

# WITCHER

## CLASS FEATURES

As a Witcher, you gain the following class features

### HIT POINTS

- **Hit Dice:** 1d10 per Witcher level
- **Hit Points at 1st Level:** 10 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per Witcher level after 1st

### PROFICIENCIES

- **Armor:** Light and Medium armor
- **Weapons:** Simple weapons, Longswords, Greatswords, Battle axes, Great axes, Light Crossbows, Hand Crossbows
- **Tools:** Alchemist kit
- **Saving Throws:** Dexterity, Constitution
- **Skills:** Choose three from Acrobatics, Athletics, Insight, Investigation, Intimidation, Perception, Stealth, or Survival

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Studded Leather or (b) Scale Mail
- (a) a Longsword or (b) a Greatsword or (c) a Battle ax or (d) a Great ax
- (a) 20 Throwing Knives or (b) a Hand Crossbow and (20) bolts

### QUICK BUILD

First, make Dexterity your highest score, followed by Wisdom, though some Witcher schools might benefit from a different approach. Take the Haunted One background (Trial of the Grasses as Harrowing Event).

## WITCHER

Level	Proficiency Bonus	Features	Signs Known	Vigor Points	Max Toxicity
1st	+2	Witcher Trials, Witcher Artifacts, Specialized Killers, Signs, Witcher School	2	2	0
2nd	+2	Witcher Senses, Witcher Alchemy, Fighting Style	2	4	2
3rd	+2	Witcher School Feature, Mutagens (1, Minor)	2	6	2
4th	+2	Ability Score Improvement, Swift of Arm and Clear of Mind	3	8	3
5th	+3	Extra Attack, Monster Slayer	3	10	3
6th	+3	Ability Score Improvement, Empowered Signs, Enhanced Potions	3	11	4
7th	+3	Blade Oils, Witcher School Feature, Mutagens (2, Moderate)	3	12	4
8th	+3	Ability Score Improvement	3	13	5
9th	+4	Bomb Crafting, Unnatural Persuasion	3	14	5
10th	+4	Greater Empowered Signs	3	15	6
11th	+4	Blood of the Witcher, Witcher School Feature, Mutagens (3, Greater)	4	17	6
12th	+4	Ability Score Improvement	4	18	7
13th	+5	Witcher Smithing, Monstrous Decoctions, Enhanced Oils	4	20	7
14th	+5	Ability Score Improvement, Witcher School Feature	4	21	8
15th	+5	Heightened Witcher Senses, Superior Potions, Mutagens (4, Stable Removal)	4	23	8
16th	+5	Ability Score Improvement	5	24	9
17th	+6	Mythic Empowered Signs	5	26	9
18th	+6	Witcher School Feature	5	27	10
19th	+6	Ability Score Improvement, Witcher's Cunning, Superior Oils, Mutagens (5, Mythic)	5	29	10
20th	+6	Master Witcher	5	30	11

## WITCHER TRIALS

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During the Trials of the Grasses, your body underwent amazing and horrifying mutations, leaving you sterile but granting you the following starting at level 1:

- You gain Darkvision up to 60 feet. If you already have Darkvision, its range increases by 60 feet.
- Your movement speed increases by 10 feet.
- You gain immunity to disease.
- You have advantage vs becoming frightened.
- Your maximum lifespan increases to 5 times what it was previously.
- If you lose or break your weapons, buying replacements cost an additional 100 gp on top of the original cost of the weapon. Your weapons are unique, and you do not get the attack and damage benefits of any magic weapon you wield.
- Due to your new physiology, standard potions often do not work for you. While many of the effects of some potions will take hold, their durations are halved, and any potion that restores hit points or ability scores has no effect. Any potion, Witcher or otherwise, increases your Toxicity, as described below.
- Due to your new physiology, healing spells and abilities are less effective on you, as your mutations register as something to be cured by the spell matrices. Any magical healing short of actual Divine level (i.e. from a high level Celestial or other Divine being) only restores half the hit points it normally would. Magical regeneration effects are halved, and any spell that returns a Witcher to life after more than 1 minute after death must beat a spell DC of 8 + the Witcher's class levels or have no effect. Even if the spell succeeds, the Witcher revives with 3 exhaustion levels and amnesia, which will require 5 successful Wisdom saves (DC = 8 + Witcher's class levels), one at the end of each day, to overcome. Until the saves are met, the Witcher is treated as being level 1 for class abilities and signs known, but the Witcher's Toxicity, Vigor Points, Hit Dice, Proficiency Bonus, and proficiencies remain unchanged.

## WITCHER ARTIFACTS

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- *Pendant*: All Witchers have a pendant in the shape of the symbol of their Witcher school. While wearing the pendant, it vibrates if a magical creature, object, spell, or effect is within 30 feet of its wearer. The pendant does not tell you where the effect is, merely that one is within range.

- *Notebook*: Across your studies of your enemies, you have always kept track of their vocal and communication patterns. You can learn additional languages equal to your Intelligence Modifier + your Proficiency bonus. You can *not* learn druidic or thieves' cant this way.
- *Bestiary*: The Bestiary is where Witchers record the strengths and weaknesses of all enemies faced. After you are in combat with a creature and kill or subdue it, you may spend 5 minutes after the battle analyzing the body of the creature or the environment where the fight occurred to be able to add it to your Bestiary. When facing a creature recorded in your Bestiary, you know about its lore, statistics, and abilities, in addition to its damage immunities, resistances, and vulnerabilities. You have 4 Bestiary dice (d8s), which are consumed upon use and recharge upon a short or long rest, that may be used as a bonus on saving throws against its abilities or as penalties to its saves against your abilities. Bestiary dice cannot be used this way against magical traps.
  - You gain another Bestiary die at 7th level and one more at 15th level.
  - At 11th level, you may add your Wisdom modifier as a bonus to attack rolls and skill rolls against creatures recorded in your Bestiary.

## SPECIALIZED KILLERS

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Starting at level 1, a Witcher may make an unarmed strike with their Dexterity modifier instead of Strength. Also, any *Versatile* weapon a Witcher wields with proficiency is considered a *Finesse* weapon as well. Additionally, switching weapons or switching from one-handed to two-handed on a *Versatile* weapon requires a bonus action or is free, respectively, rather than as an action or a bonus action, respectively.

## SIGNS

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Starting at level 1, you gain access to signs, a form of magic only usable by Witchers. All signs require the use of one hand for somatic components (no other components are required). At level 1, you only know 2 signs of your choice. This increases with level following the table above. All signs must be cast using 1 Vigor Point from the Vigor Point pool, listed above. You replenish all of your Vigor points on a long rest, and you may recover an amount equal to half your Witcher level (rounded up) during a short rest once per long rest.

At level 6, you may Empower your signs for an additional Vigor Point, and at level 10 you may use Greater Empowered Signs, which cost 3 total Vigor Points to cast. At level 17, you may cast Mythically Empowered Signs, which cost 5 total Vigor Points to cast.

