

UNOFFICIAL WITCHER MONSTER BOOK

FOR THE WITCHER TRPG

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v1.7

Created by

[/u/thehuntedsnark](#)

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*Non-canon creature

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- These monster entries haven't been play-tested in any way, any feedback on errors, design criticisms or suggestions is more than welcome.
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Threat
Hard Difficult
Bounty
1000
Armour
0



INT	6
REF	12
DEX	11
BODY	6
SPD	10
EMP	8
CRA	4
WILL	8
LUCK	0

STUN	7
RUN	30
LEAP	12
STA	50
ENC	60
REC	7
HP	70
VIGOR	0

Alps

Unknown - sourced from
unreleased Gwent Card
art.

Height	Around 1.5m
Weight	Around 75kg
Environment	Solitary buildings, cellars or caves near human settlements
Intelligence	Human-level
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:15)


Alps are vampires that resemble bruxae in appearance. They are called phantoms by some, a name which fits well enough, for like phantoms they haunt and torment men by taking on the form of a woman, though they can also appear as animals. Alps are most often found prowling near villages, attacking at night and are most active when the moon is full. Alp saliva is a powerful anaesthetic, and when applied to a sleeping man it can invoke horrible nightmares. Some suggest they are the cause of legends about men who go to sleep healthy and are found in the morning white as snow, not a drop of blood in their veins.

In combat alps display preternatural speed and incredible (even by vampire standards) stamina. One must aim one's sword with great precision, for alps are unequalled in the art of evading blows. The Yrden Sign is recommended for it slows the alp, weakening its defences. Another strategy is to drink the Black Blood potion, for alps suck the blood of their victims to deprive them of strength and regenerate their own powers. Golden Oriole can also be invaluable in providing immunity against their sleep-inducing saliva.

Unlike bruxae alps cannot turn invisible, yet like bruxae, they emit a shrieking noise whose shockwave can incapacitate. Their greatest asset is their agility and they can leap with uncanny lightness that appears to border on the power of flight. When in human form, they easily blend in with the surrounding community, which makes them very dangerous indeed and their animal forms help them blend in where humans would be too conspicuous.

Alp Decoction	Grants +2 to Critical Wound Chance rolls. *
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*This is based on a set of house rules for criticals. If using the original rules, treat as a katanan decoction.

Name	Craft DC	Craft Time	Components
Alp Decoction Formulae	18	½ hour	

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Alp	+1 Dodge/Escapes	20	Visibly swollen veins

Commoner Superstition (Education DC:16)

Almost no other monster inspires so many stories as the alp. This succubi demon can turn into a black dog or a venomous toad. The tales recount them to be lecherous and inclined to seduce handsome young men, going to great length to describe their charm and their beautiful, seductive voices, as well as their loathing of virgins. They move with no noise and cannot be touched by the wind, nor sunlight as it burns their skin. They also have a most fearful aversion to cats.

-A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Claws	5d6	N/A	2
Bite	2d6	Bleed (100%), Anaesthetic Saliva	1

Vulnerabilities

Vampire Oil

Black Blood Potion

Blood Transference

Alps are affected by any substances in the blood they drink.

Touch of Silver

Alps cannot stand the mere touch of silver. Any damage with silver weapons is doubled and contact with it causes damage as **fire**.

Moondust Bomb

An alp caught in the area of a Moondust Bomb is *staggered*, takes 3d6 damage and has a 25% chance to be set on **fire**.

Abilities

Regeneration

Alps regenerate 5 points of health each round.

Fast Charge

Alps can use the charge special attack at no penalties and can split their movement before and after one if it moves in a straight line.

Illusion

An alp is capable of instantly raising an illusion to make it look like a beautiful woman with features of its choosing, a wolf, or a cat. This illusion can be dispelled with a DC:15 Spell Casting roll.

Invisible to Magical Scanning

Alps cannot be detected by witcher medallions. Mages must succeed at a Magic Training roll against the alp's Resist Magic roll to sense them.

Night Vision

Alps operate in areas of dim light with no penalties.

Anaesthetic Saliva

If the saliva of an alp touches a target's skin they must make a Stun save at -2 or be rendered unconscious next round. Golden Oriole renders the drinker immune to this.

Sonic Screech

An alp can take its turn to let out a screech which forces anyone within 10m to make a Stun save at -1. It also has a 25% to knock targets **prone**.

Skills

Athletics +10

Awareness +8

Brawling +8

Charisma +9

Courage +6

Deceit +10

Dodge/Escapes +10

Human Perception +8

Intimidate +4

Melee +7

Resist Coercion +8

Resist Magic +9

Seduction +10

Stealth +9

Loot

1d10 vampire teeth

1d3 doses of sedative (as ability)

Various other collected loot

Threat
Medium Complex
Bounty
650
Armour
0



INT	1
REF	6
DEX	8
BODY	5
SPD	11
EMP	1
CRA	1
WILL	12
LUCK	0

STUN	7
RUN	33
LEAP	6
STA	35
ENC	50
REC	7
HP	50
VIGOR	0

Amaroks

Illustration by
Pierre-Etienne Travers
(PE-Travers on DeviantArt)

Height	Around 1m
Weight	Around 70kg
Environment	Forests, hills and wherever its prey goes
Intelligence	About as intelligent as a dog
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:17)

Unlike most cursed ones, an amarok was never human to begin with. If a wolf is slain at a particularly potent Place of Power, it will sometimes rise again as this spectre-like beast. They can also be invoked into existence using dark magics and tasked to hunt specific targets, though this involves the sacrifice of many individual wolves. If the amarok's current prey can spend the full night at its 'birthplace' on a full moon, the curse is lifted and the amarok will become a rotten wolf corpse.

An amarok is exceptionally difficult to hunt, it's near tireless; pursuing its chosen prey to the death. It's also a naturally invisible creature and can only be spotted, even then with great difficulty, by its chosen prey. If this weren't challenging enough it's also able to jump into incorporeality for short bursts, allowing it to pass through walls to follow its prey. Amaroks are generally single-mindedly focused on their chosen prey and will ignore all other targets, they will fight if cornered, however; attacking with a bite that freezes the flesh.

Luckily its method of feeding is incredibly slow, and it can take days to fully drain the vitality from its target; giving a witcher ample time to attempt to slay it. It also requires direct contact to feed in this way and consuming its target forces the amarok to become briefly visible. The Cat potion will be vital here as it enables one to see the monster with ease and with enough use the Yrden sign can also banish the creature, delaying its hunt to another night. Although sunlight does significant harm to the beast, be aware that this will not kill it, and merely banishes for another night.

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Amarok	+1 Vigor Threshold	16	Faintly red-glowing eyes at night.

Commoner Superstition (Education DC:14)

A black shuck is a gigantic wolf said to stalk and terrorize any person foolish enough to hunt alone at night. Unlike wolves who hunt in packs, they hunt always alone. When it finds its prey, it runs into his nightmares, gradually eating his soul. Black shucks hate cats and will always attack them in a rage.

-A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Bite	4d6+1	Freeze (50%)	1

Skills
Athletics +5
Awareness +5
Brawling +6
Courage +10
Dodge/Escape +2
Endurance +10
Intimidate +10
Melee +7
Resist Magic +7
Spellcasting +7
Stealth +7

Loot
Infused Dust (1d6)
Light Essence (1d6/2)
Jet-black wolf hide

Vulnerabilities

Cursed Oil

Celestial Weakness

In daylight, amaroks take 2 damage a round. Reaching o this way will banish them.

Cat Potion

An amarok is visible to anyone imbibing of the Cat Potion, or when under magical illumination.

Banishing

If caught in a Yrden sign for more than 3 rounds, or successfully dispelled 3 times, an amarok instantly teleports to where it was at the last sunset and is stunned until midnight.

Abilities

Shift

An amarok can use Spell Casting to become incorporeal and negate an attack on them. If they succeed, nothing physical affects them until their next turn.

Endless Hunter

Amaroks dedicate themselves to a single prey. They gain +6 to Wilderness Survival and Awareness checks against this target. Once chosen, a prey is permanent until it dies, or the Amarok is slain.

Never Quite Seen

An amarok is naturally invisible, granting it +10 to stealth and +5 to attack. It becomes visible when it attacks. An amarok's chosen prey can perceive it in its peripheral vision, causing -3 Awareness, and +3 to the amarok's attacks. Yrden can make an amarok visible.

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives amaroks an INT of 7. They can also track by scent alone.

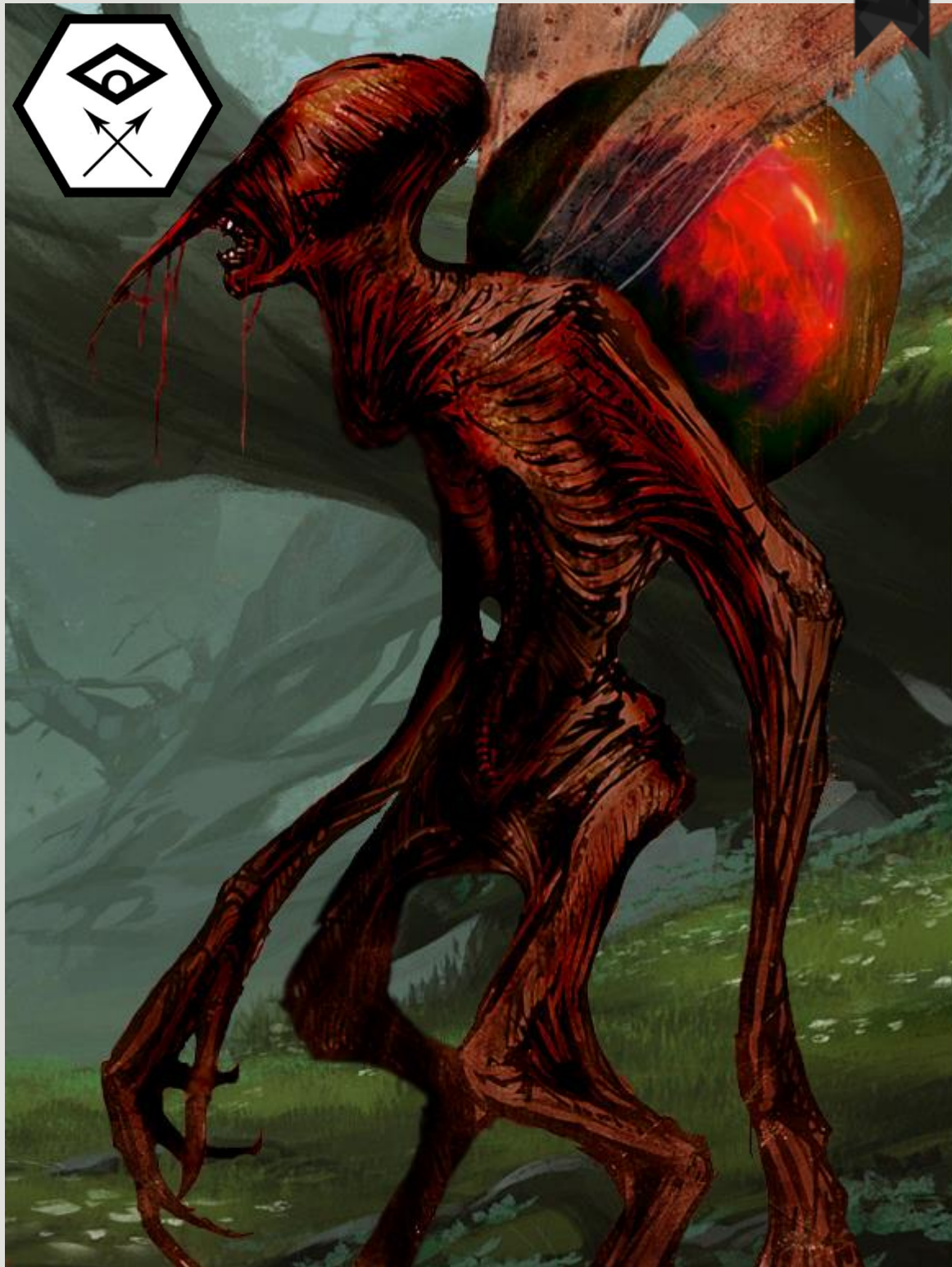
Night Vision

Amaroks operate in areas of dim light with no penalties.

Phobavore

Amaroks feed on their chosen prey's fear. Once per night they can make a Spellcasting check vs Endurance to drain it's BODY by one point. If this reaches 0, they die. All points are restored if the amarok is slain.

Threat
Easy Simple
Bounty
40
Armour
3



INT	1(4)
REF	6(4)
DEX	6
BODY	5
SPD	7(4)
EMP	1(2)
CRA	1(5)
WILL	3(7)
LUCK	0

STUN	6(4)
RUN	21(12)
LEAP	4(3)
STA	20(30)
ENC	50
REC	6(4)
HP	20(30)
VIGOR	0

Anopheli

Illustration by
Alexander Tallis Solomin
Prophetharm (DeviantArt)

Height	1.25-1.5 meters stooped
Weight	Around 65kg, up to 100kg if well-fed
Environment	Swamplands, floodplains and iron-rich caves
Intelligence	When hungry, as a fish. When fed, as a dumb human
Organisation	Roaming 1-3, anywhere up to 12 in a nest

Witcher Knowledge (Witcher Training DC:14)

Despite their similarity to necrophages, or even some lesser vampires, anopheli are an unusual example of an Ogroid. These creatures are stooped, wiry humanoids standing roughly 4ft tall with a rusty grey complexion and elongated forearms and claws. They also have backwards facing knees that lend them a bouncing gait when they aren't making use of their primitive, almost vestigial, wings.

Anopheli have widely divergent patterns of behaviour depending on how recently they've fed. They feed using their proboscis to harvest blood-rich organs from the target, chiefly the liver and heart. Once attached, a secretion of digestive acids, anti-coagulates and mild anaesthetics allow them to partially digest their prey and commune the resulting "juices". Iron absorbed from its bloodmeal is laced throughout the creature's skin and bones, toughening them and a nugget of pure iron can often be found inside these anopheli after death.

When engaging the creature, it's important to first determine how recently it has last fed and its proximity to its nest. If recently sated, the anopheli will be sluggish but more cunning, and ambushes or crude traps should be expected. Additionally, when desperate, it's able to eject the contents of its stomach and spew a noxious acid over threats. Although a weak spot, care should be taken to avoid standing too close to an anopheli when puncturing its stomach sack, as it will readily explode. If the anopheli is hungry it will display much more aggression and will make more use of its wings for greatly increased mobility. One should avoid an anopheli near its lair due to the creature's increased level of cooperation when food is abundant.

Anopheli are completely blind and will rely on their enhanced sense of hearing and smell to hunt. Fresh wounds should be tightly bound as these monsters are incredibly sensitive to the smell of blood. If possible any iron or steel weapons should be masked with a strong-smelling ichor such as dung or berries to disguise the scent of the metal. These characteristics can also be a weakness, as loud noises will stun the beasts and iron can be used as an effective lure.

Anopheli can be found in wet environments such as bogs or swamps and occasionally in cave systems if a rich deposit of iron ore or viscera is present to attract them. Despite their blindness they seem to show a preference for nocturnal hunting and will often nest down during the day and strike about for prey after dark. Anopheli nests are surprisingly complex- containing crude traps and simple hut-like dwellings.

Commoner Superstition (Education DC:16)

There are many tales of bloodsucking monsters in a wide variety of rural communities on the Continent. One of the more persistent of these is the dreaded rugac. Legend has it that if a man (or woman) possessed by a demon is killed and the remains are burned without prayer then millions of vicious flies will burst forth. These tiny insects will then grow and grow, eventually becoming a creature large enough to prey on people by hunting their very soul and attacking with jets of green flame.

-A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Claws	2d6+2	+1 WA	2
Proboscis	3d6+1	Bleed (50%)	1

Skills
Melee +6
Brawling +7
Dodge/Escape +5
Athletics +5
Awareness +3
Stealth +6
Wilderness Survival +5
Resist Magic +2
Endurance +6
Courage +3

Loot
1 Unit of Iron
Acid 1d6
Anopheli Heart (☺)

Vulnerabilities

Ogroid Oil

Black Blood Potion

Cold Vulnerability

Anopheli are vulnerable to cold damage. **Freeze** has double the normal effect.

Blind

Anopheli cannot see and rely on their incredible auditory and olfactory senses.

Soft Spot

An anopheli's external stomach has no armour.

Abilities

Limited Flight

Anopheli can spend a move action to take flight, and remain airborne for 3 rounds, or 1 round if fed. They can be knocked out of the air if stunned or they take more than 10 damage from one source.

Burst

If killed with piercing weapons an anopheli bursts as Projectile Vomit, but in a 2m radius sphere. A successful strike on its stomach also causes this effect.

Enhanced Senses

Anopheli suffer no penalties due to darkness, can track with scent alone and can sense via echolocation. They also get +4 on checks to detect blood, iron and sounds.

Projectile Vomit

An anopheli can vomit acid, this deals 2d6 damage in a 3m cone and 1d6 ablative damage to armour and weapons. Reposition can defend against this. This makes the anopheli *hungry*.

Ravenous Hunger

If an anopheli has fed recently it is *fed* and uses all statistics in brackets instead.

If it is *hungry* and senses blood, it gains +1 to attacks.

Threat
Hard Complex
Bounty
800
Armour
8

INT	1
REF	9
DEX	9
BODY	9
SPD	8
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	7
RUN	24
LEAP	5
STA	35
ENC	90
REC	7
HP	70
VIGOR	0



Basilisks

Illustration by Tatiana Yamshanova

Height	1.5m at the shoulder
Weight	Around 700kg
Environment	Caves, sewers and other dark and damp places
Intelligence	About as intelligent as a dog
Organisation	Solitary or pairs

Witcher Knowledge (Witcher Training DC:15)


Contrary to popular belief, basilisks cannot turn anything to stone with their gaze. That is small comfort, however, given that their venom and claws provide them many other ways to kill. They also possess hardened scales along their forewings and rigid claws that enable them to effectively parry weapons.

Basilisks love dark, damp places such as cellars, caves and city sewers. They hunt by day, waiting patiently in hiding for their prey to come, then jump out in a flash to unleash a deadly attack. This often brings them into contact with civilization, which most likely explains their rarity in the world today. Basilisks will mate for life; care should be taken when hunting one lest its partner become enraged and attack as well.

When preparing to fight such a creature one should drink Golden Oriole, which will provide resistance to its deadly venom. Despite their appearance, basilisks have a vulnerability to heat and fire, the use of Igni or some form of flammable or explosive is highly recommended when confronting one. Basilisks are not known for their intelligence, making them susceptible to lures and traps. Drawing one outside of its lair so that it's unable to initiate an ambush is probably wise.

Some mages and druids believe basilisks should be included in programs meant to safeguard dying species. Everyone else thinks those mages and druids have gone completely mad.

Basilisk Decoction	A random sign (determined by a 1d10 roll) is cast as if one more point of Stamina was spent on it. This effect lasts for 24 hours and causes 50% toxicity, unlike other decoctions.
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Name	Craft DC	Craft Time	Components
Basilisk Decoction Formulae	16	½ hour	

Commoner Superstition (Education DC:14)

Simple people call the basilisk the king of the Zerrikian deserts and often mistake it for a cockatrice. They claim that the beast is filled with such hatred towards all living things that even its breath is venomous, and its glance turns the unwary to stone. In tales, the only certain way to kill a basilisk is by holding a mirror in front of its eyes to divert its deadly gaze.

- Codex Bestia vol. I, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Claws	4d6+2	N/A	2
Beak	5d6+2	Poison (100%)	1

Skills
Athletics +6
Awareness +8
Brawling +7
Courage +4
Dodge/Escape +6
Endurance +6
Melee +8
Resist Magic +7
Stealth +3
Wilderness Survival +8

Loot
Venom Extract (1d10)
Draconid Scales (1d6)
Basilisk Venom Gland*

Vulnerabilities

Draconid Oil

Susceptible to Fire

Basilisks are easily set alight. Any **burn** chance against them is increased by 25%, if it's 100% already they instead take 6 damage a round instead of 5.

Abilities

Flight

A basilisk can take flight as a movement. The basilisk can only be knocked out of the air by stunning it or doing more than 10 points of damage with an attack. If the basilisk is knocked out of the air it must make a DC:16 Athletics check or take ramming damage equal to how many meters it fell.

Poison Immunity

Basilisks take no damage from **poison**.

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives basilisks an INT of 6.

Extremely Venomous

A basilisk's venom is especially deadly, any **poison** effect caused by its beak deals double damage. The Endurance check to shake it off is also increased to DC: 18

Hardened Hide


Basilisks are capable of parrying blows with their claws and wings. This enables them to use Melee to make Parry defences.

Noxious Breath

A basilisk can breathe a sickening spittle-flaked mist, causing **nausea** in each target within a 6m cone. This costs the basilisk 5 stamina.

