentration and the hand gesture are enough. That's why they call it a Sign.

— Blood of Elves

Witchers can cast simple magic spells called Signs (as they require nothing more than a proper hand gesture and a little concentration) and usually use them to gain an edge in battle. Signs are nowhere near as potent as the powers wielded mages and sorcerers, but they can prove quite effective and can save your hide. There are six commonly known Witcher Signs: Aard, Igni, Yrden, Quen, Axii and Heliotrop. It is possible that more signs exist, but knowledge of them is forgotten.

To be able to properly cast signs, the player has to buy the **Arcane Background: Witcher Signs** Edge detailed below.

Arcane Background: Witcher Signs
Requirements: Novice, Witcher, Smarts d6+
Arcane Skill: Witcher Signs (Dexterity)
Starting Power Points: 0 (uses the No Power Point Rule - see below)
Starting Powers: 6 (see below)

Witchers learn all six of the commonly known Signs. Each of the signs is explained below. Signs are based on existing Powers.
To cast a sign use the **Witcher Signs** skill and **No Power Points** rules (SWD p.95). If the Witcher rolls 1 on the Witcher Signs die suffers a level of Fatigue as the magic flowing through him takes a toll on his vitality. Witchers can not buy any Power Edges relating to Witcher Signs with the exception of Witcher Racial Edges and New Power, which can be taken only with the GM's approval.

Aard (Stun)
Rank: Novice
Power Points: 2
Range: Cone Template

Duration: Instant

The Aard Sign is a simple magical sign used by witchers. It consists of a telekinetic thrust that can stun, repel, knock down or disarm opponents. On a raise, the victim does not suffer the -2 modifier to Vigor roll as per Stun Power description. Instead, the caster can choose either to knock down, disarm or repel the victim (the victim is pushed Smarts Die yards away).

Igni (Bolt)

Rank: Novice
Power Points: 1
Range: 12/24/48
Duration: Instant

The Igni Sign is a simple magical sign used by witchers. It consists of a pyrokinetic burst that can repel and ignite opponents, as well as start fires. Igni deals 2d6 damage with a fire trapping. It can not be cast with Additional Bolt or Additional Damage.

Yrden (Barrier)

Rank: Novice
Power Points: 2
Range: Touch
Duration: 3

The Yrden Sign is a simple magical sign used by witchers. It creates an invisible barrier on a surface the Witcher has drawn the sign on with his fingers. On a success, the surface becomes tougher (Toughness +5) and unmoveable. On a raise, the Toughness bonus rises to +10.

Quen (Armor)

Rank: Novice
Power Points: 2
Range: Self
Duration: 3

The Quen Sign is a simple magical sign used by witchers. When cast it forms a protective field around the casting witcher, providing him or her with 2 extra points of armor or 4 on a raise.

Axii (Puppet)

Rank: Novice
Power Points: 4
Range: Smarts
Duration: 3

The Axii Sign is a simple magical sign used by witchers. It is a mental wave that allows the Witcher to mentally influence others. This sign can not be used to involve the target in any direct danger, threat or harm. The target of this sign makes a Smarts roll opposed by the Witcher's casting result. If he fails, the target immediately ceases all hostile actions for the duration of the spell. As it is only a mental suggestion and not mind control, the target automatically breaks free from the spell if attacked or even threatened. This sign is mainly used on wild animals as they have low Smarts and won't change their mind to attack the Witcher after they have been calmed down.

Heliotrop (Edge: Arcane Resistance)

Rank: Novice
Power Points: 2
Range: Self
Duration: 3

The Heliotrop Sign is a simple magical sign used by witchers. It is made by crossing one's wrists, and works as a buffer against magical attacks. Success adds 2 points of Armor against magical damage and gives the Witcher +2 to his Trait rolls when resisting opposed powers. Raise increases the Armor and resistance bonus to 4.

Lost Signs

This optional rule exists to explain the introduction of new/lost Sign, Somne (sleep) in the latest Witcher book - Sezon Burz (Storm Season).