Casting signs is a strenuous activity. As such, there is a limited amount of times you can cast a sign in a turn. Casting a sign requires a bonus action. Sign casting beyond this is possible, but doing so incurs one level of exhaustion for each sign cast, which requires an action to cast, unless the sign is being used as a feature or ability.

Your Sign Save DC = 8 + Proficiency Bonus + Wisdom modifier.

## WITCHER SCHOOL

At level 1, choose the Witcher school from which you graduated. This school will determine the features and skills you hone on your journey. Each school offers a variety of different skills Witchers can use to enhance their monster tracking and slaying abilities. Witchers cannot switch schools once joining one – if you leave a Witcher school, you leave the profession entirely. There are 7 schools to choose from: Bear, Cat, Crane, Griffin, Manticore, Viper, and Wolf.

As part of your initiation, you receive a silvered version of your starting weapon, and your pendant will bear the sigil of your school.

## WITCHER SENSES

Starting at level 2, the Trials of the Grasses have improved your senses to near superhuman levels. Witchers have increased hearing and smell. Witchers can detect opponents within 30' by scent, 60' if opponent is upwind and 15' if opponent is downwind. Strong scents, such as smoke or rotting garbage, are detectable at double those ranges. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple range. Detecting by scent does not give away exact position, merely its presence within range. Noting the direction of the scent is a bonus action.

Witchers also have the *keen hearing* feature, granting them advantage on Perception (Wisdom) checks involving hearing. You gain the *Observant* feat and gain proficiency in Perception (Wisdom), or expertise if you are already proficient in it.

## WITCHER ALCHEMY

Beginning at level 2, you may use your Alchemist kit to craft specialized Witcher potions and concoctions. These potions are incredibly toxic to non-Witchers. You must finish a long rest before crafting more Witcher potions after using this ability. Every potion consumed, Witcher brewed or otherwise, raises your Toxicity. If you pass your Toxicity limit, you gain 1 level of exhaustion for each potion taken after that as well as taking 1d6 necrotic damage per point of Toxicity above your limit every round for one minute. This happens for every potion consumed while Toxicity is at capacity. Your Toxicity resets to 0 after a long rest. For non-Witcher potions, their Toxicity correlates to their rarity:

Common is 1, Uncommon is 2, Rare is 4, Very Rare is 8, and Legendary is 16. The Alchemist Kit DC for the Potions are 15 for Basic, 20 for Enhanced, and 25 for Superior.

## FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- **Defense:** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

## WITCHER SCHOOL FEATURE

Starting at level 3, Witchers begin to specialize in their school's specific techniques, learning a new ability or skill. Your Witcher school grants additional abilities at 7th, 11th, 14th, and 18th levels.

## MUTAGENS

Beginning at 3rd level, Witchers may introduce new mutations to their bodies using Witcher secret alchemical processes. These mutations are alchemical items and can only affect Witchers, and Witchers can only have so many stable mutations at one time. The number of concurrent mutations that can be in effect increases with level, as per the class table above. The number of Minor, Moderate, and Greater mutagens that can be in effect is limited by how many mutagens a Witcher can use at the same time. The effects of mutagens stack with each other and with Witcher potions, if applicable (the effects of all involved are combined or added together before calculating their benefit). Mythic Mutagens are special – only one Mythic Mutagen can be in effect at any one time.

Witchers must craft their mutagens with the alchemist kit, and the mutagens require pieces from the monsters they hunt, which are consumed in the process whether the crafting attempt is successful or not. The crafting process takes 1 hour. There is an additional alchemist kit check (DC 20) to bind the mutagen to the Witcher, which does not fully go into effect until after a long rest. If desired, a Witcher can unbind a mutagen

using an hour-long process and the alchemist kit (DC 25), but the mutagen is destroyed in the process. Mutagens, once created, are stable until used and may be stored safely until needed. Failure by 5 or more when crafting the mutagen destroys it and the materials used to make it. Failure by 5 or more when binding the mutagen cause the Witcher to react to the mutagen as a non-Witcher would (see below)

At level 15, Witchers learn how to safely extract currently applied mutagens so that previous mutagens are not destroyed and may be bound again.

Any attempt at binding a mutagen to a non-Witcher will likely fail (alchemist kit DC 25), and the recipient of the mutagen must make a Constitution save (DC 25) or take 3d6 Constitution damage. If the recipient passes the save or survives the damage, the DC to bind another mutagen and the Constitution save increase by 1 for every subsequent mutagen added. If, somehow, a non-Witcher manages to add 5 mutagens to themselves, an attempt to add another will prompt another Constitution save (DC 30), dying instantly on a failure or taking 6d6 Constitution damage on a success.

## ABILITY SCORE INCREASE

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th levels, you can increase one ability score of your choice by 2, two ability scores of your choice by 1, or choose a feat for which you are eligible. You cannot increase an ability above 20 in this manner.

## SWIFT OF ARM AND CLEAR OF MIND

Starting at level 4, you can use your reaction to reduce the damage dealt by a ranged or thrown weapon by 1d8 + your Dexterity modifier. If the damage is reduced to 0, you can spend 1 Vigor Point to make a ranged weapon attack and return the projectile with *Aard* if you know that sign.

## EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## MONSTER SLAYER

The line between monsters and men can be thin indeed, and the Witcher must discern what separates the two.

- **Monsters:** Starting at level 5, when you attack a non-Humanoid, non-beast creature with your silvered Witcher weapon, you gain +1 to your attack and damage roll. If you attack a Humanoid or beast creature with your silvered Witcher weapon, you do not receive this bonus. Your silvered Witcher weapon counts as magical for purposes of resistances. This bonus increases to +2 at level 9, +3 at level 13, and to +4 at level 17.

- **Humanoids and Beasts:** Starting at level 6, when you attack a Humanoid or beast creature with a non-silvered Witcher weapon, you gain +1 to your attack and damage roll. This attack counts as magical for the purposes of overcoming resistances. If you attack with your silvered Witcher weapon, you do not gain this bonus. Attacking a non-Humanoid, non-beast with your non-silvered Witcher weapon does not grant any bonus. This bonus increases to +2 at level 10, +3 at level 14, and to +4 at level 18.

## BLADE OILS

Starting at level 7, you can use an action to coat your blade in a specially crafted oil that is harmful to specific creature types. If you have a monster of a certain type recorded in your Bestiary (aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, humanoids, monstrosities, oozes, plants, or undead), you can take 1 hour to craft with your alchemist kit (DC 15) a single blade oil that will affect all creatures of that type. Once you use this ability, you cannot do so again until you finish a long rest. When you apply this oil, for the next 20 attack rolls you make with that weapon, you roll an additional d8 when you strike a creature of the matching type with your weapon. The blade oil is used up in the process.

At level 13, you can make Enhanced Oils (DC 20), which deal 2d8 extra damage for 20 attacks. At level 19, you can make Superior Oils (DC 25), which deal 3d8 extra damage for 30 attacks.

