

**Threat**

Hard  
Difficult

**Bounty**

5000 Crowns

**Armor**

5

INT	10
REF	8
DEX	6
BODY	10
SPD	5
EMP	6
CRA	8
WILL	10
LUCK	5

STUN	10
RUN	15
LEAP	3
STA	50
ENC	100
REC	10
HP	100
VIGOR	25



<b>Height</b>	Usual human heights
<b>Weight</b>	Usual human weights
<b>Environment</b>	Swamps of Velen
<b>Intelligence</b>	Human-level
<b>Organization</b>	Unique

Illustration by Tangerine on Twitter



# Crones

## Commoner Superstition (Education DC:20)

*The Crones, also called the Ladies of the Wood, are three witches who live in a cabin in the swamps of Velen. Folk say the three are sisters and the daughters of the original "Lady of the Wood", also known as "She-Who-Knows". They are named Brewess, Weavess, and Whispess. Most of the time they communicate through an enchanted tapestry and a medium, who also seems to be their slave, or at least is bound to them in some way. The Crones are also considered the third aspect of the goddess Melitele.*

–Rodolf Kazmer

## Witcher Knowledge (Witcher Training DC:20)

The isolated corners of our world harbor creatures older than humans, older than academies and mages, older even than elves and dwarves. The Crones of Crookback Bog are such creatures. No one knows their true names, nor what breed of monstrosity they in fact are. Common folk have given these three sisters the names Weavess, Brewess and Whispess, and call the threesome "The Ladies of the Wood" or simply "The Good Ladies." The Crones act as the true sovereigns of Velen, whose inhabitants they help survive through harsh times in return for unquestioning obedience. They wield powerful magic, but one different from that of mages. They draw power from water and earth and are bound to the land in which they live. The Crones can hear everything that happens in their woods, predict the future, twist the threads of human lives and bring blessings as well as curses. The Crones seem, for all intents and purposes, to be immortal. Magic elixirs keep them from aging and allow them to take the appearance of young women. These elixirs and their mystical ties to the swamps in which they live also give them supernatural strength and vitality.

Weapons			
Name	DMG	Effect	ROF
Claws	3d6	Bleed (50%)	2

Skills
Awareness +6
Brawling +7
Courage +10
Dodge/Escape +8
Endurance +8
Hex Weaving +10
Melee +8
Persuasion +7
Resist Coercion +10
Resist Magic +10
Ritual Crafting +10
Seduction +10
Spell Casting +10
Stealth +8
Wilderness Survival +8

Loot
Alchemy set
Crowns (100x1d10)
Fifth Essence (1d6)
Mundane Items (1d6)
Strange Items (1d6/2)
+Specific Loot

### Vulnerabilities

#### Relict Oil

#### Dimeritium

While touching dimeritium or under the effect of a dimeritium bomb, the crones have a Vigor of 15 and cannot use the Fiend ability.

### Abilities

#### Fiend

All crones can take a turn to invoke a fiend that obeys their beading. They can invoke only one fiend per fight and all three must sacrifice a turn.

#### Spells

Afan's Mirror, Blinding Dust, Mind Manipulation, Telepathy, Talfryn's Prison, Bronwyn's Gust, Telekinesis, Brand of Fire, Magic Flare, Raise Flame, Dormyn's Fog, Eilhart's Technique, Illusion, Teleportation, Suffocate, Mental Command.

#### Rituals and Invocation

Cleansing Ritual, Magical Message, Ritual of Life, Artifact Compression, Golem Crafting, Interactive Illusion and any necromancy and goetia described in this book.

#### Hexes

The Hex of Shadows, The Devil's Luck, The Nightmare, The Pesta's Kiss, The Hex of the Beast.

### Alternative Forms

The crones can change forms between their horrible rotten forms and the form of attractive women. They only have their weapons in their rotten forms and can only use the Seduction skill in the human-like form.





Illustration by Adrian Smith

# Brewess

The Crone known as Brewess was the middle of the three demonic sisters in terms of age – but the first in terms of size. Brewess was said to be a master concocter of magical mixtures, and, in the more ghastly legends, was said to know over a dozen different recipes for human soup. During the Crones' sabbath, it turned out the sisters truly did feed on human flesh, cooking them up in infernal pots spiced with root from the cursed tree growing on Bald Mountain.

## Abilities

### Charge

If a target moves more than 6m away from Brewess, she can charge and make a powerful Claws attack at -4 which does 5d6 damage and knocks the target back 4m. If they strike anything while flying back, the target takes appropriate ramming damage as if on a horse.

## Loot

Brewess Doll

# Weavess

## Abilities

### Fast Escape

The Weavess can use a turn into a murder of crows or disappear into the swamp waters and relocate up to 10m away.

### Monster Calling

The Weavess can take 3 turns to invoke all monsters in 20m radius to fight for her and they will keep fighting even if she is dead.

Though the youngest of the three Crones, the Weavess was not one jot less ugly or evil than her older sisters. It was she who wove their magic tapestries of human hair gathered as tribute from the young children of nearby villages during their "cutting" ceremonies. These tapestries were how the worshipers of the Ladies of the Wood made contact with and paid homage to their deities.

## Loot

Weavess Sowing Kit



Illustration by Adrian Smith



# Whispess



Illustration by Adrian Smith

The Crones of Velen were not just old — they were literally ancient, having been around since the reign of the first human kings and possibly even since the coming of the elves. Of the three ghastly sisters, the Whispess was the most ancient, or at least so claimed the swamp dwellers' whispered legends. Whispered, for if they spoke too loudly the Crone would hear it — for she demanded tribute in the form of human ears, which she hung from trees and through which, using primeval magic, she heard all that happened in the swamp.

## Abilities

### Fast Escape

The Whispess can use a turn into a murder of crows or disappear into the swamp waters and relocate up to 10m away.

### Life Magic

The Whispess can take a turn to make a deep cut into her hand that does 1 point of damage to her and heals 5 points of a target in 20m.

## Loot

Whispess Ear Necklace



Illustration from The Witcher 3

Illustration by u/Geralt\_of\_Rivia- on Reddit



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