Resistances

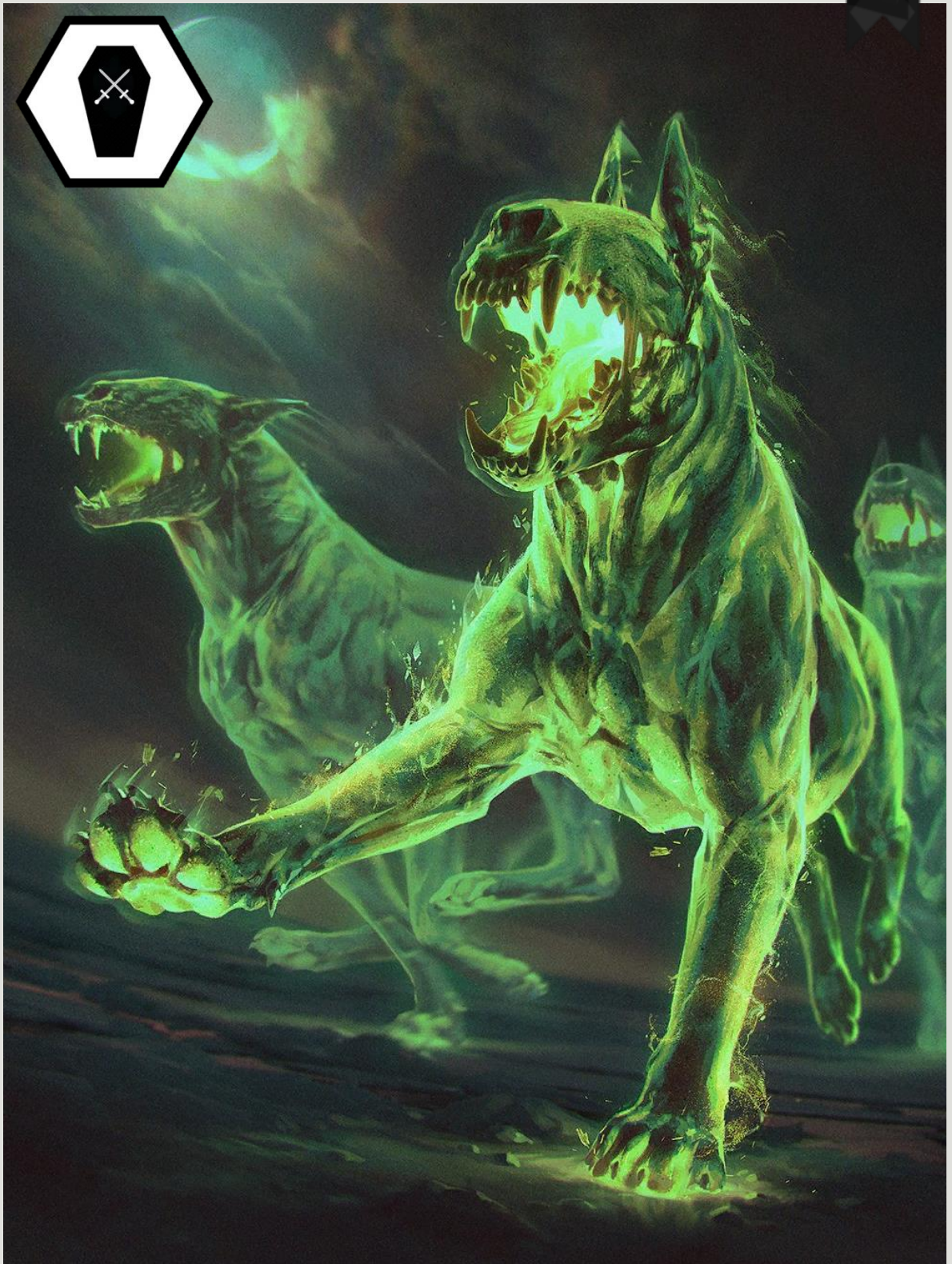
Wyverns only take half damage from **piercing** and **slashing**.

*This can be used as , or used to produce 1d6 doses of potent Black Venom that deals double poison damage and requires a DC: 18 Endurance check.

Threat
Easy Difficult
Bounty
50
Armour
8

INT	1
REF	5
DEX	6
BODY	5
SPD	7
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	5
RUN	21
LEAP	4
STA	25
ENC	50
REC	5
HP	25
VIGOR	0



Barghests

Illustration by Anna Podedworna

Height	Around 0.8m at the shoulder
Weight	Around 68kg
Environment	Wherever summoned
Intelligence	About as intelligent as a dog
Organisation	Packs of 3 to 6

Witcher Knowledge (Witcher Training DC:12)

People say that barghests are spectres which materialize as ghastly dogs and persecute the living. According to some folk tales these monsters are the scouts of the Wild Hunt. Other legends say the ghosts appear as a sign of divine retribution and embody revenge. However, all tales agree on one point: barghests show the living no mercy.

Barghests, like wolves, are stronger in packs when surrounding their prey. If their prey defends itself too determinedly they strike it with a blast of phantom fire, potentially blinding them temporarily. Since they are fast and agile, quite capable of evading attacks directed at them.

They cannot be burned, but fire hurts them as if they were of flesh and blood. The Yrden sign is particularly useful, as it prevents the beasts from becoming incorporeal.

Vulnerabilities

Spectre Oil

Moondust & Yrden

If caught in the area of either a moondust bomb or Yrden circle, a barghest cannot become incorporeal.

Commoner Superstition (Education DC:14)

The particularly superstitious, or pious will tell you that the barghest is some sort of divine retribution for misdeeds. This is, of course, utterly preposterous.

These spirits are merely the souls of the deceased too monstrous to be reanimated as a common wraith and spend their un-life hunting packs like the dogs for cruel sport.

-A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Bite	3d6+2	Fire (25%)	1

Skills

Athletics +7

Awareness +8

Brawling +7

Courage +4

Dodge/Escape +7

Endurance +6

Melee +7

Resist Magic +5

Spellcasting +5

Stealth +5

Loot

Venom Extract (1d10)

Draconid Scales (1d6)

Basilisk Venom Gland*

Abilities

Night Vision

Barghests operate in areas of dim light with no penalties.

Poison Immunity

Basilisks take no damage from **poison**.

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives barghests an INT of 6. They can also track by scent alone.

Shift

A barghest can use Spell Casting to become incorporeal and negate an attack on them. If they succeed, nothing physical affects them until their next turn.

Blinding Flash

A barghest can use magic to charge through an enemy to blind it. This attack uses Spell Casting, and on a hit, it blinds the target for 1 round.

This charging attack has a range of 10m.

Fiery Bodies

Though barghests are still harmed by fire damage, they cannot be set on **Fire**.

Threat
Easy Simple
Bounty
45
Armour
5

INT	2
REF	6
DEX	5
BODY	6
SPD	4
EMP	5
CRA	1
WILL	5
LUCK	0

STUN	5
RUN	12
LEAP	4
STA	25
ENC	60
REC	5
HP	25
VIGOR	0



Berberokas

Illustration by Christian Quinot
(Darkcloud013 on DeviantArt)

Height	Around 1m at the shoulder
Weight	Around 95kg
Environment	Swamps, ponds and rockpools
Intelligence	About as intelligent as a dog
Organisation	Packs of 3 to 6

Witcher Knowledge (Witcher Training DC:14)

Berberoka are social pack hunting hybrids that use their peculiar ability to drink immense quantities of water to drain lakes and ponds to attract prey. Bereberokas are large and aggressive, readily attacking anything they think might be a threat. Alone, they're not much of a threat to a Witcher, but they seem to become more intelligent in larger packs – demonstrating complex problem-solving and even some basic tactics. They're accounts of packs of them draining wells or flooding settlements to force people to become isolated, easier targets.

Berberokas have no particular physical weaknesses, the beasts are faster and stronger than a ghoul, but lack the necrophage's regenerative abilities. Their water-filled bodies cushion them from bludgeoning attacks but render them slow and unsteady. One shouldn't underestimate them in this state, however, as they tend to vomit high-pressure water to subdue their victims.

For some reason, berberokas detest any aquatic creature; they refuse to eat fish or amphibians and are utterly terrified by crustaceans. When presented with a crab or lobster, even it's corpse, it will generally attempt to flee if possible. Needless to say, they're almost never found near populations of lopustre.

Commoner Superstition (Education DC:10)

Berberokas are bear-like water beasts that have an unquenchable hunger for fish. So ravenous that a pack will drain a pond or lake dry in search of prey.

They're also highly aggressive and will kill on site.

- Codex Bestia vol. II, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Claws	3d6+2	N/A	2
Bite	4d6	WA -1, Bleed (25%)	1

Skills
Athletics +7
Awareness +8
Brawling +7
Courage +4
Dodge/Escape +7
Endurance +6
Human Perception +5
Melee +7
Resist Magic +5
Stealth +5
Tactics +4

Loot
Water Essence (1d6)
Wolf Hide
Drake Oil (1d6/2)

Vulnerabilities

Hybrid Oil

Crustaceans

Berberokas have an irrational and intense fear of any lobster or crab and must make a DC: 15 Courage check or flee immediately.

Abilities

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives berberokas an INT of 6. They can also track by scent alone.

Water Eater

Berberokas can consume far more water than should rightly be able to fit inside their bodies by somehow compressing it. A berberoka can 'eat' roughly a 3m x 3m x 1m volume of water, about a pond's worth. When it does this, it becomes bloated and rubbery, reducing its SPD and DEX by 3 but it gains **Resistance to Bludgeoning**.

Vomit Water

A berberoka can violently regurgitate the water it's consumed. This covers a 10m cone in front of the berberoka, dealing 2d6 non-lethal damage and knocking anything in the area prone if it fails a Defence check against the berberoka's Athletics.

Shared Intelligence

Berberokas treat their INT and EMP stats as 1 higher for each other berberoka in its pack that's also nearby (roughly within earshot), to a maximum of +4. They never become sentient this way.

Threat
Medium Complex
Bounty
500
Armour
0



INT	3
REF	2
DEX	7
BODY	3
SPD	2
EMP	3
CRA	1
WILL	6
LUCK	0

STUN	4
RUN	6
LEAP	1
STA	20
ENC	30
REC	4
HP	20
VIGOR	0



Illustration by Kate Redesuk

Botchlings

Height	About 0.5m
Weight	Around 40kg
Environment	Potentially anywhere
Intelligence	About as intelligent as a dumb human
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:16)

Botchlings are perhaps the most repulsive creatures a witcher will ever have the displeasure of meeting. Born of dead, unwanted babies discarded without a proper burial, their appearance is that of a partially-decayed fetus, their unformed flesh twisted with hate, fear and malice. These hideous creatures feed on the blood of pregnant women, driven by a mad hunger that most often leads to their victim's death.

A botchling will emerge from its lair at night to lurk by the bedside of an expectant mother, draining her strength and that of her unborn progeny as she sleeps. A woman thus beleaguered first suffers from troubling dreams, then fever, delirium and a general weakening of the flesh. After a few such nights she is enfeebled and unable to defend herself - it is then the botchling attacks directly, singing its long, sharp fangs into her body and drinking her blood until mother and fetus perish together.

A botchling stands around a foot and a half in height, but, when threatened and if gorged with blood, it can change form. At such times it grows into a deformed man, hunched over and striding, ape-like, on its forearms. Stronger and fiercer after this alteration, it hurls itself into direct, physical combat, gnashing at its opponent or attacking him with sharp claws.

A botchling's curse can be lifted by transforming it into a lubberkin - a guardian spirit of the hearth that watches over the family it never knew in the house it never could call home. This can only be done by capturing one and giving it an elven naming ritual, called the Aymm Rhoin, and a proper burial beneath the family's threshold; a process that takes an entire night.

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Botchling	+1 Endurance	20	Multiple rows of teeth

Commoner Superstition (Education DC:14)

A myling is the ghost of a deceased child, killed in cold blood. It hunts only women and drains their very soul. Should one enrage a myling it transforms into a fearsome beast that will not rest until blood is spilled.

-A Study of the Monstrous, Rivadi of Oxenfurt

Weapons

Name	DMG	Effect	ROF
Claws (T)	3d6 +3	Bleed (25%)	2
Bite	4d6+2	Bleed (75%)	1

Skills

Athletics +6
Awareness +5
Brawling +9
Courage +7
Dodge/Escape +6
Endurance +4
Melee +7
Resist Magic +7
Stealth +9
Wilderness Survival +4

Loot

Light Essence (1d6/2)
Venom Extract (1d6/2)
Botchling Teeth (1d6) *

*Treat as nekker teeth except with a value of 50

Vulnerabilities

Cursed Oil

Blood Transference

Botchlings are affected by any substances in the blood they drink.

Abilities

Transformation

If threatened, a botchling will transform into a ghoul-like creature. This takes 1 movement, costs 5 stamina and changes the botchling's stats to those below. It also allows the botchling to use any ability marked with (T)

Spectre Lure

The scent of a botchling acts as a lure for wraiths. Any wraiths in the general vicinity of a botchling are immediately aware of its presence and are not hostile to it.

Night Vision

Ghouls operate in areas of dim light with no penalties.

Pounce (T)

A botchling doesn't need to take a running start when leaping.

Spines (T)

Any time a botchling in a grapple its spines deal 2d6 a round with Bleed (25%).

Drain Blood

Botchlings feed on the blood of sleeping pregnant woman. Once per night they can make a Stealth check vs Awareness (-3) to drain its target's BODY by one point. If successful the prey is unaware of the botchling's attack, other than small needle-like puncture wounds. If this reaches 0, they die. These points are naturally recovered at a rate of 1 point per week, with rest. This may be quicker with medical attention, at the GM's discretion.

Transformed Botchling

INT	3	STUN	6
REF	8	RUN	18
DEX	8	LEAP	3
BODY	6	STA	30
SPD	6	ENC	60
EMP	3	REC	6
CRA	1	HP	60
WILL	7	VIGOR	0

Threat
Medium Simple
Bounty
150
Armour
5



INT	1
REF	7
DEX	6
BODY	7
SPD	4
EMP	1
CRA	1
WILL	4
LUCK	0

STUN	5
RUN	12
LEAP	2
STA	25
ENC	70
REC	5
HP	25
VIGOR	0

Bukuvaks

Illustration by
Alexander Alexandrov
(AlexAlexandrov on DeviantArt)

Height	1m at the shoulder
Weight	Around 175kg
Environment	Deep lakes and rivers
Intelligence	About as intelligent as a dog
Organisation	Solitary, sometimes in the region of drowners

Witcher Knowledge (Witcher Training DC:16)

Bukuvaks are a flightless species of draconid that inhabits deep lakes and rivers. This amphibious reptile uses its unusual vocal abilities to lure prey to investigate the water that it lurks in. Once the prey is submerged, the bukuvak uses its unusual secretions to thicken the water, making it difficult for its victims to swim. It then strikes with its flexible tail, dragging them down in an attempt to drown them to death, so it can feast on the corpse.

This monsters fear fire, and it greatly harms them. The use of Igni is limited however, since it rarely leaves the water's surface. It should also be noted the beast seems to make an effort to lure drowners to its territory. It doesn't seem clever enough to direct these creatures in any way, likely using them as an additional source of food by stealing their prey.

Though bukuvaks use false voices and sounds to lure in prey they're not intelligent enough to replicate appropriate sounds. This makes it easy to determine that something is afoot, though it's often still enough to lure in the unwary and foolish. It should also be noted that the bukuvak seems to be able to replicate sounds it's never heard before.

Commoner Superstition (Education DC:14)

The ahotu is a water dragon of prestigious size. Though it has no wings it still flies under the surface by swimming with agility that betrays its size.

It's said that it eats foolish children that swim in cold rivers, trapping their spirits under the surface. This is likely superstition for its aquatic hunting method, and nothing more.

- Codex Bestia vol.II, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Bite	4d6	Bleed (25%)	1

Skills
Athletics +4
Awareness +8
Brawling +8
Courage +3
Deceit +6
Dodge/Escape +6
Endurance +5
Melee +7
Physique +4
Resist Magic +5
Stealth +6
Wilderness Survival +5

Loot
Essence of Water
Drake Oil (1d10)
Draconid Scales (1d6)

Vulnerabilities

Draconid Oil

Fire Vulnerability

Bukuvaks take double damage from fire attacks or being on fire.

Abilities

Amphibious

Bukuvaks can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater.

Entangling Tail

A bukuvak's long tail is semi-prehensile and can be used to grapple an opponent. This gives a bukuvak a range of 2m on grapple attempts and a +3 bonus to them.

Thick Mucus

Bukuvaks can secrete a thick slime that solidifies water. If released into a body of water, anyone within a 15m radius suffers a -3 penalty on Athletics, Defence and Attack checks.

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives bukuvaks an INT of 6.

Modulation

Bukuvaks use their expanding throats to make loud, disorienting booms. This causes staggered in opponents within 10m on a failed DCL 15 Endurance check. This ability can also be used to mimic other sounds, like voices. This uses the bukuvak's Deceit skill. Bukuvak's are quite stupid however, and these noises will often be nonsensical.

ThreatHard
Complex**Bounty**

1250

Armour

8

Illustration by Bartłomiej
Gawel

Chorts

Height	2m at the shoulder
Weight	Around 800kg
Environment	Remote areas of wilderness
Intelligence	About as intelligent as a dog
Organisation	Solitary

INT	1
REF	12
DEX	9
BODY	12
SPD	9
EMP	1
CRA	1
WILL	6
LUCK	0

STUN	9
RUN	27
LEAP	5
STA	45
ENC	90
REC	9
HP	90
VIGOR	0

Witcher Knowledge (Witcher Training DC:16)





Chorts are the somewhat smaller kin of fiends and bumbakvetches. Yet any witcher who thinks their diminutive stature means they present no danger commits a grave error; the kind that can end his career permanently. These denizens of dark and ancient woods are some of the most dangerous monsters known to man.

Legends often mistake chorts for sylvans, ascribing to them the ability to speak, stand on two legs, gobble up cabbage, play pranks and work mischief around the household. The arrival of a true chort in a region soon puts an end to such tales. The creatures do not speak, at best communicating with each other through grunts, snorts and moans. They get about on four legs and as for their "mischief"... they destroy farmsteads, devouring anything that can be devoured, including cabbage, if such is available, but also extending to poultry, pork, the family dog and then the family itself.

Chorts fight with little finesse, running straight towards their opponent and trying to knock him to the ground with the force of their charge. After downing their foe, they bite, kick and strike with their claw-tipped paws. Due to their size and four-legged posture, they are mostly unperturbed by the force of the Aard Sign, and the regenerative powers of their body allow any wounds they receive to heal at a rapid pace. A moondust bomb can temporarily halt this regeneration, and the beast is particularly flammable when engaged with the sign of Igni. Loud noises will also disorient chorts, disrupting their defences.

Chort Decoction

Renders you completely immune to *stagger* or any effect that would knock you prone.

Name	Craft DC	Craft Time	Components
Chort Decoction Formulae	16	½ hour	   

Commoner Superstition (Education DC:16)

Chorts or zarts, as they're sometimes called, are supposedly demons summoned by the darkest elves and others of their sylvan ilk. They are often set upon the enemies of the fair folk to seek revenge for some perceived slight that man may have caused to them.

Loud prayer, if performed by no less than 7 pious men, is said to drive the beast away. It also cannot tolerate the smell of burning incense.

-A Study of the Monstrous, Rivadi of Oxenfurt

Weapons

Name	DMG	Effect	ROF
Claws	5d6+2	N/A	2
Bite	6d6+1	Bleed (50%)	1
Horns	7d6	-1 WA	1

Skills

Athletics +6
Awareness +10
Brawling +4
Courage +8
Dodge/Escape +6
Endurance +4
Melee +7
Physique +8
Resist Magic +5
Stealth +2
Wilderness Survival +5

Loot

Chort Eyes (3) *
Chort Dung (1d3) *

Vulnerabilities

Relict Oil

Moondust Bombs

A chort caught in the area of a moondust bomb cannot regenerate for the duration of the bomb's effect.

Sensitive Hearing

When struck with a bomb or caught in a loud, sharp noise, a chort is **staggered**.

Susceptible to Fire

Chorts are easily set alight. Any **burn** chance against them is increased by 25%, if it's 100% already they instead take 6 damage a round instead of 5.

Abilities

Regeneration

Chorts regenerate 3 points of health each round.

Charge

If a target moves more than 10m away from the chort, it can charge and make a powerful horn attack at -3 which does 8d6 damage and knocks the target back 6m. If they strike anything while flying back, the target takes appropriate ramming damage as if on a mule.

Massive Bulk

Chorts are immune to Aard, becoming **staggered**, or any effects that would knock them off their feet.

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives chorts an INT of 6. They also able to track by scent alone.

*Treat as Fiend Eyes & Fiend Dung except ½ the weight and 75% the value

ThreatMedium
Complex**Bounty**

600

Armour

5

Illustration by Anna
Podedworna

Cockatrice

INT	2
REF	8
DEX	9
BODY	7
SPD	9
EMP	1
CRA	1
WILL	4
LUCK	0

STUN	6
RUN	27
LEAP	5
STA	30
ENC	70
REC	6
HP	60
VIGOR	0

Height	1.2m at the shoulder
Weight	Around 500kg
Environment	Caves, sewers and other dark and damp places
Intelligence	About as intelligent as a dog
Organisation	Solitary


Witcher Knowledge (Witcher Training DC:15)

Foolish superstitions claim cockatrices, like basilisks, can kill with their gaze alone. That is utter nonsense, however, a cockatrice's gaze being no more dangerous than that of an angry goose. One should instead watch out for its sharp beak and corrosive breath, either of which are dangerous enough on their own.

Cockatrices thrive in dark caves, abandoned ruins, cobwebbed dungeons and old basements. Though small compared to griffins and manticores, they are more than capable of killing anyone who stumbles across them in a dark corridor.

Cockatrices do not shun direct fights, in which they strike furiously in an attempt to exhaust their foes, often dive-bombing using their foul vapours. Blows from their beaks are especially dangerous, as they aim with deadly precision at exposed flesh and vital organs and leave bleeding, life-threatening wounds. When fighting them one should make liberal use of draconid oil as well as explosives and flames, which shred their delicate wings and have chance to detonate their dangerous stomach gases.

Cockatrice Decoction	All potions and drugs last twice as long as normal. This effect lasts for 24 hours and causes 50% toxicity, unlike other decoctions.
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Name	Craft DC	Craft Time	Components
Cockatrice Decoction Formulae	18	½ hour	

Commoner Superstition (Education DC:10)

Cockatrices are born of eggs laid by roosters consorting with other roosters. The egg must be incubated for forty-four days by a toad, which is devoured by the little beast as soon as it hatches. A cockatrice hates everything that lives so fiercely that its glance turns the living to stone. Only a bold adventurer with a mirror can deflect its deadly gaze and defeat the cockatrice.

- A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Claws	4d6	N/A	2
Beak	5d6	Poison (50%), Bleed (50%)	1

Skills
Athletics +7
Awareness +6
Brawling +7
Courage +4
Dodge/Escape +7
Endurance +6
Melee +7
Resist Magic +5
Stealth +5
Wilderness Survival +8

Loot
Venom Extract (1d6)
Draconid Scales (1d6/2)
Acid Solution (1d6/2)

Vulnerabilities

Draconid Oil

Flammable Gases

A cockatrice's Toxic Breath and Acidic Fog are extremely volatile. They explode on contact with open flames, dealing 3d6 damage (as a bomb) and knocking over anything in their area. If set on fire. There's a 25% chance each round that the cockatrice will explode, causing the same effect centred on it instead (ignoring its armour).

