



THE  
**WITCHER**<sup>®</sup>

WITCHER PROSTHESES  
AND WHEELCHAIRS



## Cast & Crew

### Writing and Design by

Sara Thompson, Cody  
Pondsmith, and James  
Hutt

### Art by

Sebastian Szmyd

### Art Direction by

Jaye Kovach

### Editing by

J Gray

### Business Management by

Lisa Pondsmith

### Layout by

J Gray



© R. Talsorian Games, Inc., 2022  
The Witcher: CD PROJEKT®, The  
Witcher® are registered trademarks  
of CD PROJEKT Capital Group.  
The Witcher game © CD PROJEKT  
S.A. Developed by CD PROJEKT  
S.A. All rights reserved. The Witcher  
TTRPG is set in the universe created  
by Andrzej Sapkowski in his series  
of books. All other copyrights and  
trademarks are the property of their  
respective owners.

## From the Discarded Personal Journal of the Sorcerer Barend Anselberg

### *My Escape. Day 1. 1272*

*I now make my escape by foot, north and east across the watery gap in the mountains to Ban Glean, where I will travel to Pont Vanis by means of a reliable megascope. I have hastily informed my fellow in Ban Glean that I am in transit to him. Unfortunately, my megascope was shortly thereafter eaten by an Arachas in the sewer, and likely without it, I would have been that bastard's meal. Something had impaired it—dimeritium perhaps, used in the siege? Nilfgaardian tactics are unknown to me, to my discredit. Perhaps the megascope was simply faulty at the worst time.*

*Regardless, The Nilfgaardian siege on Maribor rages as I write this, and I am financially ruined, although not completely. Of my work, I have managed to save but one of my prototype legs, my notes, and a jar of asparagus seeds. By use of Codi Bwyd, I shall not starve.*

### *My Escape. Day 3. 1272*

*Tragedy has struck. My favorite leg has been snapped at the knee joint and was sucked into the mire near Flotsam, and thus I have had to begin a spontaneous test of my prototype leg. This has served to make my time traveling through the muck decidedly less comfortable, as I am less familiar with the limb, but I have been carrying on nonetheless. I have collected the broken section of my prosthesis, for future study into reinforcement, although admittedly, the limb was never meant for such environments such as this filthy swamp, or for such heavy use as escaping the encroaching Nilfgaardian army. The town of Flotsam is no better, having been thrown into chaos after the death of their local leader. I chose against staying the night, but I did get something hot to eat, although I know not what. I am beginning to wretch at the thought of eating asparagus.*

### *My Escape. Day 5. 1272*

*I have arrived in Ban Glean, later than I originally planned, but still alive, and mostly unharmed. After a hot bath and a glass of Red Tail Reserve, I am sufficiently re-invigorated. I may not care for the politics of the Nilfgaardians, or their opinion for The Art which I practice, but I can appreciate their mastery of oenology. I shall take another bottle with me as I make my teleportation in the morning, to celebrate my new bachelor life in Pont Vanis. Out with the old, and in with the new, I say!*

### *My Escape. Day 29. 1272 February 19th, 1272*

*Pont Vanis is a lovely city on the sea, built from architecture untouched since the Northern Wars, and with a refreshing chill in the air. I have found a modest residence for myself, overlooking the Gulf of Praxeda, and have established within it the most rudimentary of laboratories. I will admit that in all of the mess of establishing myself, I have neglected this journal. But today I especially wanted to record an event. Yesterday, while drinking at the local pub, I met a fellow alumnus of Ban Ard, and none other than Elgan of Verden. It seems that he has traveled to Kovir to research the veins of Kryobelitium which pervade the mountains in this region. We have made a fast bond over drinks, and when I shared with him my time in that blasted sludge near the wretched town of Flotsam, he seemed quite interested in seeing my research into reinforcement, and incorporating some of his theories into the design! With such enchantments, we may be able to create a prosthesis which allows for near complete recovery of function. He has a Witcher acquaintance, Voren of Dillingen, who may be of use in our testing. The data from such a comprehensive stress trial would be beyond excellent. I have offered Elgan the use of my guest room for the duration of his stay, and agreeing, he has returned to his inn to gather his notes, and shall arrive in the morning.*



