

# The Witcher: Nightmare of the Wolf Jumpchain



Decades before Geralt of Rivia killed a kikimora outside of Blaviken, the man who would become his mentor lived through the last days of Kaer Morden, and the pogrom that destroyed it. Vesemir will need to find wisdom and compassion to become the man Geralt and his other students will need, and the coming days will be the very trials that force them upon him.

Still, that time is a ways off yet. You arrive in the nameless but violent world of the Witcher (or at least Netflix's version of it) five years before a drunken argument between a pair of Witchers and a pair of knights escalates to lethal violence.

**You have 1000 Chaos Points to prepare yourself for the decade you shall spend in this jump.**

**+1000 CP**

### **Location**

**You may begin anywhere in the nation of Kaedwen, including Kaer Morden.**

### **Origins**

**Everyone needs a place to hang their sword, a way to earn their daily bread, and a place to belong. These are your options on the Continent. You may freely pick your gender and age, but caveat emptor.**

**Drop In (Free) Oh. My mistake. It seems I have provided you with no such convenience. You enter the Continent with no identity, no friends, no family, and no memories but those you brought with you. In some ways, you are more authentically yourself than you would otherwise be. In others, you are extremely fucked. As a mercy, you have somehow been taught to speak, read, and write the local language, which probably resembles Polish.**

**Noble (100) Whether you were born into power and privilege or you found your way there another way, you are a noble of one of the Continent's many nations, whether that is Cintra, Nifflegard, or Kaedwen.**

**Witcher (200) Centuries ago, mages set out to create supersoldiers capable of driving back the tides of monsters that threatened humanity in this world. Inevitably, they**

succeeded. Unlike most would-be Witchers, you actually survived both the mutation and training, and have been hunting for several years now. This would normally be more expensive, but upcoming events have provided reasons otherwise. I also would say human only, but I wouldn't want to stifle your creativity.

**Mage (300)** You are one of the few, the mighty. Born with access to the power of Chaos, you have learned to harness it - probably in the halls of Aretuza or Ban Ard, though you could also be a self-taught druid. It matters little. Mages are long lived and generally well educated, so they tend to wield a lot of influence.

### Races

**Human (Free)** A common race in many parts of the multiverse, humans are dominant throughout most parts of the Continent. As most are terribly racist, they have few friends among the old races.

**Elf (100)** In another continuity they'd be called Aen Seidhe, but it is unclear whether that name applies here. Regardless, elves are a race of long-lived, magically gifted bipeds only visually distinguished from humans by their pointed ears. Their lot in this world is a sorry one, as they are dying out, unable to compete with humanity's rate of reproduction.

**Aguara (300)** The name might not quite fit, but through mutagenic alchemy, you have been reborn. You are horrific to look upon and have a psychological impulse towards reproduction and violently protective parenthood as a result, but your mind is undiminished and you can bewitch others and possess the illusionary powers of a Mahr, only on a far greater scale. This race may be purchased with another. Post-jump, this shape becomes an alt-form and the impulses will be mangleable.

**Green Dragon (400)** The most common breed of an increasingly rare species, you are a massive, fire breathing, flying lizard. Once, your kind were more common, even inhabiting the now-destroyed Earth, which is believed by some to have been the cradle of humanity. Now, your numbers dwindle. Still, you are a dangerous foe when pushed, and feel an urge to hoard treasure. Naturally, this becomes an altform post-jump.

**Black Sun Shrike (100)** Again, not sure about the name, and you're a little early for this one, but if you are certain. You were born during a partial eclipse, which may cause some to associate you with the goddess Lilit, or Niya, but unless there's an autopsy or vivisection, no one shall notice your numerous internal mutations. Little is known about your kind, and in another continuity you might not even exist, but your mutations have given you a potent resistance to hostile magic in addition to some clairvoyant and prophetic gifts, which will grant you insights into destiny's workings. Your voice also carries a natural association with battle, slaughter, and war that shall frighten your enemies and appeal to the bloodthirsty. If Renfri is or shall be any indication, you are also a frighteningly natural warrior and leader thereof - and few are as ferocious, willful, and clever as you can be. Some shall believe that these mutations can "progress" under the right circumstances, possibly granting you new talents or abilities, but that is unproven. Alas, you have a monster's weakness to silver, but you aren't one, right?