Abilities

Flight

A cockatrice can take flight as a movement. The cockatrice can only be knocked out of the air by stunning it or doing more than 10 points of damage with an attack. If the cockatrice is knocked out of the air it must make a DC:16 Athletics check or take ramming damage equal to how many meters it fell.

Poison Immunity

Cockatrice take no damage from **poison**.

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives cockatrice an INT of 6.

Toxic Breath

A cockatrice can breathe a sickening spittle-flaked mist, causing **poison** in each target within a 6m cone unless they pass a Defence check vs the cockatrice's Brawling. This costs the cockatrice 5 stamina.

Acidic Fog

A cockatrice can make its breath corrosive and heavier than air, causing it to settle like a fog. Anything in this 10m radius area will take 1d6 damage a round and any equipment will take 1d6 ablation damage. This mist will remain unless pushed away by Aard or a similar effect. This costs the cockatrice 7 stamina.

Resistances

Cockatrice only take half damage from **slashing**.

Threat
Hard Complex
Bounty
1750
Armour
10

INT	2
REF	8
DEX	6
BODY	18
SPD	5
EMP	1
CRA	6
WILL	4
LUCK	0

STUN	11
RUN	15
LEAP	3
STA	110
ENC	180
REC	11
HP	110
VIGOR	0



Illustration by
Diego de Almeida

Cyclopeses

Height	Up to 5m
Weight	About 1600kg
Environment	Isolated hills, mountains and caves
Intelligence	About as intelligent as a dumb human
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:15)

Cyclopes can easily be recognized by the single eye located in the centre of their foreheads. If for some reason that is not visible, other tell-tale signs are their enormous size, incredible strength and a seething hatred for all humans.

Cyclopes go where they want; even a witcher should move to the side if a cyclops is charging forward. The strongest witchers cannot parry or block any punch or slap delivered by a cyclops, and a mere hop backwards may not be enough to stay out of reach. Roll to the side or behind a cyclops to evade their attacks and reach their vulnerable flanks.

Do not stand in one place when fighting a cyclops. They rarely flinch from anything a witcher can do to them, so they keep trying to fight no matter how many cuts from a silver blade they take. If a cyclops raises both hands in the air, avoid being anywhere close to the front of it.

A cyclops' lair is often well hidden, despite the monster's size. These nests are often protected with numerous crudely made traps and care should be taken on the approach.

Commoner Superstition (Education DC:14)

There are theories that cyclopes once possessed their own civilization, if this is true then it would have perhaps predated even the Elder Races.

Records of encounters with these beasts describes them as particularly simple-minded, however, which sheds doubt on this theory

-Codex Bestia vol. II, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Punch	8d8+6	Long Reach (2m)	1
A Tree	8d8+2	Long Reach (4m), Stun (-2)	1

Skills
Athletics +3
Awareness +8
Brawling +6
Courage +7
Dodge/Escap +4
Endurance +10
Melee +7
Physique +10
Resist Coercion +7
Resist Magic +8
Trap Crafting +6
Wilderness Survival +7

Loot
Mundane items (2d10)
2 Random runes
Cyclops Eye*

*Treat as a Fiend Eye, but double the gold and alchemical value.

Vulnerabilities

Ogroid Oil

Abilities

Crushing Force

Due to the incredible force with which they strike, a cyclops cannot be parried and does double ablation damage to weapons, shields, or armour.

All-seeing Eye

A cyclops is able to see clearly through illusions and suffers no penalty in areas of dim light.

Massive Bulk

Cyclopes are immune to Aard, becoming **staggered**, or any effects that would knock them off their feet.

Sweeps

Due to the cyclops' sheer size, any attacks it makes can target multiple enemies at once, provided they're within striking distance and in its forward-facing arc. If a cyclops attacks multiple creatures this way, it costs 10 stamina.

Resistances

Cyclopes take half damage from **piercing**, **bludgeoning** and **slashing**.

Tool Users

Though particularly stupid, cyclopes are nonetheless able to fashion surprisingly sophisticated traps. They'll often use these skills to protect their lairs.

Threat
Easy Complex
Bounty
50
Armour
0



INT	3
REF	5
DEX	6
BODY	8
SPD	5
EMP	3
CRA	6
WILL	7
LUCK	0

STUN	7
RUN	15
LEAP	3
STA	35
ENC	70
REC	7
HP	35
VIGOR	0

Illustration from *Monsterbook*,
released with *Witcher 1*
(Background added)

Devourers

Height	About 2m
Weight	Around 150kg
Environment	Battlegrounds, cemeteries, caves
Intelligence	About as intelligent as a dumb human
Organisation	Solitary, often found with packs of ghouls

Witcher Knowledge (Witcher Training DC:16)

Devourers are an unusually intelligent species of necrophage and close kin to the more common ghoul. They even seem to be able to mentally command packs of ghouls and can often be found leading them on hunts, it's still not clear how they achieve this level of dominance. Despite their appearance it's still unclear whether devourers are female examples of ghouls or a separate breed of monster entirely, certainly they have never been observed breeding.

Devourers are smarter than most examples of necrophages but don't share the dangerous intellect of the grave hag. Caution should still be taken, however, as they're able to lead packs of ghouls with surprising skill and will readily flank, ambush or build crude traps for the unwary. They've even been known to kidnap children to use as a lure to draw in more humans to feed their packs. Like the ghouls they lead, devourers are strictly nocturnal hunters and although not unduly harmed by it, seem to fear open flames.

Devourers show a preference for living flesh and will often engineer complex ambushes in order to capture live prey. Devourers will rarely physically attack their prey themselves, preferring to order ghouls to subdue it so they can swallow it whole. Despite their size, they're capable of swallowing a fully-grown man by completely unhinging their jaw and literally rearranging their internal organs to accommodate the meal. This is a slow process, however, and dramatically slows the creature. One should still take care to avoid being grappled by this monster. The devourer's rather unusual physiology also renders them immune to conventional poisons though necrophage oil works as expected.

Commoner Superstition (Education DC:14)

The night witch, or black annis, is a type of sorceress that has resorted to cannibalism. These creatures gorge themselves on human flesh; preferably the flesh of children. Night witches hunt after dark in groups called sabbaths and like to deceive their victims and torture them. but there is no truth to the tales of their midnight flights on broomsticks and their gingerbread houses.

-A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Bite	6d6	N/A	1

Skills
Athletics +6
Awareness +5
Brawling +7
Courage +7
Dodge/Escape +6
Endurance +6
Melee +6
Resist Coercion +6
Resist Magic +4
Stealth +7
Wilderness Survival +6

Loot
Ghoul Marrow (1d6)
Phosphorus (1d6/2)
Sulphur (1d6/2)

Vulnerabilities

Necrophage Oil

Abilities

Swallow Whole

A devourer can use an action to attempt to swallow a target whole. A successfully grappled opponent is automatically considered **pinned** and starts to **suffocate** from the following round, they also suffer 1 ablative damage to all armour and weapons carried (more fragile items may be destroyed also). Escape is possible with a brawling check against the devourer's initial grapple check +2 as a DC. If a devourer ever takes more than 10 damage from one source, it immediately vomits up prey it has swallowed. Devourers move at ½ speed when they have swallowed prey.

Leader

Often, a group of ghouls will be led by a devourer. If the devourer is alive all ghouls in its pack gain a +4 to courage. The devourer is also capable of giving non-verbal commands to the rest of the pack. These commands can be quite complex.

Night Vision

Ghouls operate in areas of dim light with no penalties.

Poison Immunity

Devourers take no damage from **poison**.

Sturdy

Devourers are resistant to attempts to knock them prone. They gain a +3 bonus to defend against such attempts and effects that would cause it are 25% less effective.

Threat
Medium Difficult
Bounty
1000
Armour
-

INT	7
REF	-
DEX	-
BODY	-
SPD	-
EMP	9
CRA	-
WILL	-
LUCK	0

STUN	-
RUN	-
LEAP	-
STA	-
ENC	-
REC	-
HP	-
VIGOR	-



Illustration by Bartłomiej Gawel

Dopplers

Height	Around 1.5m
Weight	Around 100kg
Environment	Anywhere
Intelligence	Human-level
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:15)

Dopplers (also called shifters, mimics, doubles, imitators, or pavrats) are shapeshifters who can take the form of anyone or any beast they have encountered, provided it has a similar body weight. Additionally, they take on not only the characteristics associated with the form they have "borrowed", but also their clothing and equipment at the time they take their form. Despite this, dopplers are considered kind-hearted by nature and therefore tend to refrain from committing atrocious acts. Dopplers tend to take on the personality traits and quirks of the person they're mimicking, however, so they're not incapable of acts of cruelty. Unusually cruel or particularly twisted personalities have been known to make dopplers physically ill.

Their natural form is humanoid in shape with rather long limbs, noses, and tongues. Like most magical creatures, dopplers are vulnerable to silver and thus binding them with silver chains will stop them from transforming.

Doppler Decoction	Removes the Dulled Emotions trait, increasing EMP by 4 for the duration of the decoction.
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Name	Craft DC	Craft Time	Components
Doppler Decoction Formulae	18	½ hour	

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Doppler	+1 EMP	20	Normal looking eyes

Commoner Superstition (Education DC:12)

Vexlings, sometimes called changelings, are a demon of mischief that eats the soul of its victim. When feeding this way, it steals its victim's body and mind, installing itself in their place and taking over their life. They do this for no other reason that it pleases them.

-A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
-	-	N/A	1

Skills
Charm +8
Deceit +10
Human Perception +9
Intimidate +6
Resist Coercion +7
Seduction +9
+ Mimicked Skills

Loot
Fifth Essence (1d6/2)
Mundane items (1d6)
Possible stolen goods

Vulnerabilities

Relict Oil

Touch of Silver

Any contact with silver forces it to assume its true form.

Abilities

Mimic

Dopplers can mirror the form of a target perfectly. This new form is indistinguishable from the original, even to magic and the doppler assumes its targets statistics and skills, with the exception of those listed. The target's equipment is also replicated, including weaponry. In addition, the doppler gains Vigor if the target possesses it and has knowledge of any spells the target may know. The doppler also gains access to the target's memories and personality.

Mimicking a form is quick but still takes the doppler 1 turn to complete the transformation.

The only limitation to this that the doppler can only mimic a target within roughly 20% of its mass. Any scars or dismemberments that the doppler has are also replicated in the assumed form.

Threat
Hard Difficult
Bounty
1500+
Armour
10



INT	6
REF	10
DEX	9
BODY	12
SPD	7
EMP	6
CRA	3
WILL	10
LUCK	0

STUN	11
RUN	21
LEAP	4
STA	55
ENC	120
REC	11
HP	110
VIGOR	0

Dragons

Illustration by
Marek Madej

Height	Varies, up to 6m at the shoulder
Weight	Varies, up to 1500kg
Environment	Dependant on colour; forests, caves, mountains
Intelligence	Human-level
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:17)

Once dragons were commonplace and ruled the continent absolutely. Dragon fire was the bane of cities, and dragon appetite was a constant threat to the first colonizers. Sorcerers stood against these creatures, witchers were created to fight them and today dragons are nearly extinct. Sometimes forktails and slyzards can still be seen but compared to dragons, they are as stray cats to tigers. Alchemical components found in a dragon's body are among the most expensive on the market and are in high demand among sorcerers. The beast's roasted tail is even a delicacy.

The legends are true: dragons like to gather hoards and have a voracious appetite that they satiate by eating all living creatures with no exceptions. Like cats, they like to lounge in places of power - they nap there, drawing energy' although nobody knows what they use that energy for. There are five species of these great wyrms: white, black, red, green and rock. Golden dragons, extremely intelligent, gifted with the ability to assume the shape of any creature, are of course a fairy-tale for little children. Dragons are smart indeed, but they cannot speak, much less polymorph.

The best tactic when meeting a dragon is to pray to all the gods with no exceptions. One fighting a dragon should watch out for its breath above all else - it is truly lethal, whether it's the black's acid, green's steam, a white's frozen fog or the red's flames. The wyrms can also fly, and are excellent at maneuvering, so they use the advantage of altitude in combat. A witcher should climb high buildings to surprise the reptile flying by and to use walls as protection. The beast's jaws are even worse than its paws - they bring instant death. Dragons, like cats, like to toy with their prey, so they sometimes lift it to the air, and drop from height when they are bored.

Commoner Superstition (Education DC:14)

Dragons are worshipped by the primitive Zerrikanians across the desert, but in the North, they're known rightfully as the enemy of mankind.

These beasts are mindless and cruel and will steal anything they find to add to their hoard. Brave hunters have killed these monsters to near extinction; something we should all be thankful for.

-Codex Bestia vol. I, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Bite	8d6	Ablating, Armour Piercing	1
Claws	5d6	Bleed (50%)	2

A Varied Palette

Dragons come in a variety of species, represented by colours. The most well-known of these are: black, red, white and green. Gold dragons exist almost entirely in legends only, and rock dragons are thought to be extinct.

The statistics and skills listed represent the smaller dragon colours such as green, black and white; the GM should feel free to add to these to represent the larger varieties.

Black dragons breathe a noxious gas, dealing 5d6 damage with 2d6 **ablation**. They also have double the listed armour

Green dragons breathe a hot of steam, dealing 6d6 damage that also **stagger**s. They're also **amphibious**.

White dragons breathe a freezing fog, dealing 6d6 damage and **freezing**.

Red and Gold dragons breathe fire, dealing 6d6 and the **fire** status effect. Gold dragons can also assume the form of humans, or other creatures.

Skills
Athletics +9
Awareness +8
Brawling +9
Charm +5
Courage +7
Deceit +6
Dodge/Escape +8
Endurance +6
Intimidation +5
Melee +10
Resist Coercion +6
Resist Magic +10
Spellcasting +8
Stealth +7
Wilderness Survival +6

Loot
2 Dragons Eyes
Dragon Teeth (1d10)
Draconid Scales (2d10)
Dragon Heart
Loot from its hoard

Vulnerabilities

Draconid Oil

Abilities

Massive Bulk

Dragons are immune to Aard, becoming **staggered**, or any effects that would knock them off their feet.

Flight

A dragon can take flight as a movement. The dragon can only be knocked out of the air by stunning it or doing more than 20 points of damage with an attack. If the dragon is knocked out of the air it must make a DC:16 Athletics check or take ramming damage equal to how many meters it fell.

Magically Attuned

Dragons are capable of seeing invisible creature and sensing magical emanations or magic users within 20m.

Night Vision

Dragons operate in areas of dim light with no penalties.

Breath

Some dragons breathe fire, others breathe steam or clouds of acid and white dragons breathe a freezing fog, all in a 10m cone. Using this breath always costs 7 stamina. See the sidebar

Absorb Magic

Dragons are capable of absorbing magical energy. They may use Spellcasting checks to dispel magic, as per the Dispel mage spell. Each time they successfully do this, they gain an Adrenaline die. This die doesn't cost any stamina for the dragon to use.

Immunities

Black dragons are immune to poison, reds and golds are immune to fire and whites are immune to freezing and cold damage

Resistances

Dragons take half damage from **piercing**, **bludgeoning** and **slashing**.

Dragon Eyes are used as Fiend's eyes, except they're worth double the price.

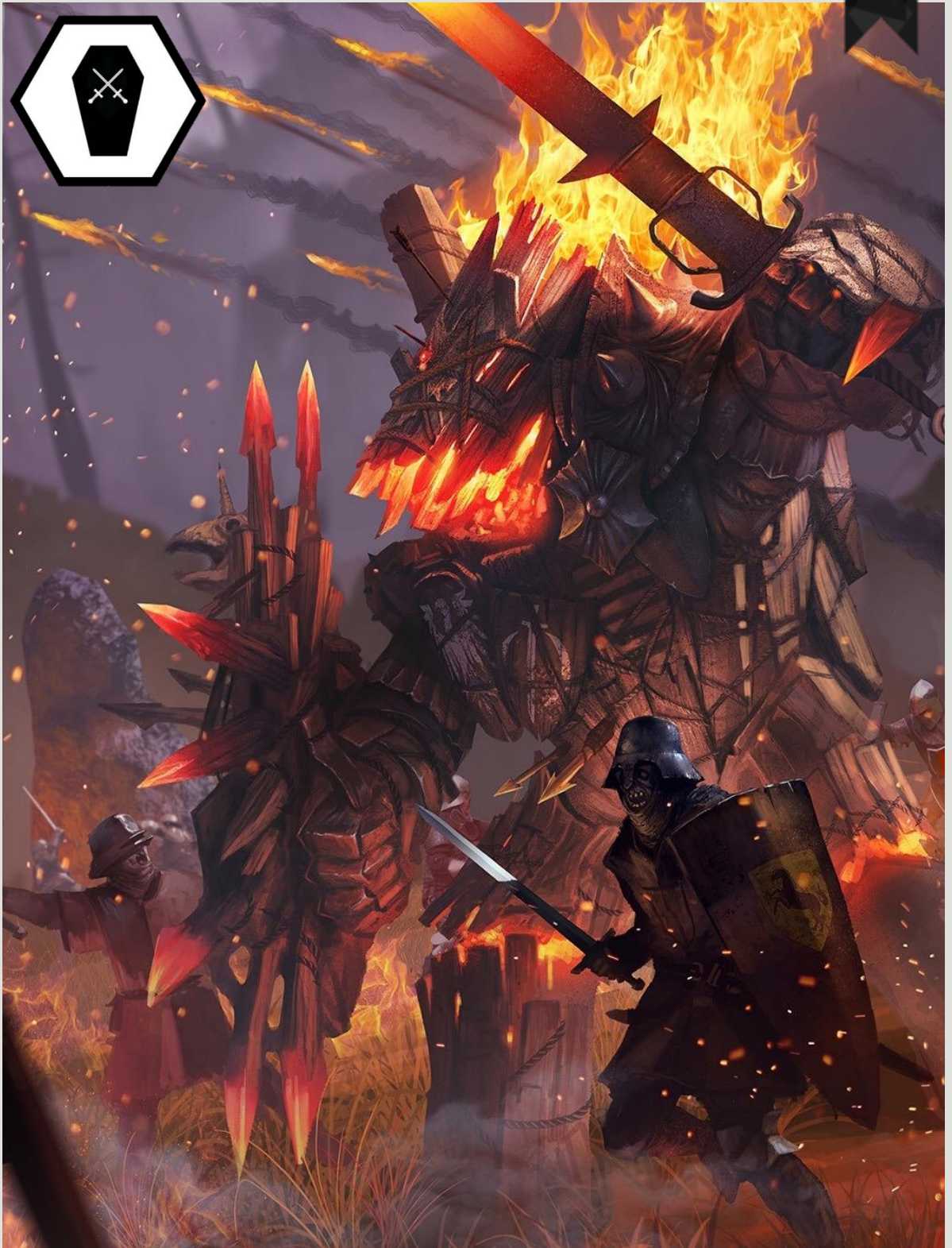
Dragons teeth are used in the same way as Nekkers teeth, tripled in price and weight.

A dragon's heart supposedly dispels curses if eaten (it's up to the GM how true this is). It's worth 500 crowns and weighs 5kg.

Threat
Hard Difficult
Bounty
1800
Armour
30

INT	7
REF	8
DEX	7
BODY	14
SPD	4
EMP	4
CRA	1
WILL	9
LUCK	0

STUN	11
RUN	12
LEAP	2
STA	55
ENC	140
REC	11
HP	110
VIGOR	0



Draug

Illustration by
Nemanja Stankovich

Height	Up to 6m
Weight	Up to 1000kg
Environment	Battlefields, mass graves & ruins
Intelligence	As intelligent as it was in life, often insane
Organisation	Solitary, often found with draugir

Witcher Knowledge (Witcher Training DC:18)

As an arch-wraith, the draug never stoops to doing anything with its own hands. It has lackeys for that, always wraiths, revenants or other restless spirits. Having been a king or a commander in life, the draug retains its charisma in death, and its deathly subordinates always blindly obey its orders. Thus, one needs to exterminate all manner servants on the way to its underground palace, wilderness keep or other foreboding abode. Only then can one face the draug itself.

The draug can be described in various ways, as has been said, but is always a lethal foe. Forget its huge strength, invulnerability to pain, fearlessness and bloodlust. One cannot just defeat a draug using conventional means. As with every wraith, there is some tragic event connected to it, forcing the creature to remain among the living. The draug is almost untouchable, unreachable for anyone without commanding the forces of a small army.

The best tactics to be used against a draug would be the tactics of war. It's huge size and fearsome strength mean that only siege weapons are likely to give it pause on the battlefield. Even then, one should be weary of its own spectral artillery and its ability to become a vortex of crushing debris. Any hostile direct action with a draug should be avoided at *all costs*.

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Draug	+1 BODY	22	Faintly glowing bones

Commoner Superstition (Education DC:14)

A draug is an arch-demon, and one of the deadliest monsters to ever plague man and is more of a force of nature than a single being. It is said that the creature is literally made from the battlefield itself and is consumed by so utterly by wrath as to be invincible.

- *A Study of the Monstrous*, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Wraith Blade	8d6	-1 WA, Fire (25%)	1

Skills
Athletics +5
Awareness +7
Courage +10
Dodge/Escape +6
Endurance +8
Melee +8
Resist Coercion +10
Resist Magic +10
Stealth +8
Swordsmanship +8
Wilderness Survival +9

Loot
Wraith Essence (1d10)
Specter Dust (1d10)
Possibly a relic
Random runes (1d6/2)

Vulnerabilities

Specter Oil

Yrden Sign

A Yrden sign or successful Dispel effect will prevent a draug from becoming a whirlwind.

Abilities

Armoured Hulk

Draug are heavily armoured but anything they surround themselves with is usually in great disrepair. Any successful attacks against a draug also inflict 2 SP damage to its armour. Any other sources of ablative damage are doubled.

Massive Bulk

Draug are immune to Aard, becoming **staggered**, or any effects that would knock them off their feet.

Already Dead

Draug are immune to **bleed** & **poison**.

Whirlwind

A draug can transform itself into a whirlwind of weapons, debris and flaming rubble. When in this state it becomes a 20m radius effect that has a 50% chance to knock targets prone. This costs 5 stamina.