## Disability and The Witcher

The world of The Witcher is as dangerous as it is deadly. Wars ravage the Continent, monsters prowl the lands, and the Catriona Plague resurges and spreads. Those who survive these perilous times are changed, mentally and physically. Soldiers return with war wounds and scars; Witchers with limbs crushed in a monster's jaws; civilians with complications caused by illness. Disability comes in many forms, some developed in the womb, some gained in the course of life and, when roleplaying in this world, it's important that the game reflects reality.

With danger being at the core of The Witcher, it's unreasonable to assume that every person living on the Continent is able-bodied, thus not every character a player brings to the table will be able-bodied or, if they are, will not always remain so. Fantasy roleplaying games often don't take this into consideration despite the explicitly treacherous lifestyle they offer—to fight monsters, wield magic, and be the protagonists. We build within our minds what we believe to be the 'perfect hero': able-bodied and therefore capable of being strong and brave and righteous.

The worlds we roleplay in are hazardous, and therefore disabled people have a place in them. Much like real life, disabled people in these settings are just as capable, and there is no reason that they cannot be portrayed this way in-game.

A soldier with a prosthetic arm can ride her horse in a charge; a Mage in a wheelchair can cast devastating spells upon their enemies; a Witcher with a prosthetic leg can pin a Nekker into the mud as they drive their silver sword through its throat. Disabled people adjust, adapt, and work with their disabilities in all aspects of their life—they don't 'overcome' them. This supplement aims to reflect this in a sensitive and positive manner.



## Wheelchairs

History isn't clear on who first thought to add wheels to a chair in order to provide better mobility for those who needed it but the designs have been refined by craftsman and inventors over time.

### Basic Wheelchair

Heavy and impractical for more active lifestyles, these are nonetheless the fare of many a peasant across The Continent. Their simple design allows for everyday mobility and comfort as well as ease of maintenance and repair.

**Effect:** While using a Basic Wheelchair, any reduction to SPD, Dodge/Escapes and Athletics caused by a Critical Wound or pre-existing disability is negated. However, while using a Basic Wheelchair, any check involving swimming or climbing is made at a -3.

*Any attack made against a person in a wheelchair is directed toward them instead of the chair for gameplay purposes.*

**Availability:** Everywhere

**Weight:** 6

**Cost:** 50

### Quality Wheelchair

A work of solid craftsmanship, these lightweight wheelchairs are the sort you see in towns and cities. An elegant frame and slanted wheels allows them to tackle nearly any environment with ease.

**Effect:** While using a Quality Wheelchair, any reduction to SPD, Dodge/Escapes and Athletics caused by a Critical Wound or pre-existing disability is negated. However, while using a Quality Wheelchair, any check involving swimming or climbing is made at a -1.

*Any attack made against a person in a wheelchair is directed toward them instead of the chair for gameplay purposes.*

**Availability:** Poor

**Weight:** 3

**Cost:** 200

## The Spectrum of Disability

This supplement is to aid you in roleplaying disability in a sensitive manner but focuses specifically on those involving prostheses and wheelchairs. It doesn't cover all disabilities: disability is a spectrum, not a monolith and no two experiences are alike.



## Wheelchair Diagrams

Name	Level	Crafting DC	Time	Components	Investment	Cost
Basic Wheelchair	Novice	13	5 Hours	Cotton (x5), Linen (x1), Timber (x8)	38	76
Quality Wheelchair	Journeyman	16	8 Hours	Cotton (x6), Ester Grease (x2), Steel (x1), Leather (x2), Timber (x8)	150	300

## Prostheses

What began with simple hooks and pegs has evolved through trial and experimentation into elaborate creations often as much art as craftsmanship. As Nilfgard marches north, prostheses will become a more common sight on the Continent.