## BOMB CRAFTING

Starting at level 9, you can craft bombs using your alchemist kit (DC 20). The process takes 1 hour to gather materials and to craft 2 bombs of your choice. Once you've used this ability, you cannot do so again until you finish a long rest. As a bonus action, you can light and throw the bomb with a range of 20'. Once thrown, the bombs detonate on impact unless otherwise stated. All bombs count as magical damage for the purposes of resistance and immunity.

- **Grapeshot Bomb:** Detonating this bomb produces a blast of shrapnel within a 5' radius sphere. Creatures within this radius must make a Dexterity saving throw. They take 1d8 piercing damage on a failed save or half as much on a successful save. This damage increases to 2d8 at 12th level and 3d8 at 16th level.
- **Dancing Star Bomb:** Detonating this bomb produces a fiery blast within a 10' radius sphere, igniting flammable objects not worn or carried. Creatures within this radius must make a Dexterity saving throw. They take 1d6 fire damage on a failed save or half as much on a successful one. This damage increases to 2d6 at 12th level, 3d6 at 15th level, and 4d6 at 18th level.

- **Dimeritium Bomb:** Detonating this bomb produces a shimmering cloud within a 10' radius sphere that lasts for 1d4 rounds. A moderate wind can disperse the sphere. Any creature that attempts to cast a spell or sign from inside this radius must make a Wisdom saving throw. On a failed save, the spell fails and the resources (spell slots, scrolls, item charges, or Vigor Points) are still consumed. Spells like *firebolt* or *ray of frost* may pass through unhindered. Any spellcasting creature concentrating on a spell and within the radius, whether upon detonation, entering the radius, or beginning their turn there, must make a Wisdom saving throw or drop concentration. The duration increases to 2d4 rounds at 12th level and to 3d4 rounds at 16th level.
- **Samum Bomb:** Detonating this bomb produces a flash of blinding light within a 15' radius sphere. All creatures capable of sight within this radius must make a Constitution saving throw or be blinded for 1d4 rounds. The duration of blindness increases to 2d4 rounds at 12th level. Starting at 15th level, the bomb also produces a loud bang, so failing the Constitution save also results in the creature being deafened for 1d4 rounds in addition to being blinded. At 18th level, failing the Constitution save leaves the creature stunned until the start of the Witcher's next turn in addition to all other effects.
- **Moon Dust:** Detonating this bomb produces a blast of tiny crystalline shards within a 10' sphere. Any creature with the type *shapechanger* in the area must succeed on a Constitution saving throw or be unable to change shape for 1 minute, even after leaving the area of effect. At 13th level, the duration increases to 5 minutes. At 18th level, the duration increases to 15 minutes.

## UNNATURAL PERSUASION

Starting at level 9, whenever you attempt a Persuasion, Deception, or Intimidation check, you may use the mind-altering powers of Axii to influence the conversation. If you spend 1 Vigor Point when you roll your check, you gain advantage on said checks. This feature cannot be used if you do not know the *Axii* sign.

## BLOOD OF THE WITCHER

Starting at level 11, you are immune to the poisoned condition, and you have advantage and resistance against poison.

## WITCHER SMITHING

Starting at level 13, you can use Witcher blacksmithing secrets to add +1 AC to any armor of your choice. This requires 12 hours of preparation. Once complete, the armor retains this bonus permanently. This ability can only be used once per set of armor.

## MONSTROUS DECOCTIONS

Starting at level 13, when you slay a monster and record it in your Bestiary, or if you already have it in your Bestiary, you may take 1 hour with your Alchemist kit to craft a special decoction based on the monster's ability. You must have a piece of the creature you are attempting to craft a decoction for, which is consumed upon use. When you consume this potion, you can use one ability stat, damage resistance, damage immunity, feature, trait, or sense from the creature's stat block as your own for the next hour. This decoction costs 3 Toxicity points and counts as drinking 3 potions for the purpose of surpassing Toxicity limits.

## HEIGHTENED WITCHER SENSES

At level 15, you gain 2 new Wisdom proficiencies of your choice (tools, skills, or Wisdom save), and you gain expertise in 1 Wisdom-based tool or skill of your choice.

## WITCHER'S CUNNING

At level 19, your maximum Wisdom score increases by 2, to 22. You gain 2 Wisdom.

## MASTER WITCHER

At level 20, your training is "complete"; you have obtained the rank of Master. Due to the vastness of everything you've experienced in your journey, nothing phases you anymore. You are immune to the charmed and frightened conditions and magical sleep, have advantage on skills and saves versus illusion spells and magic effects, and you have learned to perform the somatic components of Signs even when your hands are full. If you roll initiative and have no Vigor Points, you regain 1d4 Vigor Points. In addition, you've picked up some specialized fighting styles to adopt.

- **The Temerian Devil:** This is known as the strong style. This style emphasizes hard and heavy hits that often leave the opponent stunned. While wielding a weapon that has the versatile or two-handed properties, you can make two attacks against one target, spinning your weapon before jumping in the air to bring down another attack. You make two attack rolls, and if both hit, the target is stunned for 1d4 rounds. If only one attack hits, the target is knocked prone and takes an extra 1d4 bludgeoning damage. This attack costs 2 Vigor Points and your attack action.

- **Addan Anye:** This is known as the fast style or the Fiery Dancer. This style emphasizes fast and agile strikes that would quickly wear your opponents down. You may now use your attack to make a melee attack against up to 3 enemies in your movement range. You do not provoke opportunity attacks when moving between targets. You make a separate attack roll against each target, and should they hit, you induce 1d6 bleeding damage at the start of the targets' turns. This lasts for 1d4 rounds or until they take an action to staunch the wound. This attack costs 2 Vigor Points and is a full round action.
- **Viroledan Naev'de Feaine Glaeddyv:** This is known as the Viroledan style, and this technique is best used against groups. This style emphasizes fast and fluid flourishes that threaten all those around you. You may now use your attack to make a melee weapon attack against any number of enemies within your threatened area. You make a single attack roll, affecting each target within range if the roll exceeds their AC. On a hit, your weapon damage applies to each target. If your weapon has an appropriate oil applied for a target, the oil damage applies to that target. For the purposes of ability, oil, spell, or potion duration or uses, this counts as 1 attack. Any other bonus to damage (abilities, potions, spells, etc.) applies to all hit targets. This attack costs 2 Vigor Points and is a full round action.

## WITCHER SCHOOLS

### SCHOOL OF THE BEAR

Witchers of the School of the Bear hail from harsh lands, and they value freedom and free will above all else. They focus on creating heavy fighters capable of withstanding hellish temperatures and brutal conditions. You gain proficiency in heavy armor and the *Tough* feat.

#### FULL MOON POTION CRATING

Starting at level 3, you can use your alchemist kit to craft a potion formulated by your school: Full Moon. It takes 1 hour to gather materials and craft 1d4 vials. When consumed by a Witcher, Full Moon potions grant temporary hit points equal to your Constitution modifier plus your Witcher levels.