Ghostly Artillery

Draug can order spectral artillery to fire. This hurls burning projectiles down on a 10m radius area that deal 4d6 damage, has a 50% to knock targets prone and Fire (25%). This costs 7 stamina.

Charge

If a target moves more than 10m away from the draug it can charge and make a powerful attack at -3 which does 10d6 damage and knocks the target back 8m. If they strike anything while flying back, the target takes appropriate ramming damage as if on a horse.

Resistances

Draug take half **piercing** & **Fire** damage.

Threat
Easy Simple
Bounty
65
Armour
30

INT	4
REF	6
DEX	2
BODY	6
SPD	2
EMP	4
CRA	1
WILL	4
LUCK	0

STUN	5
RUN	6
LEAP	1
STA	25
ENC	50
REC	5
HP	25
VIGOR	0



Draugir

Illustration by Anna Podedworna

Height	Usual human heights
Weight	Dependant on carried equipment
Environment	Battlefields, mass graves & ruins
Intelligence	Consumed by emotion
Organisation	Anywhere from 1 to dozens, sometimes led by a draug

Witcher Knowledge (Witcher Training DC:16)

The draug is a commander, and his wraith soldiers are called draughirs. The draugh's will call them into existence on battlefields or in cemeteries. Like the draug, they are borne of damned souls and trapped shells created from the remnants of arms and armour, machines and corpses torn apart by scavengers.

These wraiths are protected by heavy armour and often multiple shields. A witcher should first force them to expose themselves, knocking away their shields and grinding down their badly damaged armour. The best chance to wound the creature comes if you can force it to the ground, its unbalanced load and slow speed make it easier to topple. The monsters are slow in the battle, so one needs to weaken them methodically with strong sword blows, and then finish them off. In life, draughirs were soldiers or knights, and in death they retain their proficiency in combat, so one needs to defend oneself against their blows - with extreme care.

The draughirs are susceptible to the Specter Oil, so one should coat a silver blade with it before battle. Poisons are of no use and arrows or bolts will likely prove ineffective.

Vulnerabilities

Specter Oil

Lumbering

Any effect that causes knockdown has +25% chance. If it already has 100% then the draughir is also **stunned**.

Commoner Superstition (Education DC:14)

A draughir is the demon-possessed body of a man slain in anger. If the victim is buried on ground unhallow the he will surely walk again as this monster and, consumed by a blinding rage, will attack anyone it can find.

- A Study of the Monstrous, Rivadi of Oxenfurt

Weapons

Name	DMG	Effect	ROF
Wraith Sword	3d6	N/A	1
Wraith Spear	2d6+2	Long Reach (2m)	1
Wraith Bow	2d6+1	100m range	1

*Draughir will generally be equipped with one of the above weapons, not all three.

Skills

Archery +5
Athletics +4
Awareness +4
Dodge/Escape +6
Endurance +8
Resist Magic +6
Staff/Spear +7
Stealth +3
Swordsmanship +7
Wilderness Survival +3

Loot

Mundane items (1d6/2)
Mundane Weapon
Mundane Armour
Specter Dust (1d6/2)

Abilities

Armoured Hulk

Draughir are heavily armoured but anything they surround themselves with is usually in great disrepair. Any successful attacks against a draughir also inflict 2 SP damage to its armour. Any other sources of ablative damage are doubled.

Bulky

A Draughir is immune to becoming **staggered**,

Already Dead

Draughir are immune to **bleed & poison**.

Consumed by Rage

Draughir are technically as intelligent as they were in life, but they are blinded by overwhelming rage. They cannot be reasoned with or intimidated.

Resistances

Draughir take half **piercing** damage.

Threat
Medium Simple
Bounty
350
Armour
0

INT	6
REF	7
DEX	9
BODY	6
SPD	8
EMP	7
CRA	5
WILL	6
LUCK	0

STUN	6
RUN	24
LEAP	4
STA	30
ENC	60
REC	6
HP	30
VIGOR	0



Illustration by Diego del Almeida

Dryads

Height	Normal human heights
Weight	Normal human weights
Environment	Deep forests
Intelligence	Human-level
Organisation	Solitary, or small bands of 2 to 5

Witcher Knowledge (Witcher Training DC:14)

Dryads, also known as eerie wives and called *Aen Woedbeanna* in Elder Speech, are the female inhabitants and guardians of the Brokilon forest. They are sometimes also referred to as nymphs. Pure blood dryads tend to have green skin tones and generally have green, brown, or black hair; however, because they mate with other races to produce children, sometimes they can inherit their father's traits, like red hair or blue eyes.

Generally, dryads wear clothes patched up out of their natural surroundings like leaves and twigs, making them blend in with the forest, though they'll frequently forego clothes altogether.

Dryads are known for their amazing archery skills and can easily kill a human from 200 feet without their target ever knowing they were there. They use this ability extensively to mark their border: if an arrow lands at one's feet or in a nearby tree, that's as far as the intruder is allowed to travel alive as the next shot will surely be fatal. Dryads are also proficient in treating wounds, with many stories and legends that speak to their tremendous skill in the healing arts.

Dryads have an immense respect and love for their homeland and have learned to shape trees to their will while not harming the tree itself, forming elegant treetop villages. As fire is also forbidden in the forest, they instead create makeshift glowsticks by stimulating certain fungi and crafting a wreath out of the plant to make a light source.

Dryads are exclusively female and use human or elven males for mating purposes, taking strong males to pass their traits onto their children. While some may view this as a pleasant enough process, dryads take mating very seriously and if touched without permission will retaliate with lethal force.

Sex isn't the only way dryads reproduce, however. If any young girls should wander into their forest, dryads will sometimes give them what's known as the Water of Brokilon to drink which erases all their previous memories, so they may be raised as dryads. These girls never gain all the skills that pure-blooded dryads have but remain utterly loyal to their new kin.

Commoner Superstition (Education DC:12)

Dryads are a violently aggressive specimen of faeries that stalk savage woodlands such as Brokilon. These cruel creatures have been known not only to kill innocent villagers in cold blood, but also to kidnap children that wander too close to their woodland realm.

It's said that they possess unnatural healing abilities, though no witnesses to this rumour have been forthcoming.

-Codex Bestia vol. I, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Long Bow	4d6	Bleed (100%) or AP 200m range	2
Spear	3d6	Long Reach (2m)	1

Skills
Archery +10
Athletics +8
Awareness +9
Deceit +4
Dodge/Escape +8
Endurance +5
Healing Hands +7
Intimidation +5
Resist Coercion +5
Resist Magic +4
Staff/Spear +7
Stealth +9
Tactics +3
Trap Crafting +5
Wilderness Survival +6

Loot
Mundane items (1d6/2)
Plant ingredients (1d6)
Arrows (20)

Vulnerabilities

Relict Oil

Abilities

One with the Leaves

A dryad cannot be tracked using Wilderness Survival by in wooded terrain. She also ignores any difficult terrain presented by natural vegetation when in a forest.

Markswoman

Dryads are some of the best archers in the Continent. A dryad can spend her action and 3 stamina to perform a Strong Strike, trip or disarm special attacks with a bow. In addition, they take 1 less penalty from range modifiers.

Healing Hands

Dryads are known as expert healers and have the Healing Hands skill. They can also use natural plants and extracts to produce the same effects as Herbal Remedies using their Wilderness Survival.

Exclusively Female

As is the case with all nymphs, rusalki are all female. Reproduction amongst nymphs usually involves a human or elven male but, in some cases, such as the infamous 'Water of Brokilon', younger girls are abducted and transformed instead. It's assumed that rusalki and nereids have a similar method of transformation

Purebloods

The statistics and skills here are representative of pure-blooded dryads. Transformed dryads are likely to be slightly less powerful and the GM should feel free to reduce the listed statistics & skills.

ThreatHard
Simple**Bounty**

1200

Armour

15



INT 1

REF 10

DEX 7

BODY 12

SPD 2

EMP 1

CRA 1

WILL 5

LUCK 0

STUN 8

RUN 6

LEAP 1

STA -

ENC 120

REC 8

HP 80

VIGOR 0

Illustration by
Bogna Gawroniska

Elementals, Earth

Height	Up to 2.5m
Weight	Up to 1000kg
Environment	Wherever a mage has ordered it
Intelligence	Capable of only basic thoughts
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:14)


The earth elemental is the younger brother of the legendary d'ao, the genie capable of creating earthquakes and flattening mountains. Younger and less powerful but also more mischievous; felling trees, crushing walls and smashing people to pulp can be counted among this creature's pranks. But only if their master allows it, of course.

The earth elemental always serves its summoner faithfully and is most often employed as a guard, as it is tireless and always vigilant. It does not have senses as living beings do, but it always recognizes the presence of intruders. It has no fear of monsters, let alone humans.

This monster's most dangerous weapons are its mighty arms, a blow from the earth elemental is akin to a battering ram hitting a city gate and turns a normal human into a bloody stain. Its ripostes are especially dangerous, for this apparently sluggish creature can strike swiftly as well as strongly. Thus, one must defend oneself against its blows with all available means, including potions and Signs. According to the "fight fire with fire" rule – or rather the "fight strength with strength" – one should also use strong blows against the elemental, since only such attacks can grind its stone body down.

The earth elemental's body is made entirely from mud, earth and rock; so the creature cannot be poisoned or blooded.

Earth Elemental Decoction	Grants -2 to all critical rolls against the imbiber.
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Name	Craft DC	Craft Time	Components
Earth Elemental Decoction Formulae	16	½ hour	

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Earth Elemental	4 damage per point of overexercision, instead of 5	20	Small shoots growing out of hair follicles.

Commoner Superstition (Education DC:16)

A genie of the earth is a cruel spirit summoned by mages to attack their rivals. These dangerous spectres can possess building and will shake them apart to bring them crumbling down.

- A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Punch	8d6	N/A	1

Skills
Athletics +4
Awareness +9
Brawling +6
Dodge/Escape +5
Physique +10
Resist Magic +10
Stealth +4
Wilderness Survival +6

Loot
Gemstones (1d6/2)
Lunar Shards (1d6/2)
Random rune
Infused Dust (1d6)

Vulnerabilities

Elementa Oil

Dimeritium Bomb

When struck by a dimeritium bomb an earth elemental becomes disrupted and sluggish. They are incapable of using their *Shockwave* or *Crushing Force* abilities and take a -2 to all stats for the duration of the bomb.

Abilities

Crushing Force

Due to the incredible force with which they punch, an earth elemental cannot be parried and does double ablation damage to weapons, shields, or armour.

Natural Camouflage

If it remains immobile, an earth elemental can blend into natural terrain, gaining +3 to its Stealth checks.

Massive Bulk

Earth elementals are immune to Aard, becoming **staggered**, or any effects that would knock them off their feet.

Animated

An earth elemental is immune to **bleeding**, **poison**, **fire**, or spells that **affect the mind** or emotions. They also cannot be reasoned with and never run out of stamina.

Shockwave

An earth elemental can stomp on the ground cause a ripple of small tremors, anyone in a 10m diameter must make an Athletics check against the elemental's Physique or be knocked prone. Additionally, the area counts as uneven terrain, and anyone on it (apart from the elemental) suffers a -2 penalty to REF, DEX and SPD. Small structures also have a 10% chance to collapse.

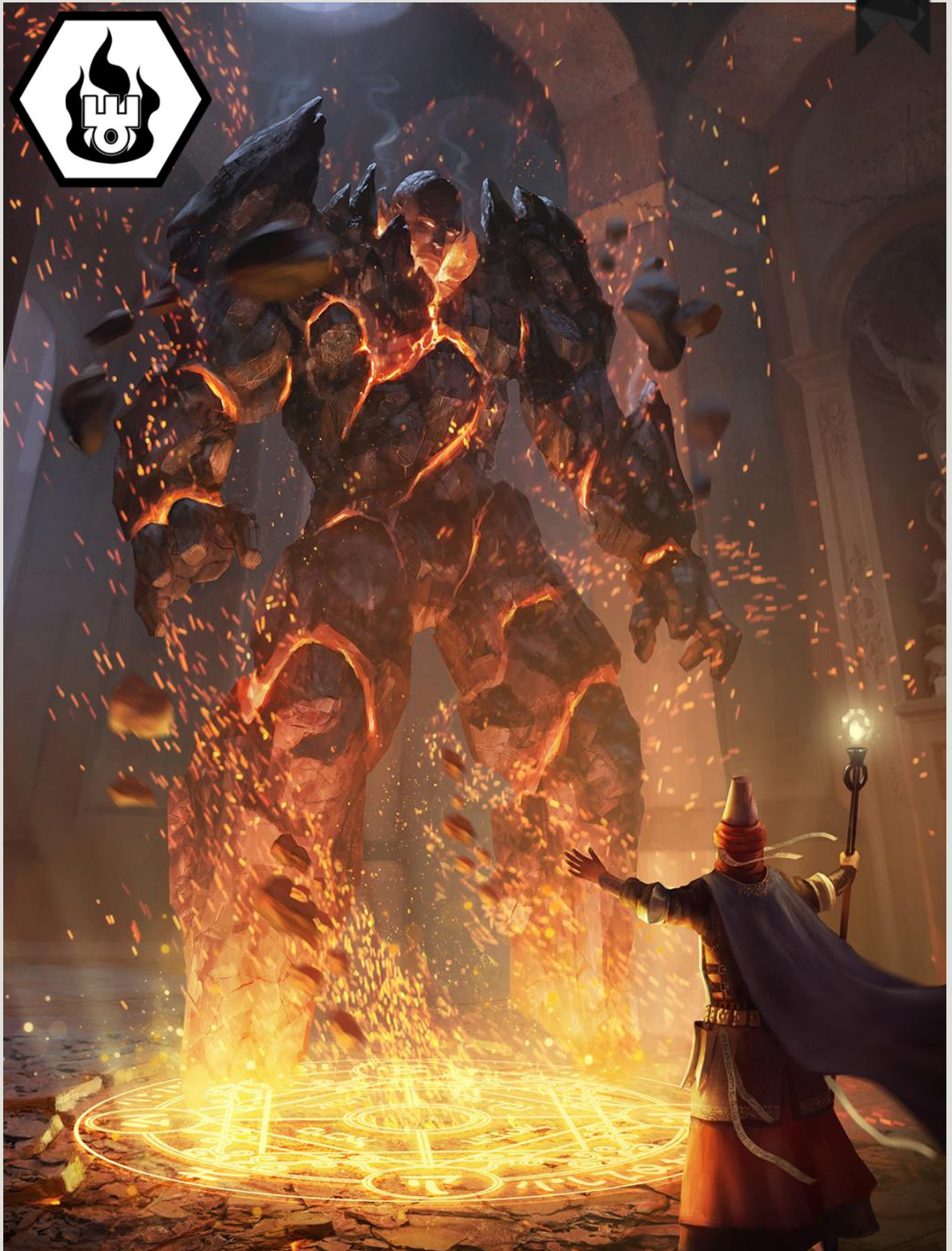
Resistances

Earth elementals take half damage from **piercing**, **bludgeoning** and **slashing**.

Threat
Hard Complex
Bounty
1350
Armour
15

INT	1
REF	11
DEX	6
BODY	11
SPD	3
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	8
RUN	9
LEAP	1
STA	-
ENC	120
REC	8
HP	80
VIGOR	0



Elementals, Fire

Illustration by
Bayard Wu


Height	Up to 2.5m
Weight	Up to 1000kg
Environment	Wherever a mage has ordered it
Intelligence	Capable of only basic thoughts
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:14)

Fire is the most destructive of the elements, thus the aggressive lethality of the creature that embodies its essence should come as no surprise. Fire elementals are forged in complicated magic rituals for one purpose: destruction and they pursue this with murderous determination.

This elemental attacks using streams of flame which reduce anything in their path to ashes in the blink of an eye. Like golems and other elementals, poison does not touch it, nor does it bleed. Fire-based spells not only do no harm but in fact strengthen it; thus, one should by no means think of striking it with Igni. Though vulnerable to silver blades, getting within sword's reach of one is dangerous due to the furnace-like heat they emanate. So, when fighting a fire elemental, one should strike from a distance if possible, using Aard or other magics to extinguish its heat and dimeritium to hinder its abilities.

Fire Elemental Decoction	Immediately gain 3 adrenaline die. Unlike other decoctions this effect happens only for a moment, but the toxicity still lasts for 30 mins.
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Name	Craft DC	Craft Time	Components
Fire Elemental Decoction Formulae	18	½ hour	

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Fire Elemental	+2 to Initiative checks	18	Faint smoke from the mouth and nose

Commoner Superstition (Education DC:15)

Similar to the genie of earth, the genie of fire is summoned by sorcerers to destroy their foes. This burning behemoth can breathe fire and can appear as if by magic out of anything set ablaze. It's said that it cannot truly be killed, and merely rises again from the ashes.

- A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Punch	8d6	Fire (25%)	1

Vulnerabilities

Elementa Oil

Dimeritium Bomb

When struck by a dimeritium bomb a fire elemental becomes disrupted and sluggish. They are incapable of using their *Furnace Heat* or *Crushing Force* abilities and take a -2 to all stats for the duration of the bomb.

Guttering Flames

The Aard sign will extinguish an elemental's *Furnace Heat*, as will any other effect that **freezes** or creates a strong breeze.

Abilities

Crushing Force

Due to the incredible force with which they punch, a fire elemental cannot be parried and does double ablation damage to weapons, shields, or armour.

Throw Flames

Fire elementals can hurl balls of flame at its enemies. It makes an Athletics throwing check against the target. If it hits it deals 5d6 damage with **Fire** (50%). This ability can only be used if the elemental's *Furnace Heat* is active.

Massive Bulk

Fire elementals are immune to Aard, becoming **staggered**, or any effects that would knock them off their feet.

Animated

A fire elemental is immune to **bleeding, poison, fire**, or spells that **affect the mind** or emotions. They also cannot be reasoned with and never run out of stamina.

Furnace Heat

A fire elemental's body is ablaze, any opponent in melee range with it takes 2d6 fire damage a round and has **Fire 25%**. This ability can be extinguished (see above), and the fire elemental must spend an action to re-ignite itself. Any fire damage targeted at the elemental will re-ignite it.

Resistances

Fire elementals take half damage from **piercing, bludgeoning** and **slashing**.

Skills

Athletics +6

Awareness +8

Brawling +6

Dodge/Escape +5

Physique +10

Resist Magic +10

Stealth +4

Wilderness Survival +4

Fanning the Flames

Not only does fire magic not harm a fire elemental, it makes it stronger. Any time that an elemental would take damage from fire, it instead heals ½ that amount of HP.

Loot

Sulfur (1d10)

Lunar Shards (1d6/2)

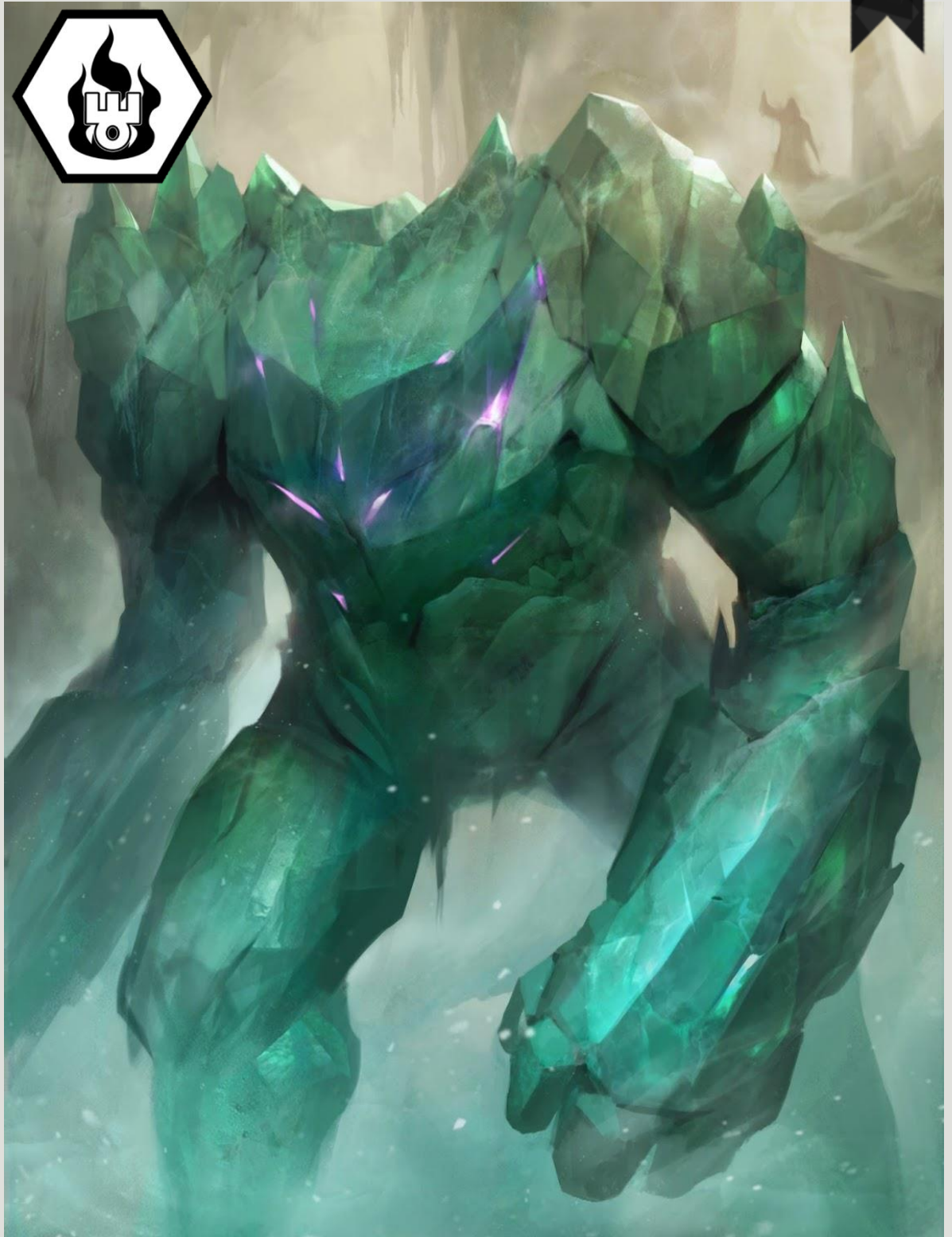
Random rune

Infused Dust (1d6)

Threat
Hard Complex
Bounty
1350
Armour
25

INT	1
REF	11
DEX	6
BODY	11
SPD	3
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	8
RUN	9
LEAP	1
STA	-
ENC	120
REC	8
HP	80
VIGOR	0



Elementals, Ice

Illustration by
Thomas Mahon

Height	Up to 2.5m
Weight	Up to 1000kg
Environment	Wherever a mage has ordered it
Intelligence	Capable of only basic thoughts
Organisation	Solitary


Witcher Knowledge (Witcher Training DC:14)

An ice elemental is a mass of frozen water animated by magic using a bound lesser maride, a genie of water. Deprived of consciousness or independent will, this elemental is boundlessly obedient to the orders of the mage who created it. Those orders usually contain very simple instructions like 'kill' or 'guard'.