Female only.

### **Perks**

Discounted perks are half off.

**Farm and Forage (100, Free Drop In)** You know enough about the theory and practices of herding, sustenance farming, foraging in the wilderness, starting fires, and primitive cooking that you *probably* will not die just from traveling into this setting.

**A Favor to a Friend (200, Discount Drop In)** Acquaintances, allies, and friends do each other favors - but favors do not pay the bills. In your case, it seems destiny has taken note of that fact, and made a few arrangements for you. People get a sense that you're good for it - as long as you are. Not only are your friends and "friends" more willing to trade favors if you are willing to reciprocate, when you act in the interest of providing or repaying one, or vice versa when you have given one, you'll find that against all odds there is quite a bit of extra breathing room - whether that's extra vacation time from your boss or a chance meeting. Also, so long as you hold to the same and honestly mean no harm, regardless of where you go, the old custom of hospitium is alive and well - albeit with all the terms and conditions one might expect.

**Law of Surprise (400, Discount Drop In)** The Law of Surprise is a tradition as old as humanity itself. It is thus; having saved another's life, a person requests or is offered that which the debtor already possesses but does not yet know, or what they first find upon returning home but did not expect, or variations thereof. It is a tradition enforced by Destiny itself. On the very rare occasions where the "surprise" is a child, it creates an indissoluble tie of destiny between the child and whoever they are offered to. This tie ensures the two will play important roles in each other's lives, and often confers great destinies. There is only one condition; once created, the tie must be confirmed, the only way it can be. The child themselves, of their own free will, must agree to leave with those to whom they are promised. Otherwise, the child is released from all obligations. If that condition is met, and perhaps even before it is, however, then Destiny itself shall reach

out and ensure all goes as it should, and even ensure there is a chance for the tie to be confirmed. In other worlds, the Law of Surprise's power shall run true, as not only will this facet of Destiny follow you, people will know of this tradition, consider it valid, and know the consequences for breaking it wherever you go (though what is up for grabs may vary), and some Force will ensure that you often reap surprisingly great rewards from accepting it - without harming the person you saved overmuch.

**I Smell Death (600, Discount Drop In) And destiny, and heroics, and heartbreak. Literally.** You can literally smell Destiny and similar forces at work, and even its individual flavors, from heroic saga to tragedy. Besides allowing you to pick out people of importance wherever you find them, this grants you some insights into its workings - you know when the hero you travel with has fallen while you are absent, and when something needs to be quickly and concisely explained. Essentially, you have a degree of genre savviness. If, in the future, you find yourself facing those who can affect fate and luck, you need only take a sniff to discover it. Additionally, you're a very skilled singer, lyricist, composer, and lutist - one of the best in the world, in fact.

**A Kinder Master (100, Free Noble)** You possess a real sense of empathy for those you rule, which can never be snuffed out. Furthermore, you possess the skill necessary to manage large quantities of people, land, money, and goods.

**Rhetoric and Logic (200, Discount Noble)** Too often, it is whoever makes the best argument, rather than whoever is the most right, that rules. That may still happen from time to time, but you have a formal education in rhetoric and debate, and people will have an oddly hard time dismissing your arguments based on the basic ad hominem and genetic fallacies.

**Advisor to the Throne (400, Discount Noble)** The next best thing from being powerful is having the ear of someone powerful. Fortunately, you have a real talent for making yourself seem trustworthy, and in fact in this and every future jump you have the ear and confidence of some powerful figure, though this is not unshakable.

