

Contract Generator

This page will generate random Witcher contracts for Witchers or Witch/Monster Hunters to fulfill.

Monster Type

Roll 1d10 to determine the Monster Type.

Roll	Monster Type
1	Specter
2	Cursed One
3	Hybrid
4	Insectoid
5	Elementa
6	Relict
7	Ogroid
8	Draconid
9	Necrophage
10	Vampire

Monster Difficulty

Roll 1d10 to determine the Monster Difficulty. You may then choose the specific monster. Optionally, roll twice for complexity.

Roll	Difficulty	Complexity
1-4	Easy	Simple
5-8	Medium	Difficult
9-10	Hard	Complex

Where is it?

Roll 1d10 to determine the monster's location.

Roll	Location
1	A Forest
2	A Building
3	An Abandoned Building
4	A Coast
5	The Mountains
6	The City
7	A Graveyard
8	A Hamlet
9	Along the River
10	A Cave

Is there a Twist?

Roll 1d10 to determine if there is a twist to the contract.

Roll	Twist?
1-4	Yes
5-10	No

The Twist

If there is a twist, roll 1d10 to determine the twist.

Roll	Twist
1	The Monster Is Fake
2	It Is All A Curse
3	The Monster Is Already Dead
4	It Isn't What You Think
5	Employer Wants It Caught
6	The Employer Is To Blame For It All
7	The Monster Is Harmless
8	It Is A Trap For You
9	It Was More Than You Were Told
10	A Mage Is Behind It All

The Employer

If there is a twist, roll 1d6 to determine the Employer. The 6th result may be rerolled if desired.

Roll	Employer
1	A Peasant or Ealdorman
2	A Guard or Witch Hunter
3	A Merchant
4	A Scholar or Noble
5	A Mage
6	A King, Queen, Duke or Duchess

The Pay

How will the Employer Pay, if at all? Roll 1d10 to determine.

Roll	Pay
1	The Employer is unable to, or tries not to Pay
2	The Employer Offers a Trade
3	The Employer Pays less than Agreed
4 - 7	The Employer pays Exactly as Agreed
8	The Employer Pays More than Agreed
9	The Employer tries to have you killed
10	The Employer is nowhere to be found

Additional Complication

Some contracts can become quite complicated. Optionally, roll 1d10 and determine up to three complications from the chart.

Roll	Complication
1 - 2	Bandits are hunting the monster
3 - 4	A Witcher is already hunting it
5	It can't be killed normally
6	The Employer has died
7 - 8	Monster has trapped hostages
9 - 10	Extra Twist. Roll on Twist Table

Complication Paradox

- If your employer has died, you will instead add an amount of crowns to the corpse, using a Profession's starting gold as a baseline. A King/Queen/Duchess/Duke cannot die using the complications system.
- A monster that can't be killed normally is usually cursed. Devise a curse that can be lifted.
- If a Witcher is hunting it, you should be sure to create a character sheet for them, for social or even combat encounters if needed.
- If you roll a twist, the monster can't already be dead or fake and near impossible to kill at the same time. If the monster is already dead or fake, reroll your complication.

The Law of Surprise

An Employer may occasionally, and genuinely, be unable to pay the players in gold, and have no real idea of what to repay with. For this, on completion of a contract, the player may invoke the Law of Surprise. For this, we will be using percentile dice (d100). Roll on the table to the right to determine the reward the contract gives. Depending on the wording of the Law of Surprise, you may instead narrow the selection down to a few items, allowing you to roll for what makes the most sense for the request.

Valid wordings include "What you have, but do not know," "The first thing that comes to greet you," and "What you find at home but don't expect."

Roll	Reward
1 - 10	A valuable worth 10d10 x 10
11 - 20	A Horse
21 - 30	A Weapon
31 - 40	A piece of armor
41 - 50	An Alchemical Formula
51 - 60	A Crafting Diagram
61 - 70	A Family Pet
71 - 80	An Armor Enhancement
81 - 90	A Weapon Rune
91 - 93	Valuable worth between 500 to 2000
94 - 96	War Horse
97	Elderfolk Armor Piece
98	Elderfolk Weapon
99	Male Child
100	Female Child

When the Law of Surprise is invoked and a child is given, Witchers in the past would usually train the boys and start them on the path to become Witchers. The girls were usually kept around for a small duration before being left with the next family they come across.

As Witcher Schools have become non-functional for the most part, you as a GM can decide exactly what the state of Witcher Schools are, and whether or not new Witchers are being created or not.

Contract Example

In this section, we will show you an example of a randomized contract using the generator above.

The group had been hitting tough times lately. Andrin, the bard, has not been performing well lately, and despite the war raging in the Northern Realms, Bogdam, the craftsman, couldn't get his dwarven hands on any reliable work due to the increasing stigma of non-humans. At last, their Witcher, Cihadirn, had suggested they take a Witcher's contract. With no other choice, the other two had agreed, Bogdam willing to patch up and upgrade any equipment while Andrin helped handle the haggling.

Soon enough, they had gotten a contract from the village Ealdorman, for a pack of Drowners infesting the nearby lake. They agreed on a price, and left. Bogdam suggested that Cihadirn allow him to add a Silver Coating to his weapon in preparation, but ultimately had coated Andrin's blade instead, as he would likely need an effective weapon if he needed to help. They had finally come across the bridge, where they had not met Drowners, but a Katakan, masquerading its attacks as those of Drowners. Due to Cihadirn preparing for a Necrophage rather than a vampire, he had suffered heavy damages during the battle attempting to defeat the beast, while Andrin and Bogdam had attempted to assist the Witcher.

They bested the beast nonetheless, and collected a trophy, while Cihadirn harvested its mutagen for further uses in a decoction. They returned to the Ealdorman, understandably upset due to the misunderstanding. Since the Ealdorman had no more gold to give, he still paid what was agreed for in the beginning, unable to give a crown more, but apologized for the confusion.

If we were to add a few more complications, the story may end differently for our trio;

When they had begun investigating the attacks, they had run into another Witcher, hunting the same prey, but explaining he was told it was a Katakan. Fate had it be so that two Witchers offered their services to the Ealdorman, and for whatever reason, he had lied to the trio. With the help of the unknown Witcher, they slew the Katakan, thankfully with little issue due to the new help, and confronted the Ealdorman. He had admitted to lying to the trio, claiming he would "prefer that the Dwarf and the Elf fall to a beast rather than corrupt Redania." The Ealdorman paid the coin to both groups, likely because he did not wish to be eviscerated by two Witchers at once.

Your contract can change dramatically just because of one event, and you may add on to your randomly generated story for more flair, choices, twists and turns.