### Basic Prosthesis

Simple in make and function, these prostheses aren't fancy, but they get the job done. These might include simplistic wooden hands or peg prostheses, or slightly more refined designs where gravity is used to maneuver the joints.

**Effect:** While wearing a Basic Prosthesis, the limb has a full range of mobility and function, and any reduction to SPD is negated. Due to its lack of fine motor function, all attack and defense checks made with a prosthetic arm are made at a -3. In the case of a Basic Prosthetic Leg, all Dodge/Escape checks are made at a -1. Additionally, a Basic Prosthesis cannot be used to channel Chaos. Any attack made against a prosthetic limb is redirected towards its wearer for gameplay purposes.

**Availability:** Everywhere

**Weight:** 2

**Cost:** 50

### Magical Prosthesis

Craftsmanship and solid materials make these prostheses a comfortable fit for most lifestyles. More anatomical in their design and inlaid with simple enchantments, they are able to withstand high impact and perform complex motor functions.

**Effect:** While wearing a Magical Prosthesis, the limb has a full range of mobility and function, and any reduction to SPD is negated. Additionally, a Magical Prosthesis cannot be used to channel Chaos. Any attack made against a prosthetic limb is redirected towards its wearer for gameplay purposes.

**Availability:** Rare

**Weight:** 1

**Cost:** 500

### Witcher Prosthesis

Built by Barend Anselberg and Elgan of Verden to withstand the Path and all of its challenges for Voren of Dillingen, and later replicated for use by other Witchers. These limbs are heavily reinforced, capable of resisting the crushing jaws of a manticores and remaining functional.

**Effect:** While wearing a Witcher Prosthesis, the limb has a full range of mobility and function, and any reduction to SPD is negated. A Witcher Prosthesis can be used to channel Chaos via magical sigils carved into the length, infused fifth essence similar to a magic amulet. Silver knuckles and toe caps add 1d6 silver damage to any punch or kick made with a Witcher Prosthesis. Any attack made against a prosthetic limb is redirected towards its wearer for gameplay purposes.

**Availability:** Rare

**Weight:** 2

**Cost:** 800

### Conduit Prosthesis

Built by Barend Anselberg and Elgan of Verden, the Conduit Prosthesis is the culmination of Barend's prosthetic research put into the realm of practicality by Elgan's many magical theories. Though beautiful in its design and use as a powerful focus, it proved insufficient for their original goal of creating a prosthesis for witchers, but has since been replicated for use by mages.

**Effect:** While wearing a Conduit Prosthesis, the limb has a full range of mobility and function, and any reduction to SPD is negated. A Conduit Prosthesis can be used to channel Chaos through magical sigils carved into the length, inlaid with optima matter and fifth essence and acts as a Focus (2) with the Greater Focus effect. Any attack made against a prosthetic limb is redirected towards its wearer for gameplay purposes.

**Availability:** Rare

**Weight:** 3

**Cost:** 1,000



## Prosthesis Diagrams

Name	Level	Crafting DC	Time	Components	Investment	Cost
Basic Prosthesis	Novice	13	5 Hours	Cotton (x1), Timber (x3), Leather (x1)	38	76
Magical Prosthesis	Master	10	8 Hours	Cotton (x3), Double Woven Linen (x2), Ester Grease (x4), Etching Acid (x4), Fifth Essence (x2), Hardened Timber (x3), Leather (x1), Steel (x1)	375	750
Witcher Prosthesis	Master	22	9 Hours	Cotton (x2), Double Woven Linen (x2), Ester Grease (x2), Etching Acid (x6), Fifth Essence (x3), Hardened Timber (x2), Hardened Leather (x1), Sharpening Grit (x1), Silver (x1), Steel (x2)	600	1200
Conduit Prosthesis	Master	24	10 Hours	Cotton (x4), Double Woven Linen (x2), Ester Grease (x4), Etching Acid (x8), Fifth Essence (x4), Gemstone (x1), Hardened Timber (x3), Leather (x1), Optima Matter (x1), Steel (x1), Wax (x1)	750	1500