Adding a new sign to the existing six is not something that should happen often. The "new" Sign has to be "rediscovered" by the player character in-game. They might find books or scrolls in a destroyed Witcher keep, or the knowledge of it can be passed to the PC by a witcher from a different school. Discovering new signs can be an adventure upon itself, and at least, it should be a side-quest. If you have an idea for a sign for your Witcher, speak to your GM about how you can incorporate it into your game.
All new Signs should be a powered-down version of an existing Power or a spin on one of the Edges. They should never be as powerful as "normal" magic, after all they are only simple gestures powered by some concentration. If you're having trouble with scaling down the available powers, check out Zadmar's Savage Abilities - a great (and free!) supplement designed to help you create new Powers (among others).

Witcher Alchemy

Geralt whispered an incantation and drank, one after the other, the contents of two vials, placing his left hand on the sword after each sip. Then, wrapping himself tightly in his black coat, he sat

down on the floor. There were no chairs in the chamber, or in the rest of the palace. He sat motionless, his eyes closed. His breathing, at first even, suddenly quickened, became rasping and tense. And then stopped completely. The mixture which helped the witcher gain full control of his body was chiefly made up of veratrum, stramonium, hawthorn and spurge. The other ingredients had no name in any human language. For anyone who was not, like Geralt, inured to it from childhood, it would have been lethal poison.

- The Last Wish

Many monsters possess powers far beyond human scope. To level the playing field, Witchers use elixirs to temporarily increase their abilities and counter their opponent's edge. Those are different from the potions made by the traditional alchemists (for regular alchemy, you can use the Arcane Background: Alchemy from Fantasy Companion). They are brewed with the resilient Witcher physique in mind and are quite toxic, to the point of being lethal to non Witchers. The recipes for those elixirs are highly guarded secret by the Witcher caste and only Witchers in good standing with the keep are given access to them. Witchers usually get their elixirs replenished after they return to their keep and pay their dues. Some Witchers opt to learn how to brew some elixirs, to do so, they need to purchase the below Edge:

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Mutagenic Potions
The Witcher games introduced the use of Mutagens and Mutagenic Potions, which grant permanent bonuses to the character. While the use of such potent elixirs was mentioned in the books (mostly concerning the Witcher Training and Trials), it was never in the hands of the main characters. Mutagens are not covered by this guide, but if you would like to include them in your campaign, feel free to use the Ripper-tech system from Rippers savage setting. It works almost "out of the box" with monster body parts being the main ingredient. You might want to limit creation of such potions to NPCs only and treat all this "tech" as potions.
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Witcher Alchemist
Requirements: Seasoned, Witcher, Smarts d8+
Arcane Skill: Witcher Alchemy (Smarts)
Starting Power Points: 5 (uses ingredients as Power Points)
Starting Powers: 2 (see the list below)
Available Powers: *armor, boost/lower trait (boost only), darksight, deflection, detect/conceal arcana, healing, quickness, speed, succor, warrior's gift,*

You have learned the secrets of brewing Witcher elixirs from raw ingredients. The ingredients can be obtained from select herbs, extracted from the body parts of slain monsters and, rarely, bought. You need to prepare the potions in advance and the powers work only on Witchers. Unlike regular alchemy, you need only basic tools to prepare the elixir. Most of the time a mortar, pestle and a pot over some fire will suffice. You will need some clear water to dilute the ingredients in, and some strong alcohol to preserve it in.

Each elixir has a toxicity level equal to its Rank (1 for Novice, 2 for Seasoned etc.) that acts as a negative modifier for Vigor tests when drinking the potions. The duration of each of the Powers is multiplied by 10 minutes (so a duration of 3 becomes 30 minutes) and starts after the Witcher has fully ingested the potion.

Obtaining the Ingredients

To brew the elixirs you need to obtain the specific magical ingredients. In the books and games various ingredients (like Aether or Rebis) serve different functions and are used in different ratios to create elixirs. Keeping detailed records of different types of ingredients is not Fast, Furious, or Fun. That's why, after obtaining ingredients they work mechanically just like Power Points, but do not replenish on their own. To gain any extra Ingredients and create more elixirs, the PC has to obtain them in one of the following ways:

From Monster Body Parts: After slaying a magical beast (GM's decision) a limited amount of ingredients can be obtained from the corpse. Roll your Monster Lore skill, each success and a raise allows you to roll a die equal to the highest Trait of the slain beast. The highest number rolled on those dice is the number of Power Points you have collected.