- **Toxicity:** 2
  - **Enhanced Full Moon:** You gain temporary hit points equal to 1.5 times your Constitution modifier and your Witcher levels, rounded down.
    - **Toxicity:** 3
  - **Superior Full Moon:** You gain temporary hit points equal to 2 times your Constitution modifier and your Witcher levels.
    - **Toxicity:** 5

#### BEAR'S MIGHT

Starting at level 7, you have mastered the art of Great-Weapon fighting, and while wielding a Greatsword or Greataxe, you roll 1 additional damage die on a critical hit. This increases to two additional damage dice on a critical hit at 11th level and to three additional damage dice on a critical hit at 15th level.

#### BEAR'S HIDE

Your time spent on your travels and training in the mountains has made you very hardy. You may add half your Strength modifier (rounded up) to your AC. In addition, you gain resistance to cold damage. You gain an extra type of elemental resistance of your choice at levels 14 and 18.

#### CHARGING BEAR

At level 14, you may, as an action, spend 2 Vigor Points and use your movement speed to make an attack. This is considered a melee attack, where you charge forward in a straight line, dealing 2d8 bludgeoning damage to any enemy in your path. If they are medium or smaller, they are knocked 5 feet away, allowing you to continue on your way until your movement speed is gone. Those you are charging do not gain opportunity attacks against you, but others within range who qualify do.

#### SHIELD WALL

Starting at level 18, you can overclock your existing Mythic *Quen* sign at the cost of 4 additional Vigor Points. You can extend the protective barrier of *Quen* out to a 10' radius. This pushes all non-allies out of the circle and protects against all damage for the next 1d4+1 rounds. Allies can enter and exit at will, but enemies cannot. Both you and your allies experience the effects of the Mythic Empowered *Quen* while in the radius, but your allies do not have to remain immobile. If the barrier is hit with a spell of 4th level or higher, both it and the spell fail on contact. Due to the extremely taxing nature of this ability, you cannot use the *Quen* sign again until you take a long rest.

### SCHOOL OF THE CAT

The School of the Cat focuses on two things: precision and speed. As a result, they produce fast fighters capable of whirling through masses of enemies in seconds. You gain proficiency in Stealth and Thieves tools, or expertise if you already had proficiency.

#### CAT'S GRACE

Starting at level 3, Light and Medium armor do not impose disadvantage on your Stealth checks if they would do so. In addition, as a result of your training, you've become faster and more dexterous than most Witchers, giving you proficiency in Acrobatics, or expertise if you already had proficiency, as well as increasing your movement speed by 5' at levels 3, 11, and 18.

## LION'S POUNCE

Starting at level 7, you gain the ability to Dash as a bonus action by spending 1 Vigor Point. If you Dash at least 20' in a straight line, you can leap at a target and attempt to do a pouncing strike. Make a melee attack against the target. If the attack hits, the target must succeed on a Strength saving throw against DC = 8 + your Proficiency bonus + your Strength modifier or be knocked prone. The attack deals an extra 2d8 damage even if the target is not knocked prone. If the target is knocked prone, you may immediately make a single extra attack against the creature.

## DRAGON'S DREAM BOMB CRAFTING

Starting at level 11, you can craft Dragon's Dream bombs using your alchemist kit. The process takes 1 hour to gather materials and crafts 3 bombs. Like other bombs, it requires a bonus action to throw the bomb, with a range increment of 20'. Upon impact, the bomb releases a cloud of explosive gas in a 15' radius for 1d4 rounds. If any fire enters that area, or if fire was already within the area, the gas ignites, dealing 6d6 fire damage to all creatures caught in the blast. Any creatures in the area may attempt a Dexterity saving throw against your Sign save DC for half damage. Any flammable items not being carried or worn in the blast are ignited. The damage increases by 1d6 at 14th and 18th levels. A moderate wind can disperse the gas if it has not yet ignited.

## PANTHER'S STRIDE

At level 14, you gain the Athlete and Skulker Feats. In addition, when you move, you may move along vertical surfaces as though they were horizontal surfaces so long as you begin and end your movement on a horizontal surface.

## TRICKERY OF THE CAT

Starting at level 18, you can overclock your Mythic *Axii* sign at the cost of 4 additional Vigor Points. Instead of the normal Sign effect, you channel and cast a pure white explosion with a radius of 30', centered on you. All non-allies caught in the blast must make a Wisdom saving throw or suffer a catastrophically damaging illusion. The creatures believe that they are being mauled by great cats (lions, tigers, panthers, etc) and suffer 5d8 psychic damage at the start of their turns for 1d4 rounds. Creatures will attempt to fight or flee the cats, ignoring everything else. They may attempt to save at the end of each of their turns, ending the illusion on a success. If a creature succeeds on the initial save, they merely take half of the initial psychic damage and do not fall under the illusion. Due to the extremely taxing nature of this ability, you cannot use the *Axii* sign again until you take a long rest.

## SCHOOL OF THE CRANE

The School of the Crane focused their efforts to primarily coastal regions. While they focused on sailing and fighting underwater, Witchers of the Crane school practiced combat without armor while also figuring out rudimentary firearms. When you specialize in the Crane School, you gain proficiency in Vehicles (Water), navigator's tools, and firearms. In addition, you gain Unarmored Defense (when not wearing armor, your AC = 10 + Dex Bonus + Wis Bonus).

## STEPS OF THE SEA

At level 3, you gain a climb speed equal to your walking speed, and uneven footing does not hinder your ability to move normally, fight, or use your skills (your speed is not halved by conditions that involve uneven or moving terrain/footing, and you do not attack or roll skills at disadvantage in those circumstances).

## GUARDIAN OF SEA AND SKY

At level 7, you can fight normally when underwater – you do not attack at disadvantage while underwater. Additionally, flying creatures have disadvantage on saves versus your Signs while they are in flight.

## ARTILLERIST

At level 11, you gain the *Sharpshooter* feat, or the *Gunner* feat if you already have that. Additionally, you may apply your Blade Oils to your bullets – 1 Blade Oil can coat a number of bullets equal to the number of attacks it lasts for.

## SACHEL CHARGE

At level 14, you may craft Satchel Charges with your alchemy kit when crafting Bombs. It takes 1 hour to gather the materials and craft 2 charges. When detonated, the Satchel Charge does 3d8 thunder damage in a 15' sphere and deafens all within for 1 minute; Con save for half damage and to ignore the deafening effect. If used underwater, the radius doubles, and creatures within the radius roll the save at disadvantage. Structures take double damage from the Satchel Charge. At 18th level, the damage increases to 4d8, and creatures within the radius become stunned as well as deafened upon failing the Con save, making Con saves at the end of each of their turns to end the stun effect.