Ice elementals have no qualms about carrying out this order nor any particular difficulty in doing so. Gifted with incredible strength, they are completely invulnerable to flames or poisons. They're as hard as permafrost but their protection is as brittle as the ice they're constructed off, enabling an attacker to chip away at it. A chance to tip the scales in the witcher's towards victory is to toss a dimeritium bomb – shrapnel made of this metal interferes with the workings of the spell that gives this creature life. Beyond that remains only prayer.

Water is one of the easiest elements to control and elementals created this way require less skill and effort to bind than an earth or fire elemental. Though not as destructive as fire elementals, ice elementals are still capable of creating frozen spikes through the earth and carry a bone-chilling wind them wherever they move.

Ice Elemental Decoction	Grants immunity to cold and the chance to be set on fire is reduced by 25%, to a minimum of 0%
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Name	Craft DC	Craft Time	Components
Ice Elemental Decoction Formulae	16	½ hour	

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Ice Elemental	+1 Endurance	20	Sweat appears as frost

Commoner Superstition (Education DC:14)

The genie of the oceans may be bound into a permanent vessel. This frozen monster will pummel its foes into dust like the sea itself and can freeze its enemies with but a glance. Yet another monstrosity that the mage's have forced upon the world.

- A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Punch	8d6	Freeze (25%)	1

Vulnerabilities

Elementa Oil

Dimeritium Bomb

When struck by a dimeritium bomb an ice elemental becomes disrupted and sluggish. They are incapable of using their *Chilling Cold* or *Crushing Force* abilities and take a -2 to all stats for the duration of the bomb.

Brittle

Any weapon that does damage to an Ice Elemental is considered Ablating. If already Ablating, it does 1d6 ablation damage instead.

Abilities

Crushing Force

Due to the incredible force with which they punch, an ice elemental cannot be parried and does double ablation damage to weapons, shields, or armour.

Frigid Spikes

An ice elemental can cause a row of sharp icicles to erupt from the ground. Anything caught in this 1m by 6m area takes 4d6 damage with a 50% chance to **freeze** and the ground beneath them becomes slippery as per the environmental effect.

Massive Bulk

Ice elementals are immune to Aard, becoming **staggered**, or any effects that would knock them off their feet.

Animated

An ice elemental is immune to **bleeding, poison, fire, cold** or spells that **affect the mind** or emotions. They also cannot be reasoned with and never run out of stamina.

Chilling Cold

Anyone in melee range of the Ice elemental takes 1d6 damage (ignoring armour) a round and has a 25% chance to become **frozen**. Any fire attack against the elemental will suppress this effect for 1 turn.

Resistances

Ice elementals take half damage from **piercing, bludgeoning** and **slashing**.

Skills

Athletics +7

Awareness +5

Brawling +8

Dodge/Escapes +7

Physique +10

Resist Magic +10

Stealth +4

Wilderness Survival +4

Frozen Heart

Not only does water magic not harm an ice elemental, it makes it stronger. Any time that an elemental would take damage from cold, it instead heals ½ that amount to its armour for 2 turns.

Loot

Ducal Water (1d6/2)

Essence of Water (1d10)

Random rune

Infused Dust (1d6)

Threat
Medium Simple
Bounty
500
Armour
5



INT	1
REF	7
DEX	7
BODY	9
SPD	7
EMP	1
CRA	1
WILL	4
LUCK	0

STUN	6
RUN	21
LEAP	10
STA	30
ENC	70
REC	6
HP	60
VIGOR	0

Fleders

Illustration from *Monsterbook*,
released with *Witcher 1*
(Background added)

Height	About 1.75m, stooped
Weight	Around 125kg
Environment	Caves, sewers, crypts
Intelligence	About as intelligent as a dog
Organisation	Solitary, occasionally 2 or 3

Witcher Knowledge (Witcher Training DC:15)

Fleders are lesser vampires, but this description can be deceiving, for lesser does not mean weak and stupid. True, they are primitive and bear a closer relation to animals than to humans; but when they drop on their prey from above, they can be just as dangerous as their noble cousins, even to a witcher.

Though weaker than the rest of their ilk in every aspect from the physiomagic to the physiognomic, they should not be underestimated for they are very, very dangerous. Fleders cannot be mistaken for any other creature, with their wide, toothy jaws, flat, unpleasant faces and completely hairless bodies. These vampires mainly fight with their teeth and claws, flailing them blindly and not stopping even when their victim is already dead. Even a solitary fleder is strong enough to take down a trained soldier.

Compared to other vampires, fleders display meagre intelligence, seen most clearly in the mindless rage which causes them to try with all their might to attack and tear to shreds any weaker being.

When fighting fleders, it is best to take advantage of their peculiar method of movement. These creatures do not run, but they do try to catch their prey and knock it over by leaping. Knowing this behaviour, one can plan the fight appropriately and not let oneself be caught by surprise. Like many of their cousins, they are also quite vulnerable to flames, the Igni sign is especially effective when combating these creatures. Sunlight does not directly harm a fleder, but will slow the creature's regenerative abilities, Black Blood is also effective provided one can survive the fleder's attack.

Commoner Superstition (Education DC:14)

Fleders, also known as kites or fliers are dead heathens who turned into vampires and rose from their graves. Being vampires, they attack sleeping people and drink their blood. They hunt men using their powers of hypnosis and a man, once bitten by a fleder, will surely become a fleder himself.

-A Study of the Monstrous, Rivadi of Oxenfurt

Weapons

Name	DMG	Effect	ROF
Claws	5d6	Bleed (50%)	2
Bite	6d6+2	Bleed (100%)	1

Skills

Athletics +6
Awareness +5
Brawling +7
Courage +7
Dodge/Escape +6
Endurance +6
Melee +6
Resist Coercion +6
Resist Magic +4
Stealth +7
Wilderness Survival +6

Loot

Vampire Fangs (1d6/2)
Vampire Saliva (1d6)

Vulnerabilities

Vampire Oil

Black Blood Potion

Celestial Weakness

In sunlight, a fleder's regeneration is lowered to 3.

Fire Vulnerability

Fleders take double damage from fire attacks or being on fire.

Blood Transference

Fleders are affected by any substances in the blood they drink.

Abilities

Regeneration

Fleders regenerate 5 points of health each round.

Bounding Leaps

A fleder's LEAP is equal to 1/2 its RUN. It's also able to jump without a running start and 1/2 its Leap vertically. The statistics have already been changed to reflect this ability.

Night Vision

Fleders operate in areas of dim light with no penalties.

Invisible to Magical Scanning

Fleders cannot be detected by witcher medallions. Mages must succeed at a Magic Training roll against the fleder's Resist Magic roll to sense them.

Climber

A fleder can move its normal speed whilst climbing and can easily scale any surface that isn't perfectly flat.

Vestigial Wings

Fleder cannot fly or glide, but can slow themselves when falling, taking half damage.

Threat
Medium Complex
Bounty
450
Armour
0

INT	2
REF	9
DEX	9
BODY	6
SPD	8
EMP	2
CRA	1
WILL	8
LUCK	0

STUN	7
RUN	24
LEAP	4
STA	35
ENC	70
REC	7
HP	50
VIGOR	0



Illustration by
Bartłomiej Gawel

Foglets


Height	Around 1.5m
Weight	About 65kg
Environment	Anywhere misty, swamps
Intelligence	About as intelligent as a dumb human
Organisation	Solitary, rarely in small groups

Witcher Knowledge (Witcher Training DC:18)

Foglets can appear wherever thick fog arises: swamplands, mountain passes or the shores of rivers and lakes. If no fog is forthcoming, they can create or summon it themselves. By manipulating fog, they can separate travellers from each other, hide trails and deafen noise. Like ghostly glow-worms, their bodies emit a pale light they use to lure those lost in the fog towards the ravines, swamps or caves in which they make their lairs. When fighting foglets, a witcher must remain calm and keep his wits about him no matter what. Since foglets can take on immaterial form, a slight shimmer of air or a rustle in the grass might be the only clues a witcher has to their location. Casting the Aard sign at these beings will cause them to become tangible, giving purchase to blades and other weapons. Foglets are also capable of casting forth semi-solid illusions to further confuse and attack its targets. These illusory copies can be dispersed using the Yrden sign.

Foglets are not known to be particularly intelligent but do possess a base cunning. If an ambush can be avoided, or adequately prepared against, then victory is much more likely. Though they hunt exclusively at night, daylight represents no real danger to a foglet; it merely seems to unduly frighten them.

Foglet Decoction	Grants +2 Spellcasting as long as it's overcast outside
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Name	Craft DC	Craft Time	Components
Foglet Decoction Formulae	16	½ hour	

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Foglet	+2 Vigor Threshold	20	Gently steaming skin

Commoner Superstition (Education DC:14)

Beware the fogling that haunts the narrow pass and the putrid swamp lest it summon its willow-the-wisps and steal you off into the mists. If a man is caught this way, he is disappeared into nothingness like mist come morning. One should also be 'ware of it calling it's brethren, they are never alone and are always found in triplets.

-A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Claws	5d6	N/A	2
Bite	6d6	Bleed (50%)	1

Skills
Athletics +3
Awareness +7
Brawling +6
Courage +3
Deceit +10
Dodge/Escape +8
Endurance +5
Resist Coercion +6
Resist Magic +7
Spellcasting +8
Stealth +9
Wilderness Survival +5

Loot
Phosphorus (1d6)
Infused Dust (1d6/2)
Random rune

Vulnerabilities

Necrophage Oil

Aard & Yrden Signs

A foglet caught in or moving through the area of an Aard or Yrden sign is forced to become corporeal.

Abilities

Shift*

A foglet can use Spell Casting to become incorporeal and negate an attack on them. If they succeed, nothing physical affects them until their next turn.

Teleportation*

A foglet can use its move action to teleport 10m immediately. It will usually attack directly after this. This only works in areas of fog, smoke or mist.

Night Vision

Foglets operate in areas of dim light with no penalties.

Summon Fog

Foglets can summon up a thick fog in a 10m radius, this causes a -3 to Awareness checks.

Illusions*

A foglet can make 1d6/2 illusions of made of solid fog. These illusory copies follow mental commands from the foglet and remain as long the foglet remains unseen. These copies are semi-solid and can use the foglet's skills at -2. Any damage to the copies instantly dissipates them. Projecting illusions costs the foglet 7 stamina.

Spatial Awareness*

Foglets can sense anything inside fog, smoke or mist it stands in. It ignores penalties due to darkness and gains +3 to awareness checks.

Lure

A foglet can produce eerie lights from its chest cavity and is able to mimic voices and sounds it's heard before. It gains +3 to deceit when using these tools.

*Only usable in fog, smoke or mist.

Threat
Medium Difficult
Bounty
900
Armour
15

INT	1
REF	8
DEX	5
BODY	10
SPD	4
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	7
RUN	12
LEAP	2
STA	-
ENC	100
REC	7
HP	70
VIGOR	0



Gargoyles

The Witcher 3:
Wild Hunt
Gwent card art

Height	Around 1.75m
Weight	About 750kg
Environment	Wherever ordered by the summoning mage
Intelligence	Incapable of thought
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:14)

Gargoyles are extremely dangerous opponents. Etched out of granite or marble, they are able to withstand tremendous amounts of damage and exhibit superhuman strength. One blow dealt from their boulder-like fists will crush even a man clad in heavy armour. Not even those out of reach of a gargoyle's arms can feel safe, for they are able to throw hunks of stone with deadly precision. Do not linger in front of the gargoyle for long. They can counter overly aggressive witchers by using their poisonous breath.

Due to gargoyles' considerable size and weight, the Aard Sign does nothing against them. As beings made of stone, they feel no pain from fire, meaning the Igni Sign is worthless against them, as are weapons meant to cause bleeding or poisoning. It is a witcher's good fortune that they also have a few weaknesses: they feel the sting of a silver blade and are hurt by dimeritium, which disrupts the workings of the magic spell which gives them life.

Commoner Superstition (Education DC:12)

Mages were once able to summon horrid flying demons to attack their enemies, the art of summoning these monsters is lost to time and their poison-spewing minions have all now turned to stone.

- A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Punch	6d6	N/A	1

Skills
Athletics +5
Awareness +8
Brawling +7
Dodge/Escape +6
Resist Magic +10
Stealth +5
Wilderness Survival +2

Loot
Fifth Essence (1d6/2)
Infused Dust (1d6)
Golem Heart

Vulnerabilities

Elementa Oil

Dimeritium Bomb

When struck by a dimeritium bomb a gargoyle becomes disrupted and sluggish. They are incapable of using their *Stomp*, *Charging Leap* or *Poison Breath* abilities and take a -2 to all stats for the duration of the bomb.

Abilities

Animated

A gargoyle is immune to **bleeding**, **poison**, **fire**, or spells that **affect the mind** or emotions. They also cannot be reasoned with and never run out of stamina.

Massive Bulk

Gargoyles are immune to Aard, becoming **staggered**, or any effects that would knock them off their feet.

Leaping Charge

A gargoyle can use the charge special attack and jumps up to its target, ignoring obstacles.

Thrown Boulders

When more than 6m from their target, gargoyles prefer to throw boulders or other bits or rubble that do 5d6 damage. These boulders have a range of 16m.

Poison Breath

Gargoyles can vent a toxic mist causing **poison** in each target within a 6m cone unless they pass a Defence check vs the gargoyle's Brawling.

Stomp

A gargoyle can stomp on the ground, causing anyone within a 10m radius to make an Athletics check against the gargoyle's Physique or be knocked prone.

Resistances

Gargoyles take half damage from **piercing**, **bludgeoning** and **slashing**

Threat
Medium Complex
Bounty
450
Armour
10

INT	1
REF	7
DEX	9
BODY	6
SPD	8
EMP	8
CRA	1
WILL	5
LUCK	0

STUN	5
RUN	24
LEAP	4
STA	25
ENC	60
REC	5
HP	50
VIGOR	0



Illustration by
Sebastian Kowoll

Guvorags

Height	Around 3m
Weight	About 250kg
Environment	Forests, caves, abandoned buildings
Intelligence	As intelligent as a dog
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:17)

Guvorags are a truly bizarre example of an insectoid. These solitary hunters resemble giant upright spiders and share their tiny cousins' weaving abilities, in a fashion. Guvorags possess the uncanny ability to weave light into intricate illusions, or to bend around themselves, becoming almost invisible. As if these talents weren't adequate enough for hunting, the guvorag also possesses one final trick; it's able to latch onto a corpse in order to somehow syphon intelligence and memories from it. This process isn't perfect, however, and although it can move this corpse like a puppet on a string from its jaws and even speak through it, it remains jerky and raspy-voiced.

The guvorag uses its talents with illusions, puppeteering corpses and the cover of night to lure its prey into previously positioned webs. Once trapped, it spins cocoons around them and digests their bodily fluids like a spider.

Luckily guvorags remain incredibly rare and are particularly skittish creatures, fleeing any group of people or loud noises.

Commoner Superstition (Education DC:15)

In depths of the woods lives the gurok, a terrible spider spirit that lures trespassers into its territory with dark whispers.

It's said the monster can render a man blind, and that arrows simply pass right through it as if it were made from fog. Luckily the beast will hunt only the wicked, leaving the innocent and children alone.

- A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Claws	4d6	N/A	2
Bite	5d6	Bleed (50%)	1

Skills
Athletics +5
Awareness +10
Brawling +9
Charisma +6
Deceit +6
Dodge/Escape +6
Human Perception +10
Intimidation +6
Melee +7
Resist Magic +10
Seduction +6
Spellcasting +6
Stealth +5
Wilderness Survival +2

Loot
Silk (1d10)
Infused Dust (1d6/2)
Darkening Oil (1d6)

Vulnerabilities

Insectoid Oil

Celestial Weakness

In sunlight, a guvorag can't spin its illusions, and any existing illusions are burned away.

Abilities

Night Vision

Guvorags operate in areas of dim light with no penalties.

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives guvorags an INT of 7.

Puppeteer

When hunting, a guvorag will take the body of a humanoid and 'mount' it in its jaws. When attached this way the guvorag's intelligence is increased by 4, it also gains impressions of the corpse's memories. It can also move the corpse as an appendage, and make it speak.

Light-weaving

Guvorags can weave light into illusions, it makes a Spellcasting check using its DEX vs Awareness to become invisible, it can also use this ability create an effect like the spell *Illusion*, except it may affect a 20m radius. This ability costs the guvorag 5 stamina, which cannot be regained while the ability is active. It also takes the guvorag some time to create, around 5 minutes of active 'weaving'.

Magically Attuned

Guvorags are capable of seeing invisible creature and sensing magical emanations or magic users within 20m. They are also unable to see illusions.

Climber

A guvorag can move its normal speed whilst climbing and can easily scale any surface.

Webs

Guvorags can spin thick webs like a spider. Anyone caught in it is grappled until they make a DC: 16 Physique check. If it chooses to, a guvorag can spend a turn to spin a cocoon around a target caught in its web, pinning it.

Threat
Easy Complex
Bounty
20
Armour
0

INT	2
REF	7
DEX	7
BODY	4
SPD	9
EMP	2
CRA	4
WILL	6
LUCK	0

STUN	5
RUN	21
LEAP	21
STA	25
ENC	40
REC	5
HP	25
VIGOR	0



Harpies

Illustration by
Bartłomiej Gawel

Height	About 1.25m, stooped
Weight	Around 65kg
Environment	Mountaintops, cliffs and tower ruins
Intelligence	About as intelligent as a dumb human
Organisation	Flocks of 5-20

Witcher Knowledge (Witcher Training DC:14)

It is hard to say what is most repulsive about harpies and their cousins, the shishigas: their hideous appearance, the overwhelming stench of rot and bird excrement that clings to them or their bloodcurdling screech. Suffice it to say that even rats, who dwell happily among the rankest faecal matter and rotten waste, give their nests wide berth.

Harpy nests are most often found atop high cliffs or rocky ravines. Sure signs of having strayed near one are crumbling human and animals remains, guano-streaked rocks and feathers littering the ground.

Harpies and shishigas hunt in flocks consisting of a handful to up to twenty individuals. Though rather cowardly and cautious, harpies fiercely defend their nests and will not hesitate to attack when outnumbering their foes.

During combat they use their ability to fly to dive swiftly to strike their victims one by one before soaring back up out of reach. They can kill with their wings or their sharp beak and talons. Once on the ground they move slowly and clumsily, and thus no longer present much of a threat. A harpies' feathery wings make them vulnerable to Igni, and their hollow bones render them nimble, but fragile, making direct attacks effective if they're not out of reach.

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Harpy	+1 Vigor Threshold	15	Small feather growth from the scalp

Commoner Superstition (Education DC:14)

Harpies are beasts of ugly temper and penchant for thieving and are thought to be the unholy reanimation of maidens flung from cliffs or battlements. Fortunately, harpies prefer wild, mountainous areas, full of rocky ledges they can build their nests on. However, they always establish themselves near a human settlement; this is done for the simple reason that they wouldn't be able to steal much from animals.

-Codex Bestia vol. I, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Talons	2d6+3	+1 WA, Airborne only	2
Claws	2d6	N/A	2

Skills
Athletics +8
Awareness +8
Brawling +5
Dodge/Escape +6
Endurance +4
Melee +7
Resist Magic +5
Stealth +4
Wilderness Survival +7

Loot
Harpy Feathers (1d6) *
Mundane items (1d6/2)

Vulnerabilities

Hybrid Oil

Susceptible to Fire

Harpies are easily set alight. Any **burn** chance against them is increased by 25%, if it's 100% already they instead take 6 damage a round instead of 5.

Hollow Bones

Harpies' skeletons are fragile, critical hit rolls are at +2 to determine the critical effect.

Limited Movement

On foot a harpy has a REF, DEX & SPD of 2.

Abilities

Flight


A harpy can take flight as a movement. The harpy can only be knocked out of the air by stunning it, doing more than 5 points of damage with an attack or hitting it with an Aard sign or another spell that causes knockback. If the harpy is knocked out of the air it must make a DC:16 Athletics check or take ramming damage equal to how many meters it fell.

Aerial Manoeuvres

Providing it's still in flight, a harpy may reposition vertically. It's also able to instantly reposition after a charge attack. This costs the harpy 3 stamina to perform.

