



THE
WITCHER®

SIRIOL'S HANDBOOK:
MONSTERS ON THE ROAD



Monsters on the Road

There's always the possibility, when one is traveling, that you might encounter a monster along your path. Now, that isn't nearly as common as it was, say two hundred years ago or so, but it's still a very real possibility. Monsters lurk all over the place. And not just the places you would expect them. You'll find ghouls and glustyworps and the like in the wilderness, preying on the unfortunate of course, but you're just as likely to encounter people in your day to day city life who hide a monstrous secret. They may not always mean harm but you should be careful. Yours truly hasn't lived to be over two centuries old by trusting every pretty face I meet.

—Siriol de Arian

Ambush Predators

Many of the monsters you encounter on the road or while passing through a village are often ambush predators who won't make themselves known immediately. These monsters will stalk their prey and wait for the right time to strike when they can get one player alone or when they can insure the element of surprise. They may not be as dangerous in a fair fight but given the opportunity to ambush a character they can be very dangerous.



Monsters are a tremendous part of the world of The Witcher and as such they should play a similarly sized role in travel. There are a number of different times you might find yourself encountering a monster along your travels, each one presenting its own difficulties. In this update we hope to present a few different monsters for these different situations.

The Alp

Alps are powerful vampires that could be easily mistaken for Bruxa. They like to remain unnoticed so they're prone to prey on transients in their local community. While stopping through a town, the players might have one of their members lured away by an attractive stranger only to find out they are in grave danger.

The Glustyworp

Glustyworps are insectoid predators that lurk in swampy lands and fetid rivers. They disguise themselves as floating logs and other flotsam and snatch passers-by that fail to notice them. Since a great deal of travel on the Continent is done by river, it wouldn't be uncommon for a group of players to be travelling between cities by barge when suddenly someone gets dragged into the river by a massive creature.

The Werecat

Werecats are the silent, stalking therianthropes born from a terrible curse. It's just as likely that you'll find a werecat stalking the forests around its normal home, looking for prey as you'll find yourself being stalked by one in a city as you stop for the night.

Skill Base	
Athletics	23
Awareness	16
Brawling	22
Charisma	17
Courage	16
Endurance	15
Intimidation	16
Persuasion	16
Physique	15
Resist Coercion	16
Resist Magic	17
Seduction	17
Social Etiquette	14
Stealth	17
Wilderness Survival	15
Language: Vampiric	16
Language: Nordling or Elderspeech	15

Armor	10
Regeneration	—

Resistances	
Bleeding, Stun	
Immunities	
Magical Scanning	

Susceptibilities	
Black Blood Potion, Fire, Moon Dust Bomb, Vampire Oil	

Dodge Base	22
Reposition Base	23
Block Base	22

Bounty	
2000 Crowns	

Loot	
Abomination Lymph (x1d6/3)	
Alp Saliva (x1d6)	
Essence of Death (x2d6)	
Mundane Items (x1d6)	
Vampire Teeth (x1d6/2)	



**Hard
Difficult**

Intelligence
Sapient

Senses
*Superior Night
Vision*

INT	6
REF	13
DEX	13
BODY	10
SPD	11
EMP	7
CRA	5
WILL	7

STUN	8
RUN	33
LEAP	6
STA	40
ENC	100
REC	8
HP	80



Alp

Commoner Superstition (Education DC:18)

An alp is a terrible problem for a small village or a budding town. You see, vampires, on the whole, are very dangerous creatures. But alps, much like their sisters the bruxa, are able to disguise themselves better than any garkain. Legends state that they can take the form of dogs and cats and toads and young beautiful women. That can cause quite a bit of paranoia to spread through a village. Anyone could be the vampire. To make matters worse, people say they have some kind of venom that puts you to sleep.

—Siriol de Arian

Lore & Behavior (Monster Lore DC:16)

Often mistaken for a bruxa, the alp is a cunning vampire with a number of tricks up their sleeves. While alps aren't as powerful as bruxa, they are both among the only vampires able to operate in daylight. Alps are unique for their ability to exude a chemical in their saliva which can put a full-grown human to sleep in a matter of seconds and plague them with terrible nightmares.

When hunting, an alp stalks their prey in the form of a cat or dog until they can get them alone. The alp then disguises themselves as an attractive or innocent looking elf and attempts to get close enough to deliver a kiss or a bite laced with their somniferous saliva. Once the victim is asleep, the alp feeds and then retreats, leaving their meal in the throes of the nastiest nightmares one can imagine.