## LEVIATHAN'S BANE

At level 18, you may add your Wisdom modifier to the damage roll of any successful attack you make against a creature that is a size category larger than you. Additionally, when you are under water, you have advantage on saves and ability checks vs effects, abilities, attacks, and actions caused by hostile creatures.

## SCHOOL OF THE GRIFFIN

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The School of the Griffin is the more scholarly order, often acting similarly to nobility, and are focused on unlocking the secrets of Signs through dedicated study and practice. As such, they emphasize repeated and powerful use of these Signs in combat, and they teach their Witchers accordingly. When you specialize in the Griffin school, you gain proficiency in the Arcana skill, and you gain an extra Vigor Point. On every odd level after this, you gain an additional Vigor Point.

### PETRI'S PHILTER CRAFTING

At level 3, you can use your Alchemist kit to craft this potion specially designed by the Griffin school. It takes 1 hour and 100 gp worth of exotic catalysts that need to be refined before use and are consumed in the process of brewing the potion in order to make 1 vial of Petri's Philter. When consumed, the damage, or duration if the Sign does no damage, dice of your next Sign cast are maximized.

- **Toxicity:** 3
- **Duration:** 1 minute or until a sign is cast, whichever is first.
  - **Enhanced Petri's Philter:** Taking 1 hour and 450 gp worth of refined catalysts which are consumed upon use, produce 2 vials of Enhanced Petri's Philter. The damage, or duration if the Sign does no damage, dice of the next 3 signs you cast are maximized.
    - **Toxicity:** 5
    - **Duration:** 5 minutes or until 3 signs have been cast, whichever is first.
  - **Superior Petri's Philter:** Taking 1 hour and 1250 gp of refined catalysts which are consumed upon use, produce 1d3+1 vials of Petri's Philter. When consumed, the damage, or duration if the Sign does no damage, dice of the next 5 Signs of your choice which you cast are maximized.
    - **Toxicity:** 7
    - **Duration:** 30 minutes or until 7 signs have been cast, whichever is first.

### WRATH OF THE GRIFFIN

Starting at level 7, when you are hit with attack, you can spend 1 Vigor Point to immediately counterattack as a reaction. You can use this reaction to make an attack roll or cast a Sign against the target that hit you.

### GRIFFIN'S TRIUMPH

Starting at level 11, whenever you kill an opponent with a Sign cast, you regain half the Vigor Points, rounded up, spent on casting the Sign. Killing multiple opponents with a Sign cast only procs this effect once.

Opponents killed by those under the effects of Axii do not count.

### GRIFFIN'S MANIPULATION

Starting at level 14, you may double the proficiency bonus to your Sign save DC, and you may now use any magical device or scroll as if you were the appropriate class or race to do so. This ability does not grant you the attack roll or damage benefits from magical weapons.

### THUNDERSTORM

Starting at level 18, you've unlocked the shocking secrets of casting *Yrden* to its full electrical potential. You may spend an additional 2 Vigor Points to add an additional 3d8 lightning damage to any existing *Yrden* trap. You may also spend another 2 Vigor Points to maximize the lightning damage of that trap, but if you do so, you cannot cast *Yrden* again until finishing a long rest. If you choose not to maximize damage, you gain a second use of Thunderstorm and the continued use of *Yrden*, but you cannot maximize the damage of the second use.

## SCHOOL OF THE MANTICORE

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While the School of the Griffin focuses on the secrets of Signs and the Arcane, the School of the Manticore focuses on Alchemy. Though the Witchers of the Manticore school are nowhere near the ability of true Alchemists or Artificers, their knowledge and understanding of Witcher specific alchemical processes is second to none. Witchers from the School of the Manticore gain Expertise in Alchemist Kit. Also, given their extensive training in imbibing potions and decoctions, Witchers from the Manticore school have a higher Toxicity threshold than those from the other schools, gaining a bonus point to their Max Toxicity at levels 1, 3, 7, 11, 14, and 18.

### GOLDEN ORIOLE CRAFTING

Starting at 3rd level, you learn how to make Golden Oriole, a potion devised to protect those who imbibe it from poisons. It takes 1 hour to gather materials plus 50 gp worth of exotic materials that are consumed upon crafting the potion to create 1 vial of Golden Oriole. Once consumed, for the duration, the Witcher has advantage on saves against poison and resistance versus poison.

- **Toxicity:** 2
- **Duration:** 1 minute

- **Enhanced Golden Oriole:** It takes 1 hour plus 200 gp worth of exotic materials that are consumed upon crafting the potion to create 1 vial of Enhanced Golden Oriole. This potion grants immunity to poisons for the duration, nullifying any poisons already affecting the Witcher.

- **Toxicity:** 2
- **Duration:** 2 minutes

- **Superior Golden Oriole:** It takes 1 hour plus 800 gp worth of exotic materials that are consumed upon crafting the potion to create 1 vial of Superior Golden Oriole. This potion has the same effects as the Enhanced version, but any poison damage that would be done is not subject to the Witcher's poison resistance and heals the Witcher instead of doing damage.

- **Toxicity:** 2
- **Duration:** 3 minutes

### SPECIALIZED OILS

Starting at level 7, when making Blade Oils, instead of making a general oil for an entire creature subtype, you can make a species-specific oil instead, provided the species is in your Bestiary. Though it is only effective against members of the species for which it has been made, it is more dangerous to them than traditional Blade Oils. In addition to the normal effects of Blade Oils, the critical threat range against the creature increases. Normal oils increase the range by 1 (19-20), Enhanced Oils increase the range by 2 (18-20), and Superior Oils increase the range by 3 (17-20).

### RED HAZE CRAFTING

Starting at level 11, you can craft Red Haze bombs using your alchemist kit. It takes 1 hour to gather materials and craft 3 bombs. Upon impact, the Red Haze releases a cloud of psychoactive gas in a 15' radius, lasting for either 1d4 rounds or until dispersed by a moderate wind. Any creatures within the radius upon detonation, beginning their turns there, or entering for the first time on their turn, must make a Wisdom saving throw versus your Sign save DC or be Incapacitated for as long as they remain in the area. A successful Wisdom save negates any effect. At 14th level, if the creatures fail the save, they are Stunned for the duration instead. At 18th level, if the creatures fail the save, they are Paralyzed for the duration instead.

### MANTICORE'S PORTFOLIO

Starting at level 14, Witchers from the School of the Manticore have studied Alchemy enough to gain more benefits from standard potions. Though healing potions still have no effect, the durations of all other potions are no longer halved for those of the Manticore school. Additionally, when crafting bombs, you may double your Wisdom bonus to your Sign save DC for that bomb.

### MANTICORE'S MASTERY

Starting at level 18, your abilities with Witcher Alchemy reach untold heights. You can craft potions, bombs, decoctions, and oils each a number of times per long rest equal to your Wisdom modifier instead of once, provided you have the time and resources to do so. You can also choose to make an additional Alchemist Kit check when crafting Witcher potions, decoctions, oils, and bombs to maximize their effects, but you must choose to do so before crafting them. The Alchemist Kit DC raises with the complexity of the product: Basic (DC 24), Enhanced (DC 27), and Superior (DC 30). Use the Superior DC for crafting bombs. If you fail the check (made by the DM) by less than 5, the result is not maximized but is still viable. If you fail by 5 or more, the result will not work when used, but it still consumes the resources to make it and increases Toxicity as normal if consumed.