From rare Herbs: In the wilderness you can find herbs and plants that can be used as ingredients. Those are quite rare and finding them requires at least a few hours (d6) per attempt. After spending that time, you roll the lower of your Survival and Witcher Alchemy. The GM is free to add positive or negative modifiers to this roll, depending on how lush the surroundings are. Each success and raise on this check allows you to roll a d6. The amount of ingredients found is equal to the highest result on those dice.

Buy from local suppliers: Lastly, you can try to purchase some ingredients. Both alchemists and mages use similar ingredients in their craft and many people try to make a business out of selling to them. In a place where those trades are practiced (most commonly - big cities) a d6 of ingredients can be available to purchase with a successful Streetwise check. They cost $20 each. Each rise lowers the price by 25%. Remember that Witchers are not a trusted bunch, and even if some Ingredients are available for sale, it doesn't mean they will be willingly sold to a Witcher.

EXAMPLE XX

Brewing the Elixir

Making an elixir requires an hour per rank of the power of undisturbed time with the ingredients and equipment as described above. After that time, you test your Witcher Alchemy. On a success you have created the elixir, on a failure both the time and ingredients are wasted. Raise does not provide any additional benefits. If the Witcher wants to safely transport the elixir, he has to bottle it in a small flask (those can be bought in any bigger town for around $10 apiece and can be reused).

Rolling critical failure spoils the elixir and makes anyone in a large burst template sick from the fumes. This gives a level of Fatigue to everyone affected, that can only be removed with a successful Vigor check after a good rest.

Drinking the Elixir
Unlike the alchemical potions, Witcher elixirs take time to work. After drinking the elixirs, the Witcher sits in a meditative pose for a few minutes and makes a Vigor check modified by the combined toxicity of the elixirs he has taken. The elixirs take effect no matter the outcome of the roll, but on a failure the Witcher suffers a level of Fatigue that can be only removed after a proper rest. The Witcher can delay the effect of the Power, if he will continue to sit in meditative trance. The duration of the power starts after the Witcher stops his meditation.
On a critical failure, roll a d20 on the below table, adding the combined toxicity of the elixirs ingested.

3 or lower - The elixirs upset your stomach, you vomit everything you have drank and then some. The elixirs are wasted and you suffer a level of Fatigue.
4-8 -You suffer a wound from the toxicity of the elixirs, you are Shaken for 2d6 minutes from constant pain.
9-13 - One of the elixirs backfired, hindering you instead aiding for the duration of the elixir. GM decides on the nature of the hindering effect, but it usually will be the opposite of what the elixir was supposed to do.
14-17 - The elixirs temporarily changed your physique. Suffer one roll on the Injury Table. The injury lasts 24 hours.
18+ The elixirs severely damaged your internal organs. You are on a brink of death (Incapacitated from Wounds). If you survive, your body suffers a minor mutation (GMs decision, usually a cosmetic change affecting Charisma)

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Elixirs and Non-Witchers
The Witcher Elixirs are very toxic and quite poisonous. Witchers can stomach this stuff because of the trials and mutations they had undergone as children. If a non-Witcher drinks one of the elixirs they need to pass a Vigor check (-4) or suffer an internal Wound. Passing the test saves the person from suffering the Wound, but leaves them with a Fatigue level from sickness. No matter the outcome, the non-Witcher does not get the benefits of the elixir, as it was brewed with the mutant physique in mind.
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Sample Elixirs

Blizzard
Power: Deflection
Toxicity: 1
Ingredients: 2

Duration: 30 min
Blizzard is one of the most powerful Witchers' potions; it improves reflexes and reaction time, allowing a witcher to better parry and evade attacks. From the Witcher's point of view, it makes everything seem slower.

De Vries' Extract
Power: Detect Arcana
Toxicity: 1
Ingredients: 2
Duration: 30 min
This cloudy green potion is very useful for contracts dealing with ghosts, wraiths and other invisible creatures. Upon ingesting it, Witcher's irises turn dark green and he is able to perceive invisible beings in a ghastly greenish hue.

Golden oriole
Power: Warrior's Gift (Immunity - Poison)
Toxicity: 2
Ingredients: 4
Duration: 30 min
Before fighting a venomous creature like the basilisk, a Witcher drinks Golden Oriole to release enzymes that increase his resistance to toxins. It renders a witcher's body immune to poison and neutralizes the effects of poisons already present in his bloodstream.