Despite their subtle hunting methods, alps are vicious creatures in combat. An alp can deliver surgical blows with its claws that tear through armor and leave terrible wounds. They also share the bruxa's sonic blast ability allowing them to deter groups of assailants and knock attackers off their feet. By far, an alp's most dangerous weapon is their bite which can tear through steel and not only drains a target's blood to heal the alp but also saps the target's strength with the alp's somniferous saliva. If pressed, an alp will retreat, using their mistform to disappear through locked doors or leap to the top of tall buildings. If one is fighting an alp it's advised to bring a Moon Dust Bomb so the alp can't transform or use its mistform to escape. A well-placed Yrden circle should offset the alp's incredible speed and a dose of Black Blood will deter it from using its terrible bite.

Attacks							
Name	ATK Base	Type	DMG	Rel.	RNG	Effect	ROF
Bite	22	P	5d6	10	—	Improved Armor Piercing, Blood Drain, Somniferous Saliva, Bleed (75%)	1
Claw Slash	22	P/S	4d6	15	—	Balanced, Armor Piercing	2

Ability: Sonic Blast

By taking its full turn, an alp can project a 6m cone of powerful compressed sound. Anything in that cone must make a DC: 16 reposition roll or block with a shield. If they fail to defend, the target takes 5d6 damage to the torso, is knocked back 4m, and staggered. If the target blocked, they must make a DC: 16 Physique check or still be knocked back 4m.

Ability: Somniferous Saliva

The saliva of an alp is a potent sleeping agent. An unsuspecting creature that comes in contact with this saliva must make a DC:16 Endurance check or fall into a deep sleep filled with vivid nightmares. A creature aware of this effect or in combat instead reduces their Stamina by 5 points each time they are affected. If a character's Stamina is reduced to 0 by this ability, they fall into a deep sleep. A character put to sleep by this ability can make a DC: 18 Endurance check to wake up any time they take damage or someone takes an action to wake them. If these methods fail, the character wakes up in 8 hours.

Ability: Drain Blood

If an alp's Bite attack deals damage to a target, the bruxa drains 2d6 points of Health Points from the target and heals that number of Health Points. If the alp's target is unconscious or asleep, the alp can use this ability without having to use their Bite attack.

Ability: Mistform

By taking its move action, an alp can transform their body into mist and travel up to 14m. This movement can be made horizontally or vertically and the alp can pass through the smallest cracks and holes. When in the area of Moon Dust Bomb an alp cannot use this ability.

Ability: Versatile Shapeshifter

By taking an action, an alp can disguise itself as either a beautiful elf or a small animal. While the alp is disguised as an elf, only a character who succeeds a DC:16 Human Perception check can tell that they seem somehow alien and off putting. While disguised as an animal, the alp can take the form of a Dog or Cat, using the appropriate Stat Block of the animal (See Witcher Core Book, Pg.310) but retaining their own INT, EMP, CRA, & WILL Statistics and any associated skills. If the alp takes damage, or uses any of its abilities except for Somniferous Saliva, their disguise fades and they return to their natural form.

Skill Base	
Athletics	15
Awareness	14
Brawling	17
Courage	14
Endurance	17
Intimidation	13
Physique	20
Resist Magic	12
Stealth	16
Wilderness Survival	15

Armor	10
Regeneration	—

Resistances
Slashing
Immunities
—

Susceptibilities
Insectoid Oil

Dodge Base	16
Reposition Base	12
Block Base	17

Bounty
500

Loot
Chitin (x1d6)
Glustyworp Stomach (x1)
Green Mold (x1d6)



**Medium
Difficult**

Intelligence
Feral

Senses
—

INT	1
REF	8
DEX	7
BODY	10
SPD	7
EMP	1
CRA	3
WILL	5

STUN	7
RUN	21
LEAP	4
STA	35
ENC	100
REC	7
HP	70



Glustyworp

Commoner Superstition (Education DC:15)

Glustyworp are a common problem if you happen to be traveling, for instance, along rivers, through marshes, or past bogs. Really just about anywhere the water is deep enough for a four meter long crayfish to comfortably hide. Keep an eye out for floating logs and mossy rocks, they might be a glustyworp waiting to drag you into the water, and carry a bag of rock salt with you. It's said in Cintra that if you scatter handfuls of salt around your boat as you sail, it'll deter hungry glustyworps. I can't say if that's true but I have heard that glustyworps are excellent when prepared with salt and butter.