### SCHOOL OF THE VIPER

The School of the Viper trains the finest assassins known to man. Quick fighters and expert poisoners, these Witchers show no mercy. They've even been known to kill kings. Witchers from the Viper School prefer short swords to the longer blades used by their counterparts from other schools. You gain proficiency with short swords, Thieves cant, and in Stealth, or expertise in Stealth if you already had proficiency

### VIPER'S VENOM

Starting at level 3, when you have advantage against your opponent and you hit, once per turn you may inflict Sneak Attack damage. You start with 1d6 of Sneak Attack damage, and you gain 1d6 of Sneak Attack damage at 7th, 11th, 14th, and 18th levels.

### SHORT SWORD MASTER

Starting at 7th level, you are well practiced with a short sword in both your main and off-hand, gaining the following benefits: if you are Two-Weapon Fighting with 2 short swords and use a bonus action to attack with the second short sword, you can attack twice instead of once. While you are Two-Weapon Fighting with short swords, you gain the *Dual Wielder feat*.

### DEVIL'S PUFFBALL CRAFTING

Starting at 11th level, you can craft Devil's Puffball bombs using your Alchemist kit. It takes 1 hour to gather materials and craft 3 bombs. Upon impact, the Devil's Puffball releases a cloud of poison in a 15' radius, lasting for either 1d4 rounds or until a moderate wind disperses it. All creatures entering the area or within it at the beginning of their turn must make a Constitution saving throw or take 2d10 damage per round at the start of their turn every round they remain

in the cloud and for 1d4 rounds after leaving. These creatures may attempt the save at the end of their turns every round. If they save on the initial roll, they only take half of the initial damage. The damage increases to 3d10 every round at 18th level.

### POISONED OILS

Starting at level 14, whenever you make Enhanced Oils, in addition to the extra damage the oil does to the specified creature type, effected creatures must make a Constitution save versus your Sign save DC when struck by a coated blade. If they fail, they are poisoned and take an additional 2d4 poison damage at the start of their turns every round. At the end of each of their turns, they may repeat the save, ending the effect on a success. However, if the oil remains on the blade, the next hit will force them to make the save again, suffering the effects on a failure. When making Superior Oils, the damage per round increases to 3d4 poison damage, and if they fail 3 saves in a row, they become paralyzed for 1 minute or until they succeed on their Constitution save.

### FREEZING COLD

Starting at level 18, you can overclock your Mythic *Aard* sign at the cost of an additional 4 Vigor Points. When you cast *Aard* this way, you can condense the effective area of the Sign, dramatically increasing its power. You can blast the cold telekinetic winds of *Aard* over a 5' radius area in front of you, freezing anything within. A creature caught in this area must make a Dexterity save against your Sign save DC or become frozen solid (see petrified condition). They can be thawed with any magical flame, but otherwise will remain that way forever. On thawing or a successful save, the creature still takes 5d6 cold and 5d6 necrotic damage. Due to the extremely taxing nature of casting this way, you cannot cast *Aard* again until finishing a long rest.

## SCHOOL OF THE WOLF

Witchers of the School of the Wolf excel at adaptability. They are resourceful, always researching and gathering information before engaging an enemy, which has allowed them to beat otherwise impossible odds with regularity. When you specialize in this class, you gain proficiency in Insight and Investigation, or expertise if you are already proficient.

### THUNDERBOLT CRAFTING

Starting at level 3, you can now use your Alchemist kit to craft Thunderbolt Potions. Taking 1 hour to gather materials and craft 1d4 vials of Thunderbolt, when you consume this potion, you may roll an additional damage die with every weapon attack for the next 3 rounds.

- **Toxicity:** 3

- **Duration:** 3 rounds

- **Enhanced Thunderbolt:** When you take this potion, you roll an additional 2 damage die on all weapon attacks for the next 5 rounds.

- **Toxicity:** 4

- **Duration:** 5 rounds

- **Superior Thunderbolt:** When you take this potion, you roll an additional 2 damage die on all weapon attacks for the next 10 rounds, rerolling any ones.

- **Toxicity:** 5

- **Duration:** 10 rounds

### REFLEXES OF THE WOLF

Starting at level 7, when an attacker you can see makes an attack that would hit you, you can instead spend 2 Vigor Points and add your proficiency bonus to your AC. If it then misses, you may then use your reaction to make a single attack or cast a Sign at any target within range.

### NORTHERN WIND CRAFTING

Starting at level 11, you can craft Northern Wind bombs with your Alchemist Kit, which takes 1 hour to gather materials and crafts 3 bombs. Upon impact, the bomb releases a blast of super-cold air in a 15' area. All creatures inside the area of the blast must make a Constitution save against your Sign save DC or be coated in thick ice (apply the restrained condition) for 1d4 turns and take 2d8 cold damage. On a success, they take half damage and are not restrained. The bomb does 3d8 cold damage at 15th level and 4d8 cold damage at 19th level.

### HELIOTROP SIGN

Starting at level 14, you have access to the Heliotrop Sign, which does not count against your Signs known. This sign was developed with the aid of the Sorceress' Lodge, who owed a favor to a legend from the School of the Wolf. When you are forced to make a save as part of a spell or breath attack, you can use your reaction as well as 3 Vigor Points to cast the Heliotrop Sign, which allows you to automatically save and gain resistance to the damage the spell or breath attack would inflict until the beginning of your next turn. You must do this before rolling the save.

### BURNING HEART

Starting at level 18, you can overclock your Mythic *Igni* Sign by spending an additional 4 Vigor Points. *Igni* takes the form of a wolf, lunging at one target within 30' of you, continuing on to attack up to 3 more targets, each within 30' of the last target hit. All targets must make a Dexterity saving throw against your Sign save DC or take 8d8 fire damage, half on a successful save. Due to the extremely taxing nature of casting *Igni* in this way, you cannot cast it again before finishing a long rest.

## MUTAGENS

The effects of mutagens are cumulative. Calculate the total result of all mutagens before applying them.

### MINOR MUTAGENS

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Requires Alchemist Kit DC 15 to craft.

#### MINOR RED MUTAGEN

Add 1/2 Witcher class levels (rounded up) as Temp HP after long rest.

#### MINOR BLUE MUTAGEN

+1 Sign save DC.

#### MINOR GREEN MUTAGEN

+1 Max Toxicity.

### MODERATE MUTAGENS

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Requires Alchemist Kit DC 20 to craft.

#### MODERATE RED MUTAGEN

Add 1/2 Witcher class levels (rounded up) as Temp HP after long rest, +1 Constitution saves.