**A Competent King (600, Discount Noble)** No, really. You are genuinely competent - more than competent, accomplished - at every matter necessary for kingship: diplomacy, legislation, budgeting, strategy, tactics, sword fighting, finding competent help, delegation, lie detection, long term planning, logistics, public speaking, accessing the people's will, and much, much more, including all the petty games of politics lords love to play. Furthermore, you know exactly how much you can laze around without harming your people and the systems that manage and protect them and keep them loyal, how much you can take for yourself, and how to set up institutions to reduce corruption and your own workload. And you shall never want for the will to put in the hours to rule properly. That said, such is your efficiency that those who do not know you might mistake you for a lazy, out of touch bore.

**Witcher (Free and Exclusive Witcher)** You are a witcher. You were brutally trained in sword fighting, tracking, investigation, monster lore, herbalism, and the rudimentary magic called signs. When that was done, mages put you through the Trial of the Grasses, a series of spells, mutagens, and alchemical concoctions intended to permanently enhance your strength, speed, reflexes, senses, longevity, endurance, chemical resistance, mystical sensitivity, and immune system. Together with your training, this has made you one of the deadliest fighters on the Continent, and a highly proficient hunter of

monsters, but it has also turned your eyes yellow and rendered you sterile. Post jump, you may toggle your eyes back to their natural color and are no longer infertile.

**Conman (200, Discount Witcher)** You give witchers a bad name. You are proficient and talented in the simple yet endlessly complex art of manipulating and scamming people out of their money. Whether it is getting a bounty placed on a local witch for a crime you invented and then earning that bounty, getting paid to slay monsters that don't exist, tricking a boy into risking his life to join your order, or just convincing people to invest in their local snakeoil dealership, you are very convincing, and often know by instinct and experience how far you can push it before the mark begins to suspect.

**Deadly Alchemy (400, Discount Witcher)** Witchers are taught quite a bit about alchemy, but you know more than most. It isn't nearly enough to create new Witchers of your own, but bombs, potions, lures, blade oils, repellents, medicines, and blade oils are within your grasp. You could even invent potions that apply to monsters that no other witcher shall ever see, if given time to experiment. But if that's too adventurous for you, well. In many places, you could make a decent living off only your alchemy.

**On the Path (600, Discount Witcher)** There's the witchers who spend a few decades clearing out kikimora, and there's the witchers who go down in history. You are one of the latter. In any field of witchering worth noting, you make most other witchers look like half trained boys, including base cunning. But you really shine when it comes to investigating new forms of magic and new breeds of monsters. Furthermore, even when it shouldn't be possible, you can apply the principles of witchering to the contents of other worlds. You can break curses with cunning. You can slay monsters with occult and folkloric vulnerabilities such as meteoric iron, specific herbs, charms, or special



alchemical mixes. You can resist and escape mind control and illusion using a strong will and a sharp mind. No phantasm is perfect. And of course, silver kills (most) monsters. Just remember that not any boy with a silver knife can kill a werewolf.

**Basic Sorcery (Free and Exclusive Mage)** You can tap into Chaos to perform magic. You're nothing special, but you can lift rocks, read thoughts, bottle lightning, create portals, and otherwise display all of the other knowledge and power expected of an Aretuza or Ban Ard graduate, including that of medicine, botany, and making wise faces while you say cryptic things.

**Fire Magic (200, Discount Mage)** Magicians who indulge in fire magic too much tend to be unstable, and given to ideological extremes. As such, the Brotherhood of Sorcerers bans it. Well, evidently that has not stopped you, for you are a true master of that easiest and most dangerous of elements, and know some rudimentary witchcraft besides. It's only what wizards outside the Brotherhood and without its resources would be expected to master, but in case you need it, it's there. If you tried your hands at other forms of forbidden magic, I'm sure you'll prove talented.

**Mutagenic Alchemist (400, Discount Mage)** There are few alchemists on the Continent as skilled and knowledgeable as you are. You know dozens of concoctions for every purpose, are quite good at inventing more and improving upon those you already know, including those that would be useful to monster hunters. However, where you really shine is the creation of mutants and mutagens via alchemy and magic. You even have the knowledge - if not the power or ingredients - necessary to create witchers.