Shiny Objects

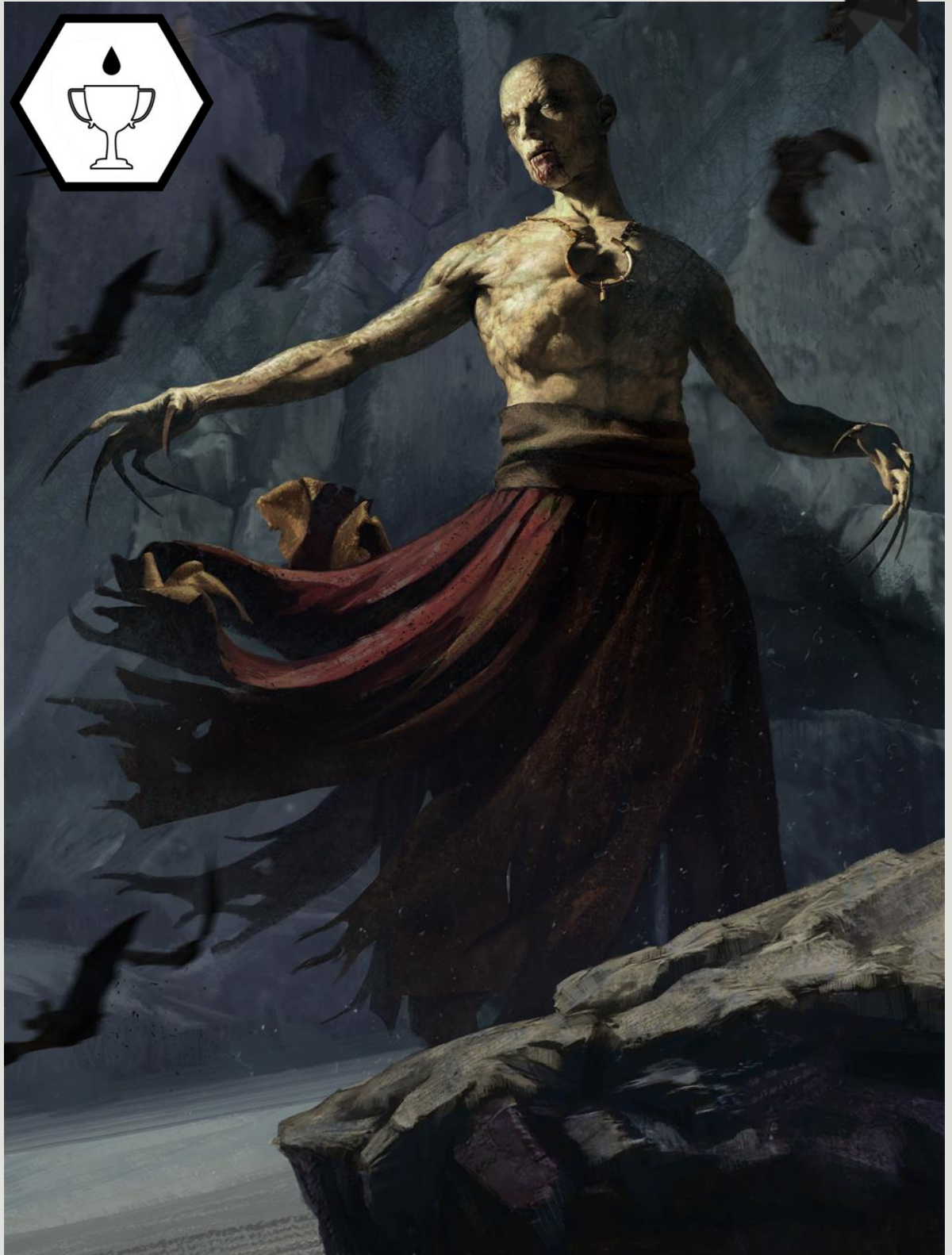
Like magpies, harpies are unusually attracted to reflective objects. Harpy nests are quite likely to contain a variety of metallic objects like jewellery, coins or even sometimes weapons and armour looted from their kills.

*These can be used as , weighs almost nothing and are worth 36 each.

Threat
Hard Difficult
Bounty
2000+
Armour
20

INT	13
REF	12
DEX	9
BODY	10
SPD	9
EMP	14
CRA	7
WILL	10
LUCK	0

STUN	10
RUN	27
LEAP	5
STA	50
ENC	100
REC	10
HP	100
VIGOR	0



Higher Vampires

Illustration by
Diego de Almeida

Height	Normal human heights
Weight	Normal human weights
Environment	Anywhere, usually urban areas
Intelligence	Significantly more intelligent than humans
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:18)

Many would include alps, mulas, katakans, bruxae, and nekurats as members of this group. These species indeed possess several unique traits not shared by their lesser cousins, and thus are commonly called higher vampires. They are resistant to sunlight and most can mask their true natures and pretend to be human, which aids them in hunting or evading pursuit. Many are also capable of transformation and possess telepathic powers, making them formidable foes. Despite all these abilities, however, they are not true higher vampires.

Genuine higher vampires are a separate, extremely powerful breed, commanding great powers are sometimes unique to particular specimens. They are masters of the art of camouflage and in most cases appear nearly identical to humans. Only their teeth, and the fact that they cast no shadows and have no reflections in mirrors, can reveal their true nature. As with other vampires, the Higher variety's presence does not trigger a reaction from witcher medallions. Besides being supernaturally fast and agile, higher vampires can also transform, become invisible, use their gaze to mesmerize their victims or put them to sleep and many other magical and supernatural talents. They are invulnerable to sunlight, fire, and silver, and have unbelievable regenerative powers which allow them to return to life even after beheading, dismemberment, or incineration- though in such cases the process may take many decades.

True higher vampires are some of the oldest and most deadly creatures ever encountered by humanity and are likely not defeatable through strength of arms alone. A witcher faced with a higher vampire would be better served to come to an agreement with the creature unless he has a means to permanently trap it somehow.

Commoner Superstition (Education DC:14)

Vampires are craven beasts that take the form of men in order to drink blood from their victims. These demonic monsters can transform into mist and read minds. Luckily, they're repelled by the sight and smell of garlic, burned by sunlight and must flee when presented with a symbol of faith. An invitation also must be given in order for a vampire to enter one's household.

-A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Claws	6d6	Bleed (50%)	2
Bite	8d6+2	Bleed (100%)	1

Skills
Athletics +10
Awareness +8
Brawling +8
Charisma +10
Courage +9
Deceit +10
Dodge/Escape +10
Etiquette +10
Human Perception +10
Intimidate +10
Melee +9
Resist Coercion +10
Resist Magic +10
Seduction +10
Stealth +10
Streetwise +10

Loot
Vampire Fangs (1d6/2)
Vampire Saliva (1d6)
Random runes (1d6)
Likely a relic
All the wealth of a noble

Vulnerabilities

Vampire Oil

Black Blood Potion

Blood Transference

Higher vampires are affected by any substances in the blood they drink.

Abilities

Regeneration

Vampires regenerate 10 points of health each round.

Illusion

A higher vampire is capable of instantly raising an illusion to make it look any creature it chooses. This illusion can be dispelled against the vampire's Spellcasting check.

Invisible to Magical Scanning

Higher vampires cannot be detected by witcher medallions. Mages must succeed at a Magic Training roll against the vampire's Resist Magic roll to sense them.

Night Vision

Higher vampires operate in areas of dim light with no penalties.

Immortality

Even if completely destroyed, a higher vampire is capable of returning to life over the course of years or decades.

Immunities

A higher vampire is immune to **fire** and **silver** weapons.

Variable Powers

Higher vampires are unique creatures and have access to an extremely wide variety of powers and abilities. Any spell or monster ability can easily function as an ability of a specific higher vampire. The GM should feel free to pick any number of these he or she wishes.

ThreatHard
Difficult**Bounty**

1750

Armour

5



Leshen

Illustration by
Marek Madej

INT 11

REF 6

DEX 8

BODY 7

SPD 5

EMP 4

CRA 1

WILL 12

LUCK 0

STUN 9

RUN 15

LEAP 3

STA 45

ENC 70

REC 9

HP 90

VIGOR 0

Height	About 4m
Weight	Around 250kg
Environment	Deep forests and undisturbed wilderness
Intelligence	Unknown, possibly more intelligent than humans
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:18)






Leshens dwell in dense, primeval woods. Fiercely territorial creatures, they hunt with stealth and cunning and make frequent use of birds, wolves and bears to aid them in chasing down their enemies. It's not currently known how intelligent leshen are, they seem to be able to outthink trespassers and outmanoeuvre attackers but lack an understanding of complex human behaviour.

Along with the animals it commands, the leshen became a force to be reckoned with. Sometimes worshipped, this creature can command other woodland animals and summon flocks of crows to protect the forest. This command over predators of the forest enable it to be preternaturally aware of events in its home territory. When engaging a leshen, be aware that although it seems to lumber in a slow gait, it's able to assume a smoky incorporeal form to quickly reposition and flank if it needs to. Although not as powerful as other relicts like the Fiend, leshen are still strong and fast and have lethally sharp claws with surprisingly long reach. A leshy is also capable of tunnelling roots underground to entangle foes from a distance as well as commanding flocks of crows and ravens to attack enemies.

Dimeritum is an effective defence against much of the leshen's crude magic, and a Moondust Bomb or a Yrden sign prevents it from assuming incorporeal form. Being seemingly composed of wood and bone also makes them especially vulnerable to Igni.

One should also scour the forest home of the leshy, as it will have undoubtedly raised magical totems in the area, each of which further increases its strength.

Leshy Decoction	2% +10 of any damage you take is reflected at your attacker.
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Name	Craft DC	Craft Time	Components
Leshy Decoction Formulae	18	½ hour	    

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Leshy	+1 WILL	22	Bark-like protrusions on the skin

Commoner Superstition (Education DC:15)

The Lord of the Wood is an old god and commands all the beasts and birds of the forest. Should one not leave an offering or sacrifice deemed worthy, terrible misfortunes will befall his village. Rivers will run dry, game will flee, and smoke will pour forth from the trees hiding wolves that overrun all that it touches.

-A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Claws	6d6+2	+1 WA, 2m reach	2

Skills
Athletics +8
Awareness +10
Brawling +4
Dodge/Escape +5
Endurance +10
Melee +9
Resist Magic +10
Spellcasting +8
Stealth +7
Wilderness Survival +10

Loot
Plant ingredients (1d10)
Beast Bones (1d10)
Infused Dust (1d6)

Vulnerabilities

Relict Oil

Dimeritum

Leshen are can't use any ability marked with a (D) when touching dimeritum.

Fire Vulnerability

Leshen take double damage from fire attacks or being on fire.

Moondust & Yrden

If caught in the area of either a moondust bomb or Yrden circle, a leshy cannot become incorporeal.

Abilities

Smoke Form (D)

A leshy can use Spell Casting to become incorporeal and negate an attack on them. If they succeed, nothing physical affects them until their next turn.

Tangling Roots (D)

The leshy can plunge its arms into the ground, allowing it to bind a group of targets in roots. Anyone in a 3m diameter within 10m is entangled in roots and vines. The roots take 15 points of damage to break. Otherwise a Dodge/Escape check must be made at a DC equal to the original Spell Casting roll to escape. This costs 5 stamina

Murder of Crows (D)

Leshen can call a large flock of corvids, directing them to harass its enemies. The flock is a 5m diameter area that causes targets caught within it to be **staggered** and take 1 damage a round, ignoring armour. Leshen can spend a movement to redirect the flock. The flock can be scattered by loud noises, strong winds or flames. This costs 7 stamina.

Totems (MAX 5)

Leshen can engage in a day-long ritual to raise a totem of stone, wood and bones. Whenever a leshen is in the same forest as these totems, it gains +1 armour and 1 point of regeneration. These totems can be destroyed by hand.

Pack Leader

Leshen can non-verbally command woodland predators like wolves, bears or nekkers. This grants them +4 courage and allows them to be given complex orders.

Woodland Spirit

A leshy is immune to **bleeding** and **poison**.

Resistances

Leshen only take half damage from **piercing & bludgeoning**

Threat
Easy Simple
Bounty
30
Armour
10

INT	1
REF	7
DEX	7
BODY	8
SPD	8
EMP	1
CRA	5
WILL	3
LUCK	0

STUN	5
RUN	24
LEAP	4
STA	25
ENC	80
REC	5
HP	25
VIGOR	0



Lopustre

Illustration by
Jaan-Pual van Eeden
(Eedenartwork on DeviantArt)

Height	About 2m
Weight	Around 90kg
Environment	Seas, shores, deep lakes & rivers
Intelligence	About as intelligent as a fish
Organisation	Solitary, occasionally 2 or 3

Witcher Knowledge (Witcher Training DC:14)

The lopustre is an amphibious insectoid can be found commonly along deep shores or larger lakes and rivers. It's not naturally aggressive but can become incredibly territorial as it ages. These creatures can be fast swimmers underwater but suffer from limited manoeuvrability whilst on dry land.

When hunting lopustre one should be aware of its uncanny ability to change its pigmentation. Combined with its curled shell, the monster uses this to camouflage itself as natural reefs or larger boulders and will readily ambush nearby prey if hungry. If cornered, a lopustre is capable of ejecting the translucent sludge that houses its larvae and eggs; causing its prey to become disoriented if contact is made with the skin.

Commoner Superstition (Education DC:14)

A lopustre is a strange example of a crustacean that is able to walk on two legs, like a human. It's a harmless beast but is quite poisonous so should be avoided. Sailors will often say that sighting one brings good luck, though I suspect that may well be for its meat more than any supernatural effect the beast may possess.

-Codex Bestia vol. I, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Claws	3d6	Bleed (25%)	2

Skills
Athletics +6
Awareness +5
Brawling +7
Courage +8
Dodge/Escape +6
Endurance +6
Melee +6
Resist Magic +3
Resist Magic +3
Stealth +7
Wilderness Survival +7

Loot
Essence of Water (1d6/2)
Raw Meat (1d6)
Pearl

Vulnerabilities

Insectoid Oil

Limited Movement

On land a lopustre halves its DEX and SPD.

Fire Vulnerability

Lopustre take double damage from fire attacks or being on **fire**.

Abilities

Amphibious

Lopustre can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater.

Night Vision

Lopustre operate in areas of dim light with no penalties.

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.

Eject Young

Lopustre can jettison its juvenile larvae at a target within 5m. If a target fails its Defence check it must make a DC 16: Endurance check or suffer from **intoxication** as the chemical soup that the larvae are housed in are absorbed through its skin. This costs 7 stamina.

Natural Camouflage

Provided they remain still, lopustre can alter their pigmentation to gain a +4 bonus to stealth checks.

Resistances

Lopustre take half damage from **slashing** damage.

Threat
Medium Complex
Bounty
750
Armour
8



INT	2
REF	9
DEX	7
BODY	8
SPD	7
EMP	1
CRA	1
WILL	6
LUCK	0

STUN	7
RUN	21
LEAP	4
STA	35
ENC	80
REC	7
HP	70
VIGOR	0

Illustration by Bogna
Gawroriska

Manticores

Height	1.5m at the shoulder
Weight	Around 550kg
Environment	Mountains, plains, deserts
Intelligence	About as intelligent as a dog
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:15)

A mantichore is a giant beast with the body of a lion, bat wings, and scorpion tail. This monster is particularly aggressive and incredibly territorial. As a result of this, they're almost completely extinct today. The venom of a mantichore is especially deadly; not for its potency, but for the numbing effect it has on its victim's reflexes and coordination. Though the purpose for scorpion-like tail the beast possesses is obvious, it should be noted that it is quite capable of using the appendage as a sort of sling to throw venomous spines at surprising distances.

The creature favours strafing tactics and should be engaged at elevation or brought low with missile weapons or magic before committing to an attack. The mantichore's tough hide and muscular lion-like body render it quite resistant to conventional weaponry.

Manticores prefer warm climates with clear views and, although not strictly nocturnal, have a preference for hunting at night. Their prey usually consists of larger herd animals that they can kill with their poison before hiding the remains in stashes throughout its territory. Humans that stray into a manticores domain are easy targets if unarmed, however and will likely be killed and consumed.

Commoner Superstition (Education DC:10)

The mantichore is a beast only found in tales. It supposedly possesses a leonine head and body with disturbing bat-like wings. The monster is said to be able to spit venom hundreds of feet to subdue its victims.

- A Study of the Monstrous, Rivadi of Oxenfurt

Weapons

Name	DMG	Effect	ROF
Claws	4d6	N/A	2
Bite	5d6	Bleed (50%)	1
Tail Sting	5d6	Armour Piercing, Poison (100%), Long Reach (2m)	1

Skills

Athletics +7
Awareness +6
Brawling +7
Courage +4
Dodge/Escape +7
Endurance +6
Melee +7
Resist Magic +5
Stealth +5
Wilderness Survival +8

Loot

Venom Extract (1d6)
Mantichore Sting
Mantichore Hide

Vulnerabilities

Hybrid Oil

Abilities

Flight

A mantichore can take flight as a movement. The mantichore can only be knocked out of the air by stunning it or doing more than 10 points of damage with an attack. If the mantichore is knocked out of the air it must make a DC:16 Athletics check or take ramming damage equal to how many meters it fell.

Poison Immunity

Manticores take no damage from **poison**.

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives manticores an INT of 6.

Poison Quills

Manticores can fling sharp, venomous quills from its tail. The mantichore does 2d6 damage with these quills for every 2 points rolled over its opponents Defence Check with its Athletics check. Each of these is considered a separate attack and cause the target to also become **poisoned**.

Numbing Venom

The venom secreted from a mantichore's tail is especially insidious, anyone suffering from its effect is also considered **intoxicated** for the same duration.

Night Vision


Manticores operate in areas of dim light with no penalties.

Pounce

A mantichore doesn't need to take a running start when leaping.

Resistances

Manticores only take half damage from **bludgeoning**.

A mantichore's sting can be used as 2 units of , weighs 4kg and is worth 150 crowns.

Mantichore hide can be used to produce 1d6 units of hardened leather using the same recipe for normal leather.

Threat
Medium Difficult
Bounty
550
Armour
0

INT	5
REF	8
DEX	7
BODY	7
SPD	9
EMP	7
CRA	1
WILL	6
LUCK	0

STUN	6
RUN	27
LEAP	5
STA	30
ENC	70
REC	7
HP	30
VIGOR	0

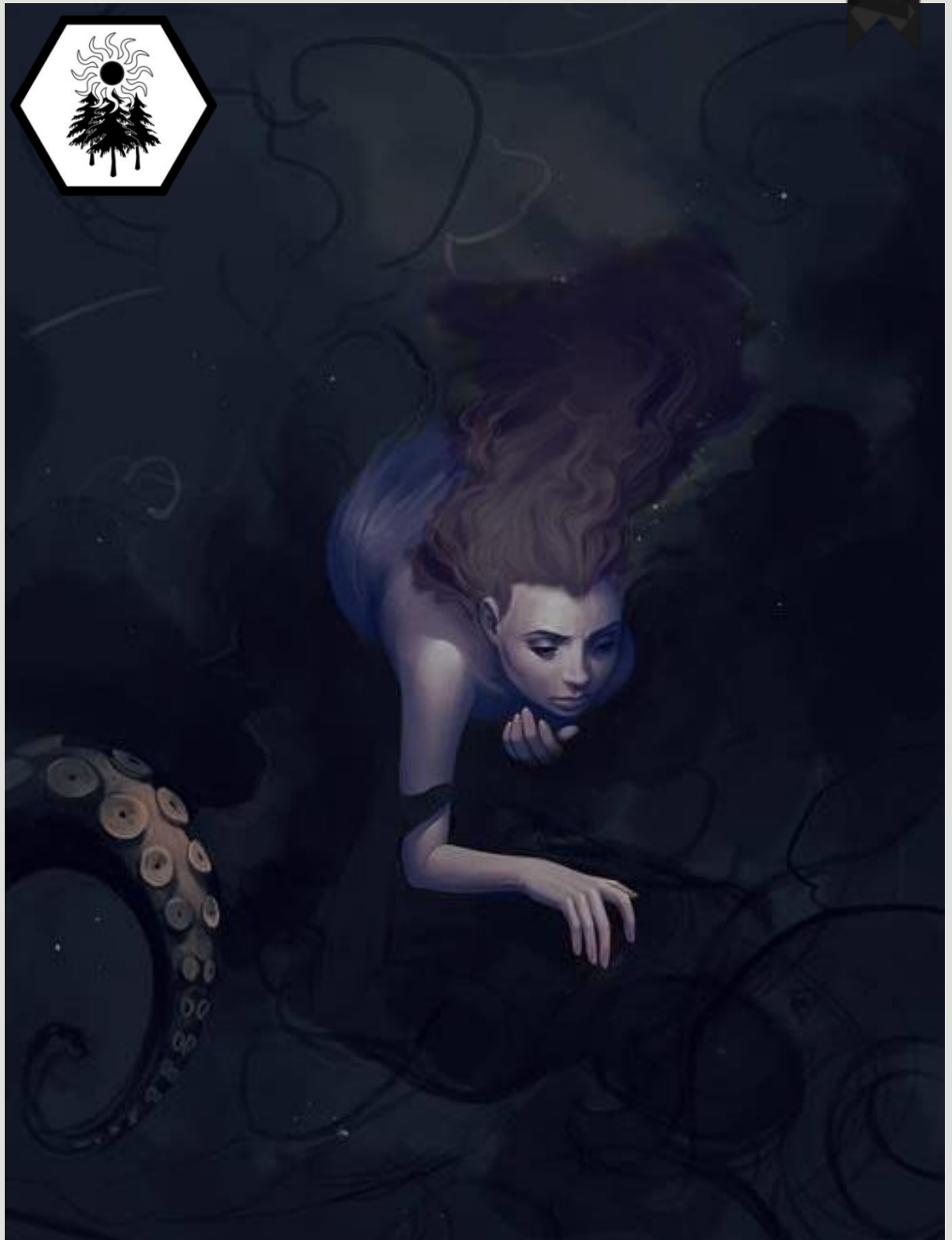


Illustration by
Charlie Bowater

Nereids

Height	Normal human heights
Weight	Normal human weights
Environment	Seas
Intelligence	Human-level intelligence
Organisation	Solitary, small groups of 2 or 3

Witcher Knowledge (Witcher Training DC:15)

Nereids are a species of water nymph. Unlike rusalki, nereids are found only in the deep seas, occasionally venturing to the surface for reasons unknown. Nereids are able to communicate over vast distances to each other by 'singing' in an obscure dialect of Elder Speech through the water. Like sirens, nereids also possess the ability to shroud themselves in an illusion, making them appear as beautiful women.

Nereids are an aggressive species, and will defend what they think of as their territory fiercely. Unfortunately, they seem to use shipwrecks as some sort of dwelling, causing frequent conflict with treasure hunters and salvagers. Underneath the waves, nereids can be a significant threat; they favour grappling their foes with their myriad of tentacles (a disturbing feature that's only visible beneath the surface). They're also able to call upon the aid of a 15ft-long krait as a guardian. This monster is particularly deadly in the water; possessing both venomous fangs and a whip-like tail and should be avoided if possible.

Both the nereids themselves and their krait companions are vulnerable to the flames of the Igni sign, provided one can engage them above the surface. The krait is also unable to breathe in the air, and the nereid will become very unsteady if land-bound.

Exclusively Female

As is the case with all nymphs, rusalki are all female.