—Siriol de Arian

Lore & Behavior (Monster Lore DC:14)

Glustyworps are ambush predators which use their rough, bumpy chitin to hide among the debris of fetid, swampy environments. They can grow to tremendous sizes but most range between 3 and 4 meters long with thick, armored bodies and many spiked legs. Having thinner armor than most other large insectoids, glustyworps rely on their ability to mimic dead logs and rocks in the water, waiting until prey gets within range of their long, praying mantis-like front claws. Their sensitive antenna can sense the slightest movement in the water within 10 meters allowing them to find their prey even in the dark, murky waters they frequent. This sense is vague, however, meaning the glustyworp is still unable to determine exactly where their prey is and what they are.

In combat, glustyworps prefer to rely on the element of surprise but if pressed they have a number of weapons at their disposal. Against large prey a glustyworp often chooses to use their jaws which are lined with multiple rows of teeth that can latch onto a creature's body and tear into them with a ratcheting motion that rips apart armor and leaves deep, bleeding wounds. For smaller prey, glustyworps stay at a distance, using their long claws to grab their prey and drag them underwater. The glustyworp then holds the creature underwater, attempting to tear at it with its claws as it drowns. The glustyworp's last line of defense is its powerful tail fan which it can swing at a target which has escaped its clutches. This attack is less accurate than the glustyworp's jaws and claws but it hits hard, often knocking the wind out of the creature it hits, allowing the glustyworp to regain the upper hand or escape.

When fighting a glustyworp, one should avoid going into the water. Glustyworps only come onto land to lay their eggs in the shallows and their large bodies make them clumsy and slow when not submerged. Their armor isn't the thickest but it will turn away edged weapons so a spear tipped with insectoid oil or a heavy mace is the best bet.

Attacks							
Name	ATK Base	Type	DMG	Rel.	RNG	Effect	ROF
Bite	17	P	6d6	10	N/A	Ablating, Bleed (75%)	1
Claw Slash	17	S	4d6	10	N/A	Long Reach, Grappling	2
Tail Slam	15	B	5d6	10	N/A	Stun (0)	1

Vulnerability: Limited Movement

On land, a glustyworp lowers its REE, DEX, & SPD Statistics to 3.

Ability: Amphibious

A glustyworp can live underwater indefinitely and cannot be drowned. Additionally, they do not take penalties for acting underwater.

Ability: Sensitive Antennae

A glustyworp can use its long antenna to sense movement in the water. If something disturbs the water within 10m of the glustyworp, it immediately becomes aware of a presence. The glustyworp isn't aware of what caused the disturbance but it is aware that something moved in the general area of the disturbance.

Ability: Camouflage

A glustyworp gains a +5 bonus to Stealth checks in their home terrain when they aren't moving.

Skill Base	
Athletics	17
Awareness	16
Brawling	17
Courage	15
Endurance	14
Intimidation	16
Physique	14
Resist Coercion	16
Resist Magic	16
Stealth	18
Wilderness Survival	14
Language: Nordling or Elderspeech	14

Armor	6
Regeneration	3

Resistances
—
Immunities
—

Susceptibilities
Cursed Oil, Moon Dust Bomb

Dodge Base	16
Reposition Base	18
Block Base	17

Bounty
500

Loot
Fifth Essence (x1d6/2)
Mundane Items (x1d6)
Werecat Teeth (x1d6/2)



**Medium
Complex**

Intelligence
Sapient

Senses
*Superior Night
Vision*

INT	6
REF	9
DEX	8
BODY	5
SPD	10
EMP	1
CRA	3
WILL	6

STUN	5
RUN	30
LEAP	6
STA	25
ENC	50
REC	5
HP	50



Werecat

Commoner Superstition (Education DC:15)

There are actually quite a few were-creatures. Werecats are, perhaps, the most common besides werewolves. Legends suggest that they function similarly to werewolves, transforming on the full moon and the like. Like their feline counterparts they are extremely agile, ambush predators. However, the particularly nasty part about these creatures is that they are, some say, 'death-proof'. A werecat, much like a regular cat, has nine lives and can return from the dead over and over again until those lives are exhausted.