**Descendent of the First Mage (600, Discount Mage)** Or at least, that is what people will be saying, because you are quite talented at magic, if you can use it. I hesitate to say one of the best, but you are certainly talented enough to earn the respect of a master witcher. Furthermore, you are a good public speaker and debate, and if that's not enough you seem to have picked up a little something extra on the way into this world. It's a subtle effect, but an army that marches beneath your banner, particularly at its head, or a kingdom whose ruler heeds your voice - or better yet is you - seems to be blessed with a bit of extra luck and prosperity and competence, in direct proportion to your supernatural power and power over it. It isn't that much, to be honest - you would need to be one of the strongest mages in this world for it to be more can be dismissed, but it is there.

### **Items**

Discounts are the same as with perks, and lost or destroyed items are replaced after a week. Damaged items are restored after 24 hours. Consumed items are replenished after a year. Drop Ins do not get discounts on specific items. Instead, they gain discounts on one item of their choice from each tier.

**Coin Purse (100, Free Noble)** By peasant standards, this is a fortune. It's enough to live like a lord for a whole month! Or far longer, with a more frugal lifestyle. In future jumps, it can be converted into local currency.

**Title (200, Discount Noble)** All nobles get titles for this jump, but if you buy this item then you will be able to retain significant prestige, authority, and wealth into future jumps.

**Lake House (400, Discount Noble)** A large, well furnished and supplied house by a lake, which brings back childhood memories and provides the lap of luxury. There are NPC

**servants and a whole pantry full of honey cakes and really good wine, in addition to other food and supplies, which replenish automatically. There are also some NPC guards, if they should prove necessary.**

**The Jumper Estate (600, Discount Noble) You have a mansion, and a large surrounding area. More than merely a home, this is the source of your wealth. There are many servants and farmers, workers, and guards here who attend you and pay you taxes and in future worlds you shall have similar holdings.**

**Witcher Gear (100, Free Witcher) A pair of finely crafted broadswords. One is steel, the other is meteoric iron and gilded with silver. Additionally, you gain a medallion which shakes in the presence of monsters, and a set of armor fit for, well, a witcher.**

**The Elder Blood (200, Discount Witcher) A vial of blood which never goes bad, taken from someone with the correct set of genes to manifest specific, powerful abilities. While I'm sure you could find something interesting to do with it, it is an essential ingredient in the Trial of the Grasses in this continuity. Though perhaps a mutagenic alchemist or genius could find other uses for it...**

**Kaer Morhen (400, Discount Witcher) When you leave here, this mountaintop fortress, where witchers are trained and mutated, shall follow you. It has room for perhaps a hundred people, and a number of bestaries, many alchemical sets, and many other tools of their trade, including a bestiary, where monsters can be studied. Everything you need to produce new witchers except the Elder Blood and mutagenic alchemists can be found here. There is also an obstacle course. Post-jump, the keep will be able to generate**

equipment for newly trained witchers, supplies to match its population, and books detailing the monsters of new worlds.

**Plenty of Work (600, Discount Witcher)** Rated more for the moral cost than its direct utility, this item ensures that there will be a healthy population of monsters in every future world. Monsters which will be hard enough for the common folk to deal with that they will choose to create and support a caste of well educated, freelanced, silver-wielding mutant swordsmen with versatile but basic magical abilities, which the monsters' nature or power shall make them vulnerable to. Or you can choose to not inflict this upon a world as you visit it. Your choice.

**Books and Reagents (100, Free Mage)** A mage needs information and resources to amount to anything. This is a small library of magic and a collection of common plants and other reagents which can be used in magic. It's not much, but it's all yours.