#### MODERATE BLUE MUTAGEN

+1 Sign save DC, +1 Wisdom saves.

#### MODERATE GREEN MUTAGEN

+1 Max Toxicity, +1 Dexterity saves.

### GREATER MUTAGENS

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Requires Alchemist Kit DC 25 to craft.

#### GREATER RED MUTAGEN

Add 1/2 Witcher class levels (rounded up) as Temp HP after long rest, +1 Constitution saves, natural and magical healing increased by +1 HP.

#### GREATER BLUE MUTAGEN

+1 Sign save DC, +1 Wisdom saves, +1 Vigor Point maximum.

#### GREATER GREEN MUTAGEN

+1 Max Toxicity, +1 Dexterity saves, Potion and Decoction durations increase by 25% (round down)

### MYTHIC MUTAGENS

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Requires Alchemist Kit DC 30 to craft

#### MYTHIC RED MUTAGEN

Add Witcher class levels as Temp HP after long rest, Fast Healing (1)

#### MYTHIC BLUE MUTAGEN

+2 Sign save DC, Signs treated as if affected by Empowered Spell Metamagic talent (see Sorcerer class

description), using Wisdom modifier.

#### MYTHIC GREEN MUTAGEN

+2 Max Toxicity, Potions and Decoctions treated as if affected by Empowered Spell Metamagic talent (see Sorcerer class description), if applicable, using Wisdom modifier.

## POTIONS

These Potions are known to all Witchers, regardless of school affiliation. Unless otherwise stated, Enhanced and Superior versions of Potions require the same amount of time and craft the same number of vials as the basic potions and have the same durations.

### BLACK BLOOD

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Any creature that attacks with claws, Bite, or Beak, or any undead that attacks without a weapon or ranged spell, takes 1d8 acid damage. The process to create the potion takes 1 hour to gather the materials and crafts 2 vials.

- Toxicity: 2
- Duration: 30 minutes

#### ENHANCED BLACK BLOOD

Increase the damage to 2d8 acid damage. Any creature that takes damage from this source must make a Constitution saving throw or suffer the poisoned condition. If they fail, they also take 1d4 poison damage at the end of their turns for a number of rounds equal to your Constitution modifier.

#### SUPERIOR BLACK BLOOD

Increase the damage to 3d8 acid damage. Undead are not immune to the poisoned condition or poison damage from this potion. Any creature that takes damage from this source must make a Constitution saving throw or suffer the poisoned condition. If they fail, they also take 2d4 poison damage at the end of their turns for a number of rounds equal to your Constitution modifier.

### ELIXIR OF THE CAT

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Takes 1 hour to gather the materials to craft 2 vials. Doubles the range of the Witcher's darkvision.

- Toxicity: 1
- Duration: 24 hours

#### ENHANCED ELIXIR OF THE CAT

In addition to the regular benefits of the basic potion, gain advantage on Dexterity saves and skill checks for the duration.

- Toxicity: 3
- Duration: 12 hours

## SUPERIOR ELIXIR OF THE CAT

In addition to the benefits of the lower tiers of the potion, gain True Sight up to 60'. This version costs 250 gp in special materials in addition to the normal brewing time.

- Toxicity: 5
- Duration: 8 hours

## KILLER WHALE

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Takes 1 hour to gather materials and craft 2 vials. You can breathe underwater.

- Toxicity: 1
- Duration: 15 minutes

## ENHANCED KILLER WHALE

In addition to the effects of the base potion, your fingers and toes become webbed for the duration, granting you a swimming speed equal to your base speed.

- Toxicity: 2
- Duration: 30 minutes

## SUPERIOR KILLER WHALE

In addition to the effects of the lower tiers of the potion, your swimming speed doubles.

- Toxicity: 2
- Duration: 1 hour

## SWALLOW

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Takes 1 hour to gather materials and craft 1d6 vials. Heal 1d6 plus Constitution modifier at the end of your turn for 4 rounds.

- Toxicity: 2

## ENHANCED SWALLOW

Heals 2d6 plus Constitution modifier at the end of each of your turn for 4 rounds.

- Toxicity: 2

## SUPERIOR SWALLOW

Heals 2d6 plus Constitution modifier at the end of your turn for 6 rounds.

- Toxicity: 2

## WHITE HONEY

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Takes 1 hour to gather materials and costs 100 gp to make 1 vial. Remove all Toxicity and cancel all active

potion or decoction effects. You may not take any potions or decoctions for 1 hour after drinking this potion – doing so increases your Toxicity but does not let potions take effect.

## ENHANCED WHITE HONEY

Costs 250 gp to make 2 vials. Remove all Toxicity and cancels all active potion and decoction effects. You may not take potions or decoctions for 15 minutes after drinking this potion – doing so increases Toxicity but does not let potions or decoctions take effect.

## SUPERIOR WHITE HONEY

Costs 750 gp to make 3 vials. Remove all Toxicity and cancels all active potion and decoction effects. You may take potions or decoctions immediately after consuming this.

## SIGNS

Signs are spell like abilities that are unique to Witchers – they require extensive training to use and are guarded jealously by the Witcher schools.

## AARD

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*Prestidigitation*: the Witcher can use *Aard*, incurring no Vigor Point cost, to create small disturbances in the air to make low noises or extinguish small flames, such as torches or small campfires, as the *prestidigitation* cantrip does.

## AARD

Blast a 15' cone with telekinetic force. The first two creatures hit within the area must make a Strength saving throw or be dealt 1d4 force damage and either be knocked back 10' or knocked prone. Successful saves take half damage and are only pushed back 5'. The damage increases by 1d4 at 7th and 13th levels. This works against creatures up to 1 size above your own. Creatures 2 sizes or more larger only take the damage and have halved movement on their next turn on a failed save.

- Vigor: 1

## EMPOWERED AARD

Blast a 30' cone with telekinetic force. All creatures caught in the blast must make a Strength saving throw or be thrown back 15', knocked prone, and dealt 1d6 force damage. On a successful save, the target is pushed back 10' and takes half damage. This damage increases by 1d6 at 7th and 13th levels. This works against creatures up to 2 sizes above your own. Creatures 3 sizes or more larger only take the damage and have halved movement on their next turn on a failed save.

- Vigor: 2

## GREATER EMPOWERED AARD

Centered on you, blast out a 15' radius sphere of telekinetic force. All creatures caught in the blast must make a Strength saving throw or be thrown back 15', knocked prone, and dealt 3d8 force damage. On a successful save, the creature is only pushed back 10' and takes half damage. This damage increases by 1d8 at 15th level. This works on creatures up to 3 sizes larger than you. Creatures 4 sizes or more larger only take the damage and halved movement on their next turn on a failed save.

- Vigor: 3

## MYTHIC EMPOWERED AARD

In addition to either the Empowered or Greater Empowered features, Aard gains the following benefits: increase range by 30', the damage increases to 5d8 force damage, and any creature that fails the Strength saving throw is knocked prone and stunned until the Witcher's next turn. This works against all sized creatures.