Reproduction amongst nymphs usually involves a human or elven male but, in some cases, such as the infamous 'Water of Brokilon', younger girls are abducted and transformed instead.

It's assumed that rusalki and nereids have a similar method of transformation

Skills

Athletics +7

Awareness +6

Brawling +8

Courage +4

Dodge/Escap +7

Endurance +6

Melee +7

Resist Magic +5

Stealth +5

Wilderness Survival +8

Cetus Skills

Athletics +6

Awareness +5

Brawling +6

Dodge/Escap +5

Melee +8

Loot

Essence of Water (1d6)

Mundane items (1d6/2)

Strange items (1d6/2)

Vulnerabilities

Relict Oil

Limited Movement

On land a nereid halves its DEX and SPD.

Fire Vulnerability

Nereids take double damage from fire attacks or being on fire.

Abilities

Amphibious

Nereids can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater.

Night Vision

Nereids operate in areas of dim light with no penalties.

Song of the Deep

Nereids speak by singing a strange dialect of Elder Speech. They're capable of doing this underwater as well as in air. If used underwater they can communicate with each other over tens of miles.

Wyrmscall

Nereids can spend a turn to sing out a summons, bringing a gaint krait (sea serpent) to them. The cetus treats nereids as allies and can be commanded by them as their movement. It takes a few minutes for it to arrive (GM's discretion).

Illusion

A nereid is capable of instantly raising an illusion to make herself look like a beautiful woman with features of her choosing. This illusion can be dispelled with a DC:15 Spell Casting roll.

Constrict

When pinning, a nereid can use its tentacles to crush its victim. This 2d6 damage a round (ignoring armour) in addition to suffocation. A nereid's tentacles also give it +3 to grappling and pinning.

Giant Krait

INT	1	STUN	7
REF	7	RUN	18
DEX	6	LEAP	3
BODY	8	STA	35
SPD	6	ENC	80
EMP	2	REC	7
CRA	1	HP	35
WILL	6	VIGOR	0

Commoner Superstition (Education DC:10)

Sirens are said to be ruled over by a far more intelligent beast beneath the waves; the nereid. This creature commands their minions to attack sailors upon their ships or use their cursed song to lure the unwary onto reefs and rocks to consume their victims alive.

- A Study of the Monstrous, Rivadi of Oxenfurt

Weapons

Name	DMG	Effect	ROF
Claws	4d6	Bleed (25%)	2
Tail Whip (krait)	3d6	Stun (-2)	1
Bite (krait)	5d6	Bleed (50%), Poison (25%)	1

Threat
Medium Simple
Bounty
250
Armour
10

INT	4
REF	7
DEX	7
BODY	8
SPD	5
EMP	5
CRA	4
WILL	4
LUCK	0

STUN	6
RUN	15
LEAP	3
STA	30
ENC	80
REC	6
HP	30
VIGOR	0



Illustration
by Bjorn Hurri

Ogres

Height	About 2m
Weight	Around 125kg
Environment	Mountains, caves, remote wilderness
Intelligence	About as intelligent as a dumb human
Organisation	War bands 3 to 6, Communities of up to 50

Witcher Knowledge (Witcher Training DC:15)

Ogres were once common throughout the Continent, so common in fact, that they are the genesis of the group of monsters we now call Ogroids. These pale giants can easily reach 8ft in height and are bulging with muscle, making them formidable opponents. Their real strength, however, lies in the fact that they're a sentient creature - capable of problem solving, crude tools manufacturing and surprisingly effective tactics. Expanding towns and repeated pogroms has reduced the population of ogres to next to nothing in the modern age and these days they're almost unknown in the Northern Kingdoms. It's possible that they're more common towards the deserts to the East or across the sea, however.

Ogres are a subterranean creature and their eyes are adapted for the darkness of their caves and don't handle daylight well. They build small settlements in deep cave networks, venturing forth at night to hunt game, livestock or people, depending on what's available. They've also been known to steal supplies and weapons to fashion their own equipment with as well as capture slaves.

Commoner Superstition (Education DC:14)

Ogres are white giants that come from under the earth. They venture forth under the full moon to feed on the unwary villager caught alone at night. It's said that they once had a mighty empire that fell to humans hundreds of years ago.

- A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Crude Blade	4d6+4	N/A	1
Javelin	3d6 +2	32m range	1

Skills
Athletics +8
Awareness +7
Brawling +8
Courage +6
Dodge/Escape +7
Endurance +6
Resist Magic +5
Stealth +6
Swordsmanship +7
Wilderness Survival +7

Loot
Crude metal armour
Badly made weapon
Mundane items (1d6)

Vulnerabilities

Ogroid Oil

Light-blind

Ogres are adapted for live below the surface, they suffer the -3 penalty for dim light in daylight conditions.

Abilities

Night Vision

Ogres operate in areas of dim light with no penalties

Sturdy

Ogres are resistant to attempts to knock them prone. They gain a +3 bonus to defend against such attempts and effects that would cause it are 25% less effective.

Strong Blows

An ogre can take a -3 and spend 3 stamina on its turn to perform a strong strike with its weapons, just like player characters.

Powerful Physique

Ogres' great strength gives them a +3 bonus to checks for any wrestling manoeuvre.

A Sentient Species

Ogres are an intelligent, if stupid race and, although violent, they share far more in common with humans and the elder races than most monsters witchers may encounter.

ThreatHard
Complex**Bounty**

1000

Armour

0



Pestae

Illustration by
Alicja Kapustka

INT 5

REF 8

DEX 7

BODY 7

SPD 6

EMP 3

CRA 1

WILL 10

LUCK 0

STUN 8

RUN 18

LEAP 5

STA 40

ENC 70

REC 8

HP 80

VIGOR 0

Height	Normal human heights
Weight	Weightless
Environment	Urban areas, plague-ridden settlements
Intelligence	Consumed by bitterness or rage
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:16)

When plague ravages a region, a spirit will sometimes walk its lands; a ghost resembling an ill woman whose flesh rots off her bones and in whose wake crawls a cavalcade of rats. It's not known whether this spirit brings the pox with her or is merely drawn to it like a moth to a light. Yet it is certain that she delights in dealing pain and suffering, seeking to spread pestilence wherever she can.

Many have called into question the very existence of plague maidens, or pestae, as they're sometimes called. Very few recorded sightings of these creatures have ever been recorded, and always only during times of raging epidemics.

As the moniker "plague maiden" suggests, these wraiths take the appearance of females; though exactly why that is remains a mystery. Some speculate they arise from the powerful emotional charge associated with certain circumstances of death, such as death preceded by a long and particularly painful illness.

Not much is known about how to fight a plague maiden, though one can assume they possess many traits in common with other phantoms and wraiths. They undoubtedly pose a great danger, though a Witcher's immunities should at least prevent him from catching the contagious illnesses they carry. As with wraiths, dimeritium and the Yrden sign will force them to assume a corporeal form. In addition, healing magic and cleansing rituals are rumoured to harm the creatures in some way.

Commoner Superstition (Education DC:10)

Patients falling victims have been reported to have hallucinations of a woman covered in scabs and boils, with rats scurrying about all around her. These ravings supposedly subside after an administration anaesthetics. This suggests that these sightings may be an interesting example of mass hysteria.

- A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Claws	5d6	Disease 25% (see <i>Disease</i>)	2

Skills
Athletics +5
Awareness +10
Brawling +8
Courage +6
Dodge/Escape +7
Endurance +6
Intimidation +6
Resist Coercion +6
Resist Magic +5
Spellcasting +8
Stealth +7
Wilderness Survival +5

Loot
Wraith Essence (1d6)
Spectre Dust (1d6)
Infused Dust (1d6)
Items owned in life (if the corpse can be found)

Vulnerabilities

Spectre Oil

Moondust & Yrden

If caught in the area of either a moondust bomb or Yrden circle, a pesta is no longer incorporeal.

Healing Magic

A pesta exposed to any healing magic (or cleansing ritual) becomes corporeal for the duration of 1d10 rounds (whichever is longer) and suffers from **bleeding** (ignoring its immunity). This is ended by the pesta with an action and a DC: 15 Spellcasting check

Abilities

Incorporeal

A pesta is always incorporeal, rendering it immune to physical attacks, **bleeding**, and **poison**.

Cursed Illness

Pestae can use their Spellcasting to cast the druid invocation of the same name. Though they don't have Vigor, this still costs the pesta 2/4/6 stamina, as per the spell's description.

Rat Horde

A pesta can call forth a swarm of rats as an action. This creates difficult terrain in a 30m radius, causing everyone in the area to have to make DC: 14 Athletics checks on running or attacking or they fall prone. When prone, a victim takes 1d6 damage/round (ignoring armour) with a 25% chance of **disease** as they're swarmed. This costs 7 stamina and lasts for 2d10 rounds.

Insect Swarm

Pestae can summon a swarm of insects per 2 stamina spent as an action. These swarms are 1m radius areas that can move 10m in a turn. Anyone in these swarms has a 25% of bleed and poison and a -3 penalty to Awareness checks and a -1 penalty to defence checks. These swarms can be burned or blown away by magic effects such as Igni or Aard.

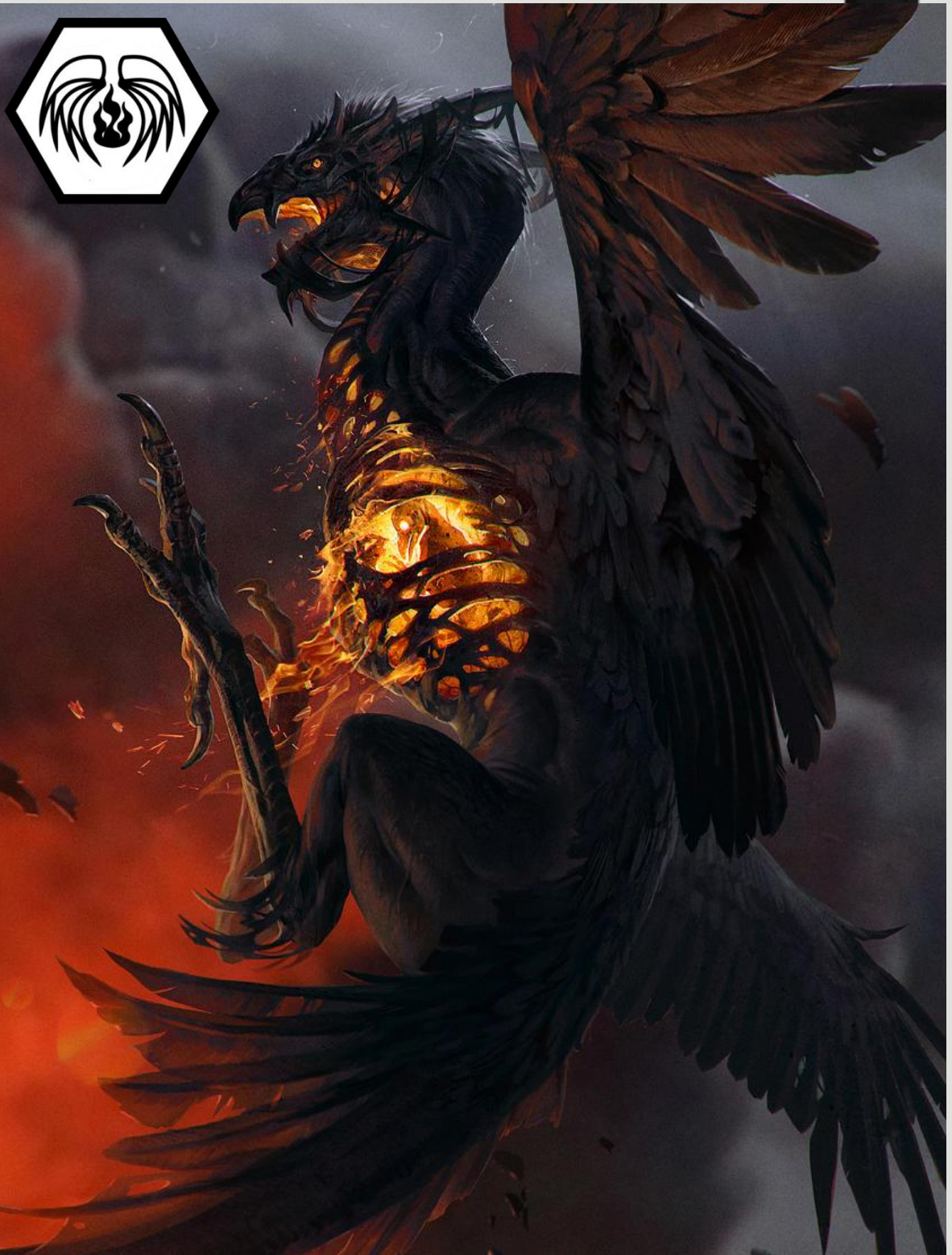
Disease

Pestae carry a variety of infections and disease, despite being incorporeal. When infected by a disease healing is halved and a victim must make a DC: 18 Endurance check each day or lose 1 point of BODY and 3 points of maximum stamina. This can be cured using Healing Hands or a Cleansing Ritual and lost BODY points are regained at 1 point a day. This disease is also infectious. Anyone in contact with a victims' bodily fluids will also contract the illness on a failed DC 15 Endurance check.

Threat
Hard Complex
Bounty
1000
Armour
0

INT	4
REF	7
DEX	9
BODY	5
SPD	7
EMP	4
CRA	1
WILL	6
LUCK	0

STUN	5
RUN	21
LEAP	4
STA	25
ENC	70
REC	5
HP	50
VIGOR	0



Phoenixes

Illustration by
Anna
Podedworna

Height	Around 1.75m
Weight	About 180kg
Environment	Mountains, plains, deserts
Intelligence	About as intelligent as a dumb human
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:14)

A phoenix is a near-legendary draconid that has the appearance of a large, flaming bird. This rare and elusive monster is potentially incredibly dangerous when provoked but will generally avoid populations centres and people whenever possible. Phoenixes may be almost extinct if they aren't already; their feathers and hearts are highly sought-after treasures. Generations of hunters have drastically reduced the population of phoenixes across the Continent and beyond.

Recorded accounts of encounters with phoenixes are incredibly rare but they are thought to possess a legendary affinity with fire magic, able to incinerate entire bands of hunters almost immediately with beams of flames and scorching explosions. The most well-known feature of a phoenix is its unique means of reproduction; the legends are correct that the phoenix is functionally immortal, able to rebirth itself from its own ashes.

Phoenixes are rumoured to dwell in remote mountains, feeding on thoroughly scorched livestock such as sheep and goats. This creatures are thought to be intelligent, however, so will generally avoid preying on too much livestock. Though still rare, phoenixes were recorded as being far more common to the South and East across the desert.

Commoner Superstition (Education DC:10)

The legendary phoenix is a noble animal, able to not only bring those killed unjustly from the dead, but also itself, bestowing to it an eternal life.

A phoenix is able to smite evil men that would hunt it for its magical feathers with flames, utterly destroying them.

-*Monstrous Tales*, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Talons (in flight)	4d6+4	Bleed (25%), WA +1	2
Beak	6d6+2	Bleed (50%), Fire (50%)	1

Mystical Creature

Many parts of a phoenix have certain magical properties:

The feathers from a phoenix's down have amazing healing properties can be burned and the ash can be mixed with alcohol to make an elixir. This elixir can immediately end a death state, cure a critical wound or remove a disease. Phoenix down is worth 75 crowns each.

A phoenix heart is as hot as molten steel and glows brightly. It can be used as a Focus (3) for fire magic on its own or rendered down into



The heart is worth 200 crowns.

The foetus of a phoenix, like its heart, is dangerously hot to the touch and will eventually develop into a juvenile phoenix much like an egg without a shell. An intact foetus could potentially be worth a small fortune to the right buyer.

Skills

Athletics +8

Awareness +6

Brawling +5

Courage +8

Dodge/Escape +9

Endurance +5

Melee +9

Resist Coercion +7

Resist Magic +8

Stealth +3

Wilderness Survival +6

Loot

Phoenix Down (1d6)

Phoenix Heart

Phoenix Foetus

Vulnerabilities

Draconid Oil

Vulnerable to Cold

Phoenixes take double damage from water or ice magics. They can't be **frozen**, however.

Abilities

Regeneration

When in full sunlight, a phoenix regenerates 5 hp a round.

Flight

A phoenix can take flight as a movement. The phoenix can only be knocked out of the air by stunning it or doing more than 10 points of damage with an attack. If the basilisk is knocked out of the air it must make a DC:16 Athletics check or take ramming damage equal to how many meters it fell.

Explode

When killed, or by spending a full turn action, phoenixes can detonate in a fiery maelstrom. Anyone in a 30m radius of the phoenix takes 6d6 damage, take 1d6 ablation damage to all equipment, is knocked back 1d6m and is set on fire. A successful Defence check against the phoenix's Spellcasting will result in no damage if a target moves out of the area, otherwise it halves the damage. This obviously kills the phoenix.

Nimbus of Flame

A phoenix is permanently shrouded in flames as long as it's alive. Anything coming into contact with it takes 3d6 damage a round and has a 25% to be set on fire.

Immortality

Even if completely destroyed, a phoenix is capable of returning to life over the course of a few weeks or months. The phoenix is reborn as an infant, halving all of its statistics, skills and damage until it reaches adulthood. There's a 10% chance that the phoenix is reborn as twins.

Sunburst

Phoenixes can emit a concentrated beam of fiery light from their beaks as an action. This works as per the *Mirror Effect* spell and costs 12 stamina points.

Immunity to Fire

Phoenixes take no damage from fire or the **fire** effect.

Threat
Easy Difficult
Bounty
50
Armour
0

INT	3
REF	5
DEX	7
BODY	6
SPD	5
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	5
RUN	15
LEAP	3
STA	25
ENC	60
REC	5
HP	25
VIGOR	0



Illustration by
Oleg Kapustin

Pretas

Height	Around 1.25m, hunched
Weight	About 50kg
Environment	Almost anywhere
Intelligence	Consumed by hunger
Organisation	Packs of 3 to 6

Witcher Knowledge (Witcher Training DC:15)

Pretas are the result of a curse on people that remains even after their death, or rarely, those that have died a particularly agonizing death from starvation. When cursed this way, a victim is doomed to a mindless devoid of any other concern than its hunger for a particular item. The foodstuff that a preta is drawn to isn't necessarily edible, and while some will feast on meat, grains or alcohol, others will just as likely crave faeces, corpses or even metals and minerals. Because of this, preta can be found almost anywhere, if one can spot them.

When visible, preta resemble a hunched, gaunt, goblin-like figure with an ill-fitting maw and gangly proportions. The problem is that they're rarely visible at all and can, in fact, only be clearly seen by those that are also ravenous with hunger; usually achieved by a few days of fasting. These monsters fear both sun and moonlight and the rays of either render them slower, weaker and partially visible, though still difficult to track. The Yrden sign can also be employed to force a preta to become visible.

If injured they're likely to fly into a rage, like a ghoul, becoming more resilient and even healing wounds in seconds, making them particularly dangerous if fought in packs.

Vulnerabilities

Cursed Oil

Celestial Weakness

In moonlight OR sunlight, a preta suffers a -2 to all actions. It also becomes partially visible, halving the benefits from its invisibility (rounding down).

Abilities

Invisible to the Sated

A preta is completely invisible to anyone that has eaten in the last 3 days. This grants it a +10 to stealth and +5 to attacks. Even if the Awareness check to spot the preta is successful, opponents are still at a -3 to attack and defend against it. The Yrden sign makes preta visible.

Consumed by Hunger

Pretas are technically as intelligent as they were in life, but they are blinded by an overwhelming hunger. They cannot be reasoned with or intimidated.

Fury

When preta are brought below 10 HP they enter a fury in which they move every round, attack every round, and regenerate 3 points of damage per turn.

Night Vision

Preta suffer no penalty for any levels of darkness.

Commoner Superstition (Education DC:10)

Pretas, otherwise called gaki or hungry ghosts, are the spirits of those who lived a life ruled by gluttony. These wretches are cursed to live a terrible un-life of ravenous feasting upon the corpses of their loved ones they left behind.

-*Monstrous Tales*, Rivadi of Oxenfurt

Skills

Athletics +7

Awareness +8

Brawling +5

Dodge/Escape +6

Endurance +8

Melee +6

Resist Magic +5

Stealth +5

Wilderness Survival +6

Loot

Infused Dust (1d6)

Wraith Essence (1d6/2)

Weapons

Name	DMG	Effect	ROF
Claws	3d6	N/A	1
Bite	3d6+4	WA -1, Bleed (50%)	1

Starvation

For each day someone goes without food, they must make an Endurance roll at a gradually raising DC (10, 12, 14, 16, 18, and so on). If they succeed, they subtract 2 from their STA and STUN values. If they fail, they subtract 2 from STA, STUN, and max HP as well as taking a Cumulative -1 to stats (Going no lower than 1).

This damage cannot be healed by any form of Healing. If they get a meal it means they don't have to make the Endurance save for the day and recover 2 to STA, STUN and max HP and 1 to each stat (up to their maximum).