## Voren of Dillingen

Fifty years ago, Voren took a severe crush injury during his first few years on the Path, when he was still a fresh and inexperienced Witcher. On a Hunt for a territorial Fiend that had been terrorizing the villages to the south of Cintra, Voren severely underestimated the monster's strength and cunning. He was led by the local hunters to believe it was a youth, and thus cutting it down would be manageable.

The resulting fight was long and drawn out, as the witcher found himself in a desperate bid to put down a full-grown Fiend. Though he was eventually successful in slaying it, Voren's left arm, hand, and fingers were crushed beneath one of the monster's weighty blows, shattering the digits and fracturing the bones of his wrist.

Already low on potions and at a high toxicity level, he was unable to quaff a ration of Swallow and instead took the three day ride to the nearest town to see a doctor. By that point, his enhanced healing had taken effect and fused the shattered bones together, leaving his lower arm twisted and the fingers unable to flex without great effort.



## Sweet Flag

As a medication, Sweet Flag is more for roleplaying use than specific mechanical benefit. It is a topical painkiller that provides relief from symptoms like Phantom Limb and nerve damage.

**Substance:** Aether

**Rarity:** Common

**Location:** Field & Swamps

**Quantity:** 1d10

**Forage DC:** 12

**Weight:** .1 kg

**Cost:** 18

After learning to adjust and adapt his fighting style and Signing with the aid of a splint, Voren was soon back on the Path. But luck did not follow. Only a year later, an Ekimmara tore into the same limb, destroying the supportive splint and biting deep into flesh and bone.

Again, restrictions on the availability of Swallow forced him to bind the wounds and seek out medical aid instead.

Though a doctor was found in time, accelerated healing once again was a detriment, serving only to trap debris in the wound, which festered into a gangrenous infection.

Amputation was a last resort and a harrowing experience, even for a Witcher. The limb was removed above the elbow to ensure the infection wouldn't spread further and potentially kill him.

A procedure with no anesthetic and a doctor with little experience in amputation, the end result was not perfect, causing significant disability that would prove to impact his life more than the initial crush injury did. Voren was not only changed physically, but mentally.

A year into his recovery, life was rough. Despite being a strong sword fighter—even without his Signs—Voren noticed work beginning to dwindle. Contracts would be removed from noticeboards whenever he approached, and the jobs he managed to find were barely hunts at all; requiring little skill for meager pay. To some, he was no longer seen as a Witcher capable of killing monsters. To others, he was simply a liability.

As money ran thin and Contracts dried up, Voren took to sleeping out under the stars and hunting wild animals for survival across Lyria and Rivia. Voren was not only isolated, but cut off from the only thing that gave his life meaning. As a Witcher, he was a weapon to kill monsters and, without that, what was he? And at his lowest point, destiny chose to reveal its hand in the form of a Mage, Elgan of Verden.

A praised academic and pioneer of magnetic magics, Elgan was traveling through the Mahakam Mountains in pursuit of a Shaelmaar he lost his leg to. Their meeting was purely by chance, but Elgan was more than enthusiastic

to enlist a Witcher to aid him in his quest for revenge. Perhaps too enthusiastic, promising Voren that he would compensate him greatly for his assistance. Though initially hesitant, Voren acquiesced, deeming it better that if he were to die, it would be to a monster rather than starvation.

After tracking down and killing the Shaelmaar deep in the Dwarven mines, the cavern, already weakened from the monster's tunneling, began to collapse around them, crushing an exhausted Elgan underneath a fallen slab of masonry. Despite Elgan's protestations, Voren refused to leave him behind, and as he freed him from under the debris, the shaft buried them both. Remarkably, they survived, and in the morning were able to free themselves using Elgan's magic.