Rook
Power: Boost Trait (Strength)
Toxicity: 1
Ingredients: 2
Duration: 30 min
Rook is especially popular among witchers who believe that killing monsters quickly is their best defense. This potion increases muscular power, and thus damage dealt to foes in close combat.

Witcher Campaigns

Witcher is set in a grim world that subverts the typical fantasy tropes – often with a twisted sense of humor. There are no clearly good and evil characters, just people trying to survive by any means they know how. It is a world full of strife and injustice. It seems that around every corner, there is hate for non-humans, foreigners and even your own folk. Nobles and whole kingdoms plot against one another and use any tool in their disposal to gain the upper hand. Exploitation of the people who are beneath you on a social ladder is almost a commonplace. It is a tough place to live in. There are vile cults serving ancient deities or some other sick agenda, and there are people who will kill you, just because they have seen you talking to an elf. On top of all of that, there are monsters. Creatures born of foul magic that do not follow human logic.

They are a threat to the status-quo established by the civilized races. Yet, in this world the line between monster and a man is very thin. Injustice, strife and moral gray areas are the main themes you should keep in mind, if you are planning on running a witcher inspired campaign.

There are two main approaches to running a Witcher campaign using this Savage Worlds supplement. You can play in the world from books and games, or transplant Witchers into an existing fantasy world.
A comprehensive description of the world of Witcher is beyond the scope of this document. If you are planning on running a game in this setting, you will need to do some legwork. There is enough lore in the video games alone to be able faithfully represent the world. Reading the books will help greatly, but by far the most useful tool in your arsenal will be the Witcher wiki. It is an ever-expanding database of Witcher lore. Even if you haven't played the games and read the books, you'll be able to run a witcher game by using just the wiki and this document. I would suggest starting simple. Read up on one of the Northern Kigdoms and start your campaign there. Read up other articles as you need them and don't be afraid to make stuff up. The world of Witcher is vast enough to accommodate it. In all honesty, the world is just a backdrop. Geralt's adventures could happen in almost any fantasy world, if we only adjust the mood. In your games, you should focus on the "feel" of Witcher stories, not how accurate the world is. Atmosphere is what separates Witcher from other fantasy media.
Because the world is secondary, there is nothing stopping you from dropping Witchers into any other fantasy campaign. As a gaming system, Savage Worlds is basically made for all kinds of mash-ups. With the mechanics being taken care of, you only need to worry about the narrative. If you have monsters, magic and kingdoms who plot against one another - you already have a great setup for a Witcher game. All you need to do, is incorporate the Witcher caste in your world. This is a small change that won't affect the "big picture" of the world. You are basically adding few keeps here and there and making sure that common folk are aware Witchers' existence. You need to make some decisions about how prevalent Witchers are in your world. Are they in decline, like in the books and games? Are the keeps are still operating, spawning new Witchers every few years? Maybe the Witchers are still a powerful organization, strong in numbers and coin? All of those options offer interesting possibilities. One thing that should not change however, is the distrust towards the professional monster slayers. Fear and superstition should always be something that the Witchers have to deal with. They are not glorified high fantasy heroes, they are mutants bread for killing.
For Witcher characters to have an impact in your world, you will need to abandon some heroic fantasy tropes. There should be no all-powerful adventurers with a full arsenal of magical items. Your PCs should be a ragtag bunch, thrown into adventuring life by circumstance. Life on the road is tough and killing monsters is far from an easy task or routine. Basically, no matter what world you choose or create, you should turn it into dark fantasy. There should be distrust and hidden agendas, magic should be strange, powerful and rare, and monsters should be dangerous and inhuman. Those darker and more mature themes are the "jyst" of Witcher campaigns. Both the books and games include grim and mature scenarios. There is sexism, racism towards non-humans, gore and torture. Before you start the campaign, check with your group what themes they are ready to explore. Some people will choose to avoid particular

themes, like rape or child abuse, this is perfectly fine. Make sure what your group is comfortable with and do not breach what was agreed upon.

Once you have the foundation of the world, your group should create their characters. You might run into a situation where all your players want to play Witchers.