**A Cure for Infertility (200, Discount Mage)** It bothers some more than others, but the procedures, spells, and surgeries that give mages their incredible - and lasting - looks also sterilize them. Here's your workaround. This is a potion that, once drunk, provides a window of about a month during which the drinker, whether sorceress, mutant, crossbreed, witcher, or something stranger still, is able to conceive a healthy child which can be carried to term, regardless of other circumstances, including side effects from abilities, with at least a third the success rate of an average adult human. Incredibly, it also comes with the formula to make more, but though the ingredients aren't anything special it would take an exceptional mage and an exceptional alchemist to actually do so. Interfertility is not guaranteed. Be careful, if the elves got their hands on that formula, it just might shift the balance of power on the Continent.

**A Position in Court (400, Discount Mage)** Due to their education and longevity, wizards and sorceresses are valued as advisers in most courts. But to walk amongst the mighty, you will need a title. Here it is. Equal to that of a high ranking noble, this title shall provide you with prestige, authority, and resources in your starting nation in this and all future jumps.

**Horde of Monsters (600, Discount Mage)** Now this is a dangerous weapon, but an effective one. Dozens to hundreds of monsters, bewitched and bound to your will, will answer your call wherever you call them from. Few fortresses or armies have any chance against something like this.

### **Companions**

**A Named Character (100)** Vesemir, Geralt, Tetra, and others like them may be selected. You shall need to convince them to come along, but if you can manage it they shall be able to follow you to later jumps. You may purchase this multiple times.

**Mutagenic Alchemist (200)** A mage of some skill, proficient in the creation of witchers. They have a replenishing supply of Elder Blood, and they're not afraid to use it. Just... maybe find some way to refine the process? There's a reason most of the boys who go through the Trial of the Grasses die, and don't even get me started on the girls.

**Old Friends (50)** A previous companion is given 800 CP to buy an origin, a species, perks, and items. Your in jump selves shall know each other, by default. You may purchase this as many times as you like, and if you buy six then you get two free.

## **Drawbacks**

**Maximum extra 1000 CP, but you can take more drawbacks if you really want them.**

**Rambling (+100)** You tend to ramble, at little prompting. This will prove annoying or endearing to those around you, but you can't seem to stop for too long.

**Life on the Continent (+100)** Is brutish, violent, and all too often, short. Alas, you shall be spending an extra two decades on it. And nothing you can do shall improve the general living standards or technological base much, though you can plant seeds of progress.

**Bulletproof (+100)** Monsters, mages, and knights are, against all reason, totally bullet proof now. How? Why? No clue. But you better get used to swords and sorcery. This also applies to other more advanced weapons. In fact, the more advanced the weapon, the more likely it is to just *not* work against magical opponents.

**Not Even A Limp Dicked Man-Whore (+100)** You just can't seem to find anyone will to have sex with you. Something will come up, or you won't have the money, or people find you repulsive, or something. *Every* time. For the whole jump.

**Horrors, Both of Them (+200)** You... are a grandparent. And your grandchildren probably love you, and you them, but they represent a serious obligation you're unwilling to ignore, and furthermore are living reminders that you are old. If you like, you may take them as companions after the jump.

**Old (+200)** You are showing your age, and that age is considerable. You are your species's equivalent of a human's sixty, and while you still might be going strong, it's plain to see that you have slowed down.

**On My Word (+200)** You are an extremely honorable person, and will never willingly break an oath or vow once given. For double points, you've already sworn a somewhat foolish oath, like allegiance to an idiot. For triple points, it is an especially foolish oath, like *obedience* to an idiot.

**Practice Your Sad Face (+200)** You are a *dick*. A *selfish* dick, in fact. You might not be evil, or cruel, but you wouldn't bury a dead body if there weren't money in it, and people shall respond to your antipathy in kind. Fortunately, you aren't stuck being a selfish dick. You can grow beyond it. With time and effort.

**Of Impure Blood (+300)** And everyone knows it. Whether you are a half-elven witcher, a quarter human elven mage, or a newly elevated commoner, the various bigots around you shall look at you in askance. You might be able to power through this on an individual basis or on individual issues, but it will certainly make people harder to deal with. And no, you do not gain any benefits from your mixed nature, even if you should.