As promised, he paid Voren his due amount, but Elgan's sensibilities bid him to also acknowledge the life debt he now owed the Witcher. Sometime later, he would offer him a new invention, a prosthetic arm unlike any other—one that could withstand the dangerous lifestyle of a Witcher, and would enable Voren to Sign again.

## The Impact of a Disability

Witchers are taught from a young age that anything that slows them down in combat will, inevitably, kill them. After all, what good is a Witcher who can't cast Signs? What about a Witcher who can't fight with a sword? It is ingrained into them during their training, as sure as any combat technique or Sign. Though Voren is a right-handed swordsman, his left arm was his Signing limb and losing it had severe mental consequences as well as physical. This section serves to convey the impact amputation had on Voren and how it still affects him to this day. Disability is as much a part of a person as anything else; affecting most aspects of their daily life. Voren is no exception.

Prostheses cannot be immediately fitted to an amputation site—a period of healing is required where the surgical site is given time to seal and adjust before it can be measured and



fitted. Even then, a prosthesis is not an automatic ‘fix’. There is no ‘fix’, only adjustment and adaption and, often, frustration follows. Though Voren is a right-handed swordsman and could still wield his weapon, his left hand was his Signing hand, impacting his ability to fight as he used to. Initially, a prosthetic arm wasn’t an option; the only ones available were of a quality ill-suited to the lifestyle of a Witcher.

As a result, Voren became increasingly frustrated with himself and his situation, despondent and lost. Even now, despite now having a witcher-grade prosthesis, this mental impact hasn’t been suddenly resolved.

## Chronic Pain

Chronic pain shouldn’t be confused with the general pain arising from something like a recent injury. Voren has constant, severe nerve pain in the stump of his left arm. This everyday level of pain has become his ‘new normal’ and is manageable but still ever-present. However, flare ups are inevitable: sometimes they are unprovoked and random, and other times, it’s the result of a hit in battle, any cold weather, or simply overexertion.

Using potions like Swallow to reduce pain is counter-intuitive as they’re not painkillers. Instead, Voren buys or forages for his own pouch’s worth of ‘Sweet Flag’ - an edible medicinal herb that grows in swamps and marshlands throughout the Continent. If this resource is unavailable and the pain severe, Voren will heat stones by a fire and wrap them against the stump of his arm as a heated compress.

Whenever Voren experiences a flare up that simply cannot be managed, he becomes withdrawn, finding difficulty in concentrating and holding conversation. He often prefers to be left alone and will resort to strong drink if any is available, just to take the edge off.

## Donning and Removing the Prosthesis

Voren’s prosthetic arm is affixed to his stump via a harness that sits under his armor. The leather belts strap about his bicep and across his chest and shoulders. He also wears a thick, sock-like covering over his stump which is padded to prevent chafing and absorb impact. The prosthesis and its harness take roughly 2 minutes to put on and 30 seconds to take off.

Voren typically keeps the limb nearby whenever he isn’t wearing it. When not wearing the prosthesis, Voren is able to compensate for most daily tasks using his right arm alone. He has difficulty casting Signs using his right hand however.

## Phantom Limb Syndrome

Voren often experiences phantom limb syndrome whenever his chronic pain flares up; this is the feeling as if his left arm is still there, resulting in extreme itching and discomfort. If Sweet Flag or heated compresses aren’t enough, he also does a series of stretches and massages the stump to aid blood flow and relax tensed muscles.



### New Gear Information

Name	Availability	Weight	Cost
Basic Wheelchair	Everywhere	6 kg	50
Quality Wheelchair	Poor	3 kg	200
Basic Prosthesis	Everywhere	2 kg	50
Magical Prosthesis	Rare	1 kg	500
Witcher Prosthesis	Rare	2 kg	800
Conduit Prosthesis	Rare	3 kg	1,000