—Siriol de Arian

Lore & Behavior (Monster Lore DC:14)

Ailuranthropy is a vicious curse which is most often cast on a person who has acted in a horrible, beastly manner. People cursed with ailuranthropy transform into bloodthirsty, feline monsters any time the moon shines. They retain much of their old personality but with the worst tendencies brought to the forefront and an ever present undercurrent of bloodlust. However, it's important to keep in mind that no two ailuranthropes are exactly alike. Their crimes are unique and their methods of coping with their affliction are as well. Some ailuranthropes are repentant and fear their affliction, doing everything in their power to stop themselves from hurting people while others consider it an unjust punishment and don't care who they hurt. The most dangerous ailuranthropes are those who consider the transformation a blessing, inviting the change so they can let out their fury and sadism on those around them. The most tragic of ailuranthropes are those born with the curse. While a born ailuranthrope can learn to control when they transform, they are still prone to the same sadistic tendencies when transformed.

In combat, werecats taunt their prey, stalking them until the perfect moment presents itself and then darting in to strike. The claws of a werecat are extremely quick and razor sharp allowing them to slash open an unaware target with surgical precision while their jaws are equally deadly and often leave bleeding wounds. If, at any point, the werecat feels the fight isn't going to its liking they will flee the scene, using their incredible agility to climb or leap to safety. While werecats have less regenerative capacity than werewolves, if they are able to escape danger they can heal themselves back to full health in a matter of minutes and return to stalking their prey, waiting for another chance to strike. To make matters worse, if there are big cats in a werecat's vicinity, the werecat will usually negotiate with those felines, using them as minions to stalk their prey. They are also excellent at sensing magic, using the innate sense of many felines.

Attacks							
Name	ATK Base	Type	DMG	Rel.	RNG	Effect	ROF
Bite	17	P	5d6	10	—	Balanced, Bleed (25%)	1
Claw Slash	17	S	4d6	10	—	Balanced	2

Vulnerability: Moon Dust Bomb

A werecat caught in the area of a Moon Dust Bomb cannot regenerate for the duration of the bomb's effect.

Ability: Feline Allies

A werecat has a supernatural connection to other felines allowing it to communicate with other feline creatures as if they spoke the same language.

Ability: Expert Climb

If a werecat succeeds at its Athletics check to climb, it can climb 12m per round instead of the usual 6m.

Ability: Pounce

By taking its move action, a werecat can leap 6m from a standing start. This leap can be made horizontally or vertically.

Ability: Magic Sense

A werecat has a heightened awareness of magical presences. Whenever the werecat comes within 20m of any magical effect, curse, or spell that is currently being cast, the werecat's hackles rise alerting it to the presence of magic.

Becoming a Werecat

A character afflicted with ailuranthropy has a 30% chance of changing into a werecat every night, when the moon rises. In their werecat form, they are a vicious, cunning predator with an urge to kill. If the character is a player character, they are taken over by the Game Master until the sun rises. While in their beast state, the ailuranthrope has all of the werecat's weapons, armor, vulnerabilities, and abilities. The character also augments their statistics with the following changes. They increase their Body Statistic by 1, their Reflex and Dexterity Statistics by 2, and their Speed Statistic by 5. Additionally, they lower their Empathy Statistic by 5.

Cast & Crew

Writing and Design by
Cody Pondsmith,
Simon Goudreault, and
Linda Evans

Art by
Maciej Laszkiewicz,
Diego Peres, and
Anna Podedworna

Art Direction by
Jaye Kovach

Project Management by
Aron Tarbuck

Editing by
J Gray

Business Management by
Lisa Pondsmith

Layout by
Cody Pondsmith



© 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.

Alchemical Components

Name	Substance	Symbol	Source	Weight	Cost
Alp Saliva	Hydragenum		Found on Alps	0.1	145
Glustyworp Stomach	Caelum		Found on Glustyworps	0.5	96
Werecat Teeth	Rebis		Found on Werecats	0.1	88

Mutagens

Name	Color	Effect	Alchemy DC	Minor Mutation
Alp	Blue	+1 WILL	20	A patchwork of dark red veins under your skin
Glustyworp	Green	+10 HP	18	Small patches of chitin
Werecat	Red	+3 Melee Damage	18	Cat's eyes and increased hair growth