**This is My Sad Face (+400)** Your childhood sucked. Maybe you were oppressed and starved, or maybe your whole family died violently. I'll tell you this much: more is coming. At least one more great tragedy is in your future, and there is nothing you can do to stop it. Destiny has already been decided.

**Alpha Witcher (+600) The Kaer Morden shall be destroyed, and Vessemir shall die with it. It is up to you to train the next generation of witchers - at least a dozen of them. Fortunately, you shall find yourself at the head of a small group of mutated boys. Train them, or chainfail. Your choice. You shall have an extra 50 years to accomplish this.**

### **Notes**

**Jump by Ze Bri-0n, animated movie by Beau DeMayo and Kwang Il Han, Netflix tv series by Lauren Schmidt Hissrich, original novels by Andrzej Sapkowski. Version 1.0. Probably the only version.**

**Sorry, no being of the Elder Blood this time.**

**Using A Cure for Infertility can be unpredictable in some circumstances. Not in that it won't work, it will most certainly work, and the children will be viable and healthy, but beyond that it can be a lottery, especially with mutants. A witcher might sire a hereditary line of witchers, an ordinary person with a high likelihood of surviving the Trial of the Grasses, or anything in between, with the same witcher leading to different results on different occasions.**

**For Black Sun Shrikes, you're a mix of the unusual traits we saw Renfri display and claim in the show and what were described in the original short story, though there's a lot of overlap there. You can choose to play up the mystical and ambiguous aspects from the books, if you like. But don't worry about Lilit/Niya too much. She might not even exist, may not be malevolent, and she's probably not planning to return just because there's one of you running around. The only psychological change is that you shall take great**



pleasure in bloody revenge upon those who have personally and *deeply* wronged you, and that's normal enough.

Hospitium is the ancient practice of giving travelers a place to sleep for the night, usually along with a meal or two. The name is Greek, but the custom exists in most cultures.

Simply put, a passing traveler may bang upon any random door and expect to be given a dinner, a breakfast, and a place to sleep during the night between them upon request, particularly if the weather is bad. In return, the host can expect an able traveler to help around the house (or farm), be on their best behavior, and provide news or knowledge if they have any to be shared. Gifts are encouraged, but not required. The quantity and quality of gifts and favors may expand the hospitality into a lunch before the guest sets out on the road again. That said, people don't stop being people. The rich often snub the poor unless there's nowhere else nearby, few will accept more than a small party, starving peasants don't have enough to share, social tensions don't necessarily go away, presentation is still important, etc. People are also more prone to granting hospitality to people who request it *without* waking them in the middle of the night.

Woe betide any who violate the Law of Surprise, for Destiny shall surely turn against them. For those to whom it applies however, it is usually positive. Usually, not always.

On the Path - there's a lot of occultism at work in the witcher series. But for a few examples in later worlds, imagine carrying a charm made from a mixture of strong smelling herbs to hide your soul's strength from Hollows in Bleach. Or spraying Jafar the genie with a mix of ice and salt to temporarily weaken him. Or warding off daemons of Chaos with a sapphire inclusion soaked with olive oil, or specific incense, or other

folklore remedies. Figuring out the details will be difficult, but they are usually folkloric, take shapes from local legends, and (other than silver) you can teach them to others.

Fire Magic grants the ability to use magic, even without Basic Sorcery, though that perk comes with greater potential in addition to superior knowledge. Fire Magic alone makes you the kind of mage who would fail to bottle lightning and get turned into an eel used to power Aretuza - at least, outside of the forbidden realms of fire, necromancy, and demonology. Descendent of the First Mage does not grant access to Chaos, but if you have it already then it gives you the potential to be as strong as Tetra, but not the skill to take advantage of it, or the intellect and will necessary to master and manifest that potential.

Yes, ironically Mutagenic Alchemist does not include access to Chaos, so despite the name you can't actually perform mutagenic alchemy with it alone. But you could guide a mage through their half.