- Vigor: 5

## AXII

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Focused on a target the Witcher can see within 30'. This sign has no effect on targets that are immune to psychic damage.

### AXII

Blast a target's mind with psychic energy. Target must make a Wisdom saving throw or take 1d6 psychic damage and be stunned until either the target takes more damage or the start of the Witcher's next turn, whichever happens first. If the target succeeds on the save, they are unaffected by the Sign and gain advantage against this Sign for 1d4 rounds.

- Vigor: 1

## EMPOWERED AXII

Control the target's actions. The target must make a Wisdom saving throw or be charmed and under your control. The creature attacks any creature that is hostile to you. If there is no creature hostile to you within 30', the target is stunned for 2 rounds. The target can retry the saving throw at the end of each of its turns, ending the effect on a successful save. If it fails the save, on your turn you may choose to either keep the effect going, which costs your bonus action, or to end the effect. When the Sign ends, the target is dealt 2d4 psychic damage. If the target succeeds on the initial save, they only take half damage and have advantage against this Sign for 1d4 rounds.

- Vigor: 2

## GREATER EMPOWERED AXII

Control the actions of two targets. The targets must both make Wisdom saves or be charmed and under your control. They attack any creature that is hostile to you. If there are no hostile creatures within 30', they are stunned for 2 rounds. They add your Wisdom modifier to their damage rolls while charmed. The targets can make saving throws at the end of each of their turns, with a successful save ending the effect. If they fail, on your turn, you may choose to continue the effect by expending your bonus action to maintain control. When the Sign ends, the targets are dealt 3d4 psychic damage. If the target succeeds on the initial save, they take only half damage and have advantage against this Sign for 1d4 turns.

- Vigor: 3

## MYTHIC EMPOWERED AXII

Assault a single target's mind with psychic energy. Target must make a Wisdom saving throw or take 6d6 psychic damage, half on a successful save. If this damage would kill a target, they are instead put to sleep for 1 hour. If put to sleep, target must make another Wisdom save or lose all memory of the last 24 hours.

- Vigor: 5

## IGNI

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*Prestidigitation:* Out of combat, the Witcher may ignite small flames, such as candles, torches, or small campfires, as the *prestidigitation* cantrip, at no Vigor cost.

### IGNI

Burst out a 10' cone of fire. All creatures in the area make a Dexterity save or take 1d10 fire damage, half on a successful save. Flammable objects in the area not being carried or worn are set ablaze. This damage increases by 1d10 at 7th and 13th levels.

- Vigor: 1

## EMPOWERED IGNI

Burst out a 15' cone of fire. All creatures in the area make a Dexterity save or take 1d10 fire damage, half on a save. In addition, choose one of the creatures within the area to set either their armor or skin ablaze. The target takes an additional 1d6 fire damage every round at the start of their turn for 1d4 rounds. The target may put out the flames as an action. Flammable objects in the area not being worn or carried are set ablaze. The initial damage increases by 1d10 at 7th and 13 levels,

and the additional fire damage increases by 1d6 at 7th and 13th levels.

- Vigor: 2

### GREATER EMPOWERED *IGNI*

Focus the energy of the blast into a concentrated beam of fire to hit a single target. Target a creature up to 30' away and make a Sign attack (Proficiency bonus + Wisdom modifier) against the target's AC. On a hit, the target takes 4d10 fire damage. Unless coated in something flammable, the target is only set ablaze on a roll of 11 or higher on a d20. If set ablaze, the enemy takes 2d8 fire damage per round at the start of their turn for 1d4 rounds. The target may use an action to douse the flames.

- Vigor: 3

### MYTHIC EMPOWERED *IGNI*

Burst out a 30' radius sphere of fire, centered on you. All creatures in the area must make a Dexterity save or take 5d10 fire damage and be set ablaze, burning for an additional 2d8 fire damage at the start of their turns for 1d6 rounds. On a successful save, creatures take half damage and 1d8 burning damage for 1d4 rounds. Creatures may use an action to douse the flames. Flammable objects in the area not being carried or worn take max damage.

- Vigor: 5

### *QUEN*

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Cast a shield to protect yourself.

#### *QUEN*

Cast a protective ward around yourself, gaining resistance to piercing, bludgeoning, and slashing damage for 1 hit or until the end of your next turn, whichever happens first. This effect lasts for 2 hits at 7th level and for 3 hits at 13th level.

- Vigor: 1

### EMPOWERED *QUEN*

You create a more powerful shield. You add your Wisdom modifier to your AC and take no damage from magic missile for the duration of the sign. *Quen* now ends at the end of your turn after 3 rounds or until hit. It can take 2 hits at 7th level and 3 hits at 13th level.

- Vigor: 2

### GREATER EMPOWERED *QUEN*

You gain temporary hit points = 5 + your Vigor Point maximum. You have resistance to all sources of damage

for 5 rounds or until you have been hit 3 times, whichever happens first. Any damage you take from a type for which you have resistance deals half the damage taken to the creature that dealt that damage to you. Once the *Quen* ends, you lose any remaining temporary HP gained by this Sign.

- Vigor: 3

### MYTHIC EMPOWERED *QUEN*

You create a bubble of potent energy around yourself until the start of your next turn. You gain immunity to all damage for 1 round. If you are hit by any melee, ranged, or spell attacks, you gain 1d8 temporary hit points for each successful attack when the bubble drops. Effects that require a save do not grant temporary hit point dice. You are immobile for the duration of the bubble.

- Vigor: 5

### *YRDEN*

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Lay traps to control the battlefield. Traps can overlap each other, but they cannot be directly on top of each other. If multiple traps affect the same creature, the effects stack.

#### *YRDEN*

Within 20', place a 10' radius magical trap that lasts for 1d4 turns. The movement of all non-allies in the trapped area is halved. You can place down a number of traps equal to your Wisdom modifier plus 1.

- Vigor: 1

### EMPOWERED *YRDEN*

You can Empower either existing traps or lay new ones. In addition to the hampered movement of the basic trap, all non-allies in the area must make a Wisdom saving throw or take a -1 penalty to AC and be unable to use reactions while in the trap's area. On a successful save, only the penalty to movement takes effect. Empowering an existing trap resets its duration.

- Vigor: 2

### GREATER EMPOWERED *YRDEN*

In addition to the effects of the basic trap, non-allies in the area take 2d8 lightning damage at the beginning of their turns every round they remain in the area. The traps' duration increases to 1d6 rounds. Empowering an existing trap resets its duration. This cannot be used in conjunction with the Empowered version.

- Vigor: 3

### **MYTHIC EMPOWERED YRDEN**

When Mythically Empowering an existing trap or a new one, the trap's radius increases to 60'. While you are inside the area of effect, you are hasted as the haste spell. This trap has all of the effects of the lower levels of Yrden. However, a Witcher may only have one Mythically Empowered trap at any one time.

- Vigor: 5