Threat
Easy Difficult
Bounty
30
Armour
0

INT	1
REF	6
DEX	7
BODY	7
SPD	9
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	6
RUN	27
LEAP	5
STA	30
ENC	70
REC	6
HP	30
VIGOR	0

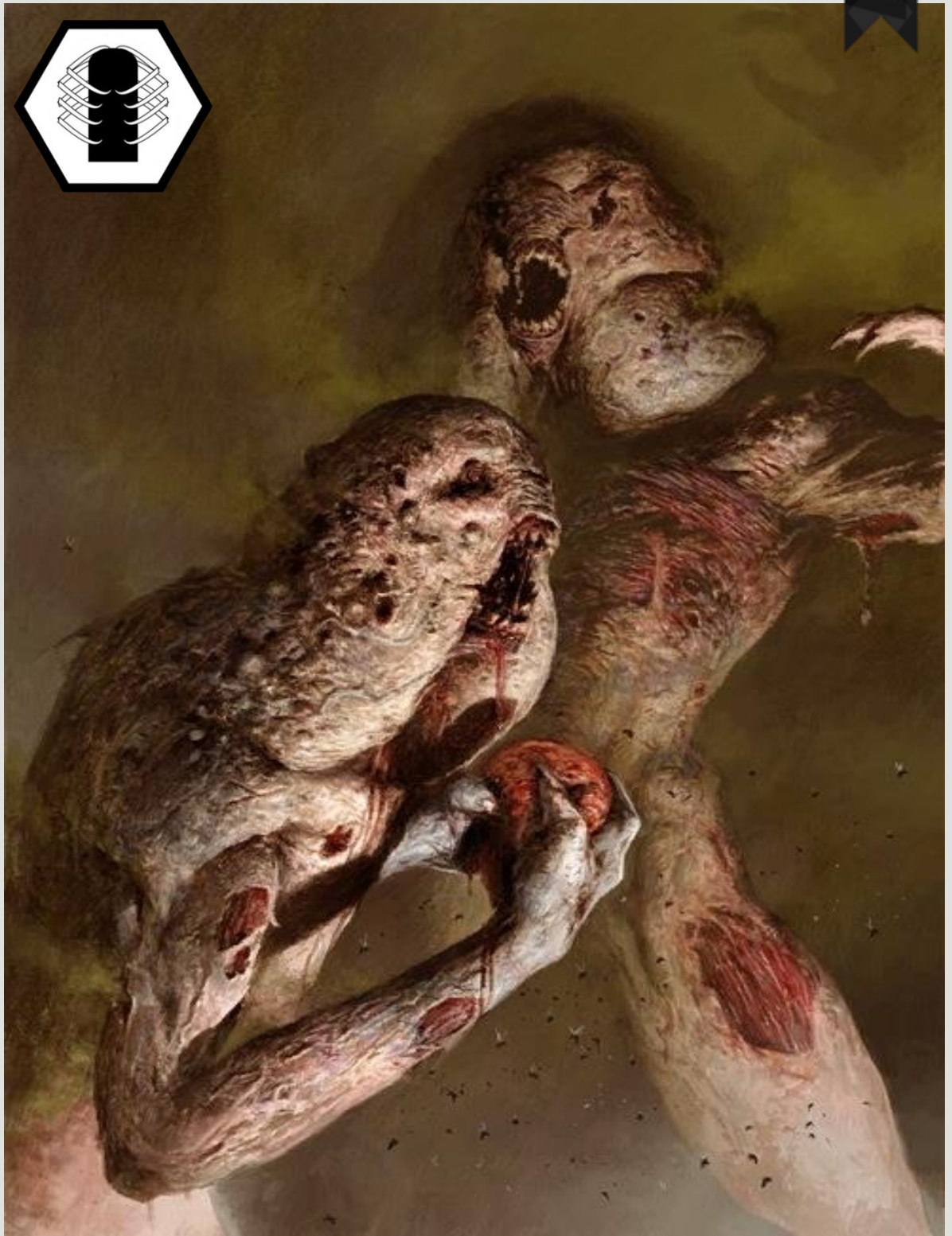


Illustration by
Adrian Smith

Rotfiends

Height	Around 1.5m
Weight	About 80kg
Environment	Battlefields and cemeteries
Intelligence	About as intelligent as a dog
Organisation	Packs of 3 to 6

Witcher Knowledge (Witcher Training DC:14)

Rotfiends resemble decomposing human bodies that have been stripped of their skin. Their presence is given away by the overwhelming stench of the rot which gives them their name.

Rotfiends were once rarities, but in the present age of constant warfare and violence they have become a veritable plague, particularly around battlefields and in disease-stricken areas. Though they feed mainly on carrion, they will at times attack the living. They usually feed in large groups and thus present a danger to lone travellers – especially considering their speed, which is almost a match for a horse at full gallop.

The rotfiend's decomposing body is filled with gasses which are poisonous even to those who, like witchers, are immune to most other toxins. These emissions are also highly flammable, meaning any spark, not to mention a carelessly-cast Igni sign, can lead to an explosion. This is particularly likely after a rotfiend dies, when its body thrashes around in uncontrollable tremors.

Rotfiends and devourers feed in the twilight hours and at night, when they become much more dangerous than during the day.

Commoner Superstition (Education DC:14)

Ofttimes, when a corpse isn't buried correctly, stray magicks will bring the unfortunate soul back to a cursed sort of un-life. These foul abominations, called rotters or shamblers carry the stanching curse of death and will burst into a cloud of flies if pierced. Even a rider on horseback isn't safe from these monstrosities as they're swift as death itself.

-*Monstrous Tales*, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Claws	3d6	N/A	1
Bite	3d6+1	Bleed (25%)	1

Skills
Athletics +7
Awareness +6
Brawling +6
Courage +6
Dodge/Escapes +6
Endurance +5
Melee +6
Resist Magic +5
Stealth +5
Wilderness Survival +6

Loot
Rotfiend Marrow (1d6/2) *
Rotfiend Claws (2) *
Venom Extract (1d6/2)

Vulnerabilities

Necrophage Oil

Flammable Gases

A rotfiend's internal gases are extremely volatile. If set on fire. There's a 50% chance each round that the rotfiend will **explode**.

Abilities

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives rotfiends an INT of 6.

Pounce

A rotfiend doesn't need to take a running start when leaping.

Night Vision

Rotfiends operate in areas of dim light with no penalties.

Explode

When brought to 0 HP, a rotfiend will spend a round thrashing uncontrollably, taking no action. On the following turn it will violently explode. Dealing 2d6 damage in a 4m radius (as a bomb) and causing **poison** on a failed DC: 16 Endurance check. A Reposition Defence against its Initiative can potentially move a target out of this area.

*Treat these as ghoulish marrow and ghoulish claws respectively.

Threat
Easy Difficult
Bounty
250
Armour
0

INT	5
REF	7
DEX	7
BODY	5
SPD	6
EMP	7
CRA	3
WILL	6
LUCK	0

STUN	5
RUN	18
LEAP	3
STA	25
ENC	50
REC	5
HP	25
VIGOR	0



Illustration by
Kim Myatt

Rusalki

Height	Normal human heights
Weight	Normal human weights
Environment	Rivers, woods & lakes
Intelligence	Human-level intelligence
Organisation	Solitary or small groups of 2 or 3

Witcher Knowledge (Witcher Training DC:14)

Rusalki are a type of nymph, cousins to dryads and nereids, and unlike their cousins, rusalki inhabit isolated rivers and freshwater lakes. Rusalki look like beautiful maidens and have long, flowing hair, usually light in colour which they adorn with wreaths of flowers. They often wear sheer, flowing robes but will just as often not bother to wear anything at all. While underwater they're appearance is heavily distorted and flickers between a human-like appearance and more alien features.

Rusalki generally present no danger unless one trespasses on their territory or pollutes the waters of their home river or lake somehow. When roused, rusalki can sing a hypnotic chorus that clouds the minds of both men and women, making them very susceptible to suggestions and commands. This generally leaves the victim confused afterwards, with little to no memory of the event. These nymphs present very little danger in open combat, and will generally not use weaponry, preferring to lure their enemies underwater where they can be easily drowned to death. It should also be noted that rusalki will not tolerate the presence of certain other aquatic monsters, such as drowners near their home river or lake, and will usually use their hypnotic song to command others to dispatch them if they can.

Like other nymphs, rusalki have been known to abduct both fertile men for procreation and younger girls to transform into more rusalki.

Commoner Superstition (Education DC:11)

Young women, who either committed suicide by drowning due to an unhappy marriage (they might have been jilted by their lovers or abused and harassed by their much older husbands) or who were violently drowned against their will (especially after becoming pregnant with unwanted children), must live out their designated time on earth as rusalki. A cruel and illusive undead spirit that dwells in the water of its death; a water that fails to douse its burning hatred of mankind.

-*Monstrous Tales*, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Punch	1d6	N/A	1

Skills
Athletics +5
Awareness +7
Brawling +7
Charisma +8
Courage +5
Deceit +6
Dodge/Escape +8
Endurance +4
Performance +8
Persuade +8
Resist Coercion +5
Resist Magic +5
Seduction +9
Stealth +7
Wilderness Survival +6

Loot
Essence of Water (1d6)
Mundane items (1d6/2)

Vulnerabilities

Relict Oil

Abilities

Amphibious

Rusalki can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater.

Hypnotic Song

Rusalki have beautiful singing voices that can hypnotise and cloud memories. Anyone within earshot of a rusalka's song must make a Resist Magic check against the rusalka's Performance check or fall under her sway. Anyone under this effect must make a Resist Coercion check with a DC based on the severity of action to act against the rusalka's sung commands and will attempt to protect her if she is threatened by another. This effect lasts only as long as the rusalka sings and is treated as strenuous activity (costing 2 stamina per minute of singing).

Illusion

A rusalka is capable of spending a turn to weave an illusion around herself to render her supernaturally alluring. This functions as per the *glamour* spell, granting her +3 to Charisma, Seduction and Leadership. This can be *dispelled* with a DC: 15 Spellcasting check.

Refraction

A rusalka's image is distorted underwater, making her very difficult to spot. Any Awareness test against a rusalka while she's at least half submerged under the water are at a -4 penalty.

Exclusively Female

As is the case with all nymphs, rusalki are all female. Reproduction amongst nymphs usually involves a human or elven male but, in some cases, such as the infamous 'Water of Brokilon', younger girls are abducted and transformed instead. It's assumed that rusalki and nereids have a similar method of transformation

ThreatMedium
Complex**Bounty**

600

Armour

25



INT 1

REF 6

DEX 7

BODY 10

SPD 4

EMP 1

CRA 1

WILL 5

LUCK 0

STUN 7

RUN 12

LEAP 2

STA 35

ENC 70

REC 7

HP 70

VIGOR 0

Screenshot from The Witcher 3:
The Wild Hunt - Blood and
Wine DLC

Shaelmaar

Height	About 3m
Weight	Around 800kg
Environment	Caves, mountains
Intelligence	About as intelligent as a dog
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:16)

Shaelmaars spend most of their lives deep underground, having no contact with the world up above. At times, however, a shaelmaar will dig its way to the surface and devour any men within its reach. Some shaelmaars also burrow tunnels close to the surface, collapsing buildings and causing tremors in the process.

Since shaelmaars are blind, they find their way by sensing vibrations and listening for sounds. Thus, the best tactic when fighting such a monster is to hurl something heavy or noisy against a nearby boulder or wall. Then pray silently that the beast will roll towards the sound and knock itself out upon striking into the obstacle.

Clumsy shaelmaars might seem easy targets to hit, but when even your strongest blows bounce off the thick armour plating their backs, you realize they've little need to dodge. When threatened, a shaelmaar will curl up in a ball and roll forward with tremendous impetus, becoming an unstoppable force crushing everything in its path. A witcher's best bet is to stay out of a charging shaelmaar's way and strike after its charge fails, revealing its vulnerable underbelly.

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Shaelmaar	+2 Armour, this freely stacks with worn armour.	20	Cracked, grey and hardened skin

Commoner Superstition (Education DC:15)

The shaelmaar is a curious subterranean beast native to the Southern regions of the Continent. Though not particularly aggressive, it can be goaded into hostility and is often used for sport in gladiatorial fights. Its stony armour often contains naturally 'grown' valuable minerals, prized by alchemists and mages.

-Codex Bestia vol. II, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Smash	5d6	Stun (-2)	1
Bite	6d6	Bleed (50%)	1

Skills
Athletics +6
Awareness +7
Brawling +7
Courage +7
Dodge/Escape +5
Endurance +8
Melee +9
Physique +9
Resist Magic +5
Stealth +2
Wilderness Survival +6

Loot
Optima Mater (1d6/2)
Calcium Equum (1d10)
Stone (2d10)

Vulnerabilities

Relict Oil

Soft Underbelly

A shaelmaar have 5 armour and no resistances on their underbelly.

Blind

Shaelmaar are blind and navigate by vibrations and sound.

Top Heavy

If a shaelmar is knocked down, it takes a full round to get back up, rather than 1 movement.

Abilities

Rolling Charge

A shaelmaar can tuck into a ball to make a powerful rolling charge attack at -3 which does 6d6 damage and knocks all targets in a 10m line **prone**. If the shaelmaar hits an obstacle in its charge, it's knocked **prone** and is **staggered**.

Burrow

Shaelmaar can dig through soil using their full SPD and tunnel through stone at half their SPD.

Shatter Earth

A shaelmaar can strike the earth, shattering it in a 20x5m line. This area is considered difficult terrain and a failed Reposition check causes anyone in this area to be knocked **prone**. This costs the shaelmaar 5 stamina.

Night Vision

Shaelmar navigate using vibrations and sound and can operate in areas of dim light with no penalties.

Massive Bulk

Shaelmaar are immune to Aard, becoming **staggered**, or any effects that would knock them off their feet. Exceptions to this are Rolling Charge (above) and if the shaelmaar falls from a height.

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives shaelmar an INT of 6.

Resistances

A shaelmaar takes half damage from **bludgeoning**, **piercing** and **slashing** damage.

Threat
Medium Difficult
Bounty
650
Armour
5

INT	1
REF	10
DEX	8
BODY	5
SPD	10
EMP	1
CRA	1
WILL	8
LUCK	0

STUN	6
RUN	30
LEAP	15
STA	25
ENC	50
REC	6
HP	50
VIGOR	0



Illustration by Bartłomiej Gawel

Striga

Height	About 1.25m, at the shoulder
Weight	Around 125kg
Environment	Crypts
Intelligence	About as intelligent as a dog
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:18)


A striga is a woman or young girl (sometimes even in a foetal stage) transformed into a monster after death by a curse, filling her with hatred towards all living beings and devouring them without a second thought.

A striga only comes out on a full moon to hunt, otherwise remaining dormant within its tomb or grave site; continuing to develop and grow in the case of children. A witcher should be wary of any deaths or disappearances occurring on a pattern of night with full moon and not mistake the signs, for unlike a werewolf, a striga will often toy with its prey. A striga displays no magical talents or otherworldly abilities but one should not be complacent, as this beast is swift and deadly.

Luckily the striga's curse can be lifted rather simply, unfortunately in this case simple does not mean that the task is easy. To lift the curse on a striga one must prevent the striga from returning to her coffin by the third crowing of the rooster, without being torn to shreds. A daunting task since the beast seems to grow in strength the closer it ventures to its burial site. When the curse is lifted the striga should revert into the form of the woman, or girl-child that originally received the curse.

After a person has been cured from the striga curse, there is unfortunately the chance that the person will not fully recover mentally, keeping part of the vicious and somewhat dull-witted nature of her previous form. However, there is also the implication that this is specific to cases in very young children, or children before birth; being cursed this early, they would have no exposure to humanity and thus had to learn speech, mannerisms and proper behaviour at a much older age than normal.

Striga Decoction	Changes LEAP to ½ SPD, rather than SPD/5, including vertical
-------------------------	--

Name	Craft DC	Craft Time	Components
Striga Decoction Formulae	18	½ hour	

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Striga	+1 Athletics	20	Vivid coppery hair

Commoner Superstition (Education DC:16)

When a woman deals with deovels or witches, a curse is sometimes laid upon them in lieu of payment. This curse transforms the afflicted into a feral beast, known as the striga, on nights of the full moon and instils into her an insatiable hunger. This curse can be eventually lifted provided the woman leads a virtuous life, free of sin.

-A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Claws	4d6+2	Bleed (25%)	2
Bite	5d6	Bleed (75%)	1

Skills
Athletics +9
Awareness +7
Brawling +8
Courage +9
Dodge/Escape +10
Endurance +7
Melee +9
Physique +9
Resist Magic +7
Stealth +8
Wilderness Survival +4

Loot
Fifth Essence (1d6/2)
Random items (1d6)

Vulnerabilities

Cursed Oil

Celestial Weakness

In sunlight, a striga's regeneration is lowered by 2.

Abilities

Regeneration

Striga regenerate 3 points of health each round.

Bounding Leaps

A striga's LEAP is equal to ½ its RUN. It's also able to jump without a running start and ½ its Leap vertically. The statistics have already been changed to reflect this ability.

Night Vision

Striga operate in areas of dim light with no penalties.

Home Ground

If near its burial place (roughly 400m), a striga's regeneration is increased to 5 and it gets +1 to all combat actions.

Skilled Climber

A striga's strong claws help it climb otherwise difficult surfaces, giving it a +3 bonus to Athletics checks.

Fast Charge

Striga suffer no penalties from charging and can split their movement before and after one if it moves in a straight line.

Necrophage-like

Necrophages treat striga as one of their own and will rarely become hostile to them.

Male Striga

Though rare, a man or boy cursed with the striga curse is possible and would be known as a Strigu.

ThreatMedium
Complex**Bounty**

650

Armour

0

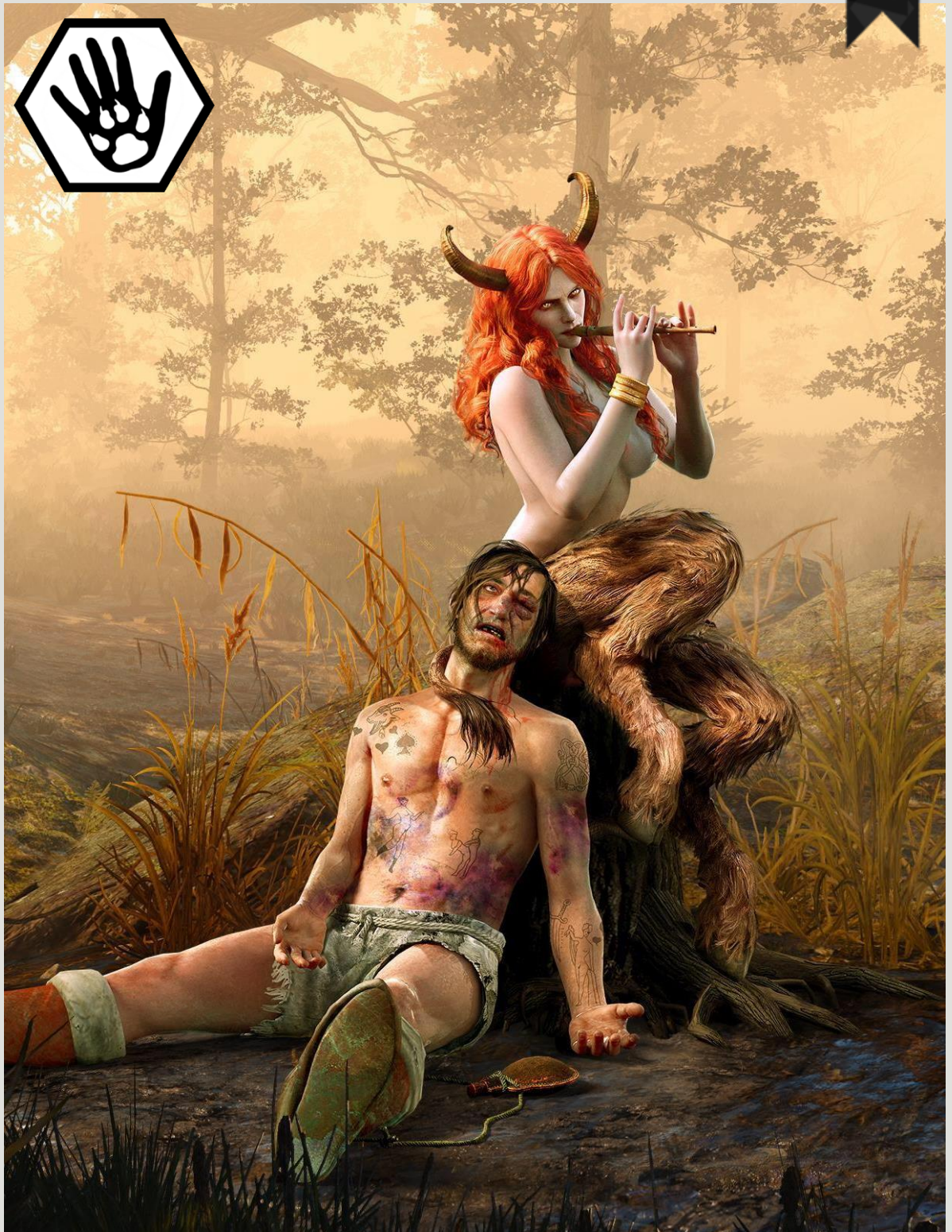


Illustration by Bartłomiej Gawel

Succubi

Height	Normal human heights
Weight	Normal human weights
Environment	Anywhere people can be found
Intelligence	Human-level intelligence
Organisation	Solitary

INT	6
REF	7
DEX	8
BODY	7
SPD	6
EMP	12
CRA	4
WILL	8
LUCK	0

STUN	7
RUN	18
LEAP	3
STA	35
ENC	70
REC	7
HP	70
VIGOR	4

Witcher Knowledge (Witcher Training DC:16)


Unlike other monsters, succubi and menads feel no desire to kill, do not crave human blood and usually do not mean any harm at all. They are motivated by one thing and one thing only: an insatiable lust. They try in vain to slake this by engaging in sexual acts with any other humanoid species they encounter. While it must be admitted that their "victims" rarely put up much resistance, this does not mean succubi and menads do not present any danger: their never-ending advances, though pleasurable at first, have pushed more than one man to madness or even death.

Succubi and menads can usually be found near human settlements, varying from small villages to populous cities. They prowl at night in order to better hide their appearance, though when stricken by serious need they will leave their lairs during the day as well. They shower their affections on men as well as women, the young as well as the old, the ugly as well as the beautiful. Some of them are particularly fond of pastors and other holy men, whose seduction they treat as a sort of game.

Though succubi are peaceful by nature, when forced to fight they will defend themselves fiercely. One should thus not be fooled by their fair appearance – under the velvety skin of their arms lie muscles of iron, and a blow delivered with their rear, goat-like legs or the thick horns on their head can easily crush bone.

They can also be accomplished spellcasting in their own right, commanding fire with a natural aptitude.

Succubus Decoction	Cumulative +1 to attack every round after the first in combat
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Name	Craft DC	Craft Time	Components
Succubus Decoction Formulae	18	½ hour	

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Succubus/Incubus	+1 DEX	22	Small curled ram's horns

Commoner Superstition (Education DC:10)

A succubus is a winged daemon of lust, summoned by an evil mage to satisfy his own perverse desires. These evil spirits will drain a man's soul through their mastery of seduction and the carnal arts.

-A Study of the Monstrous, Rivadi of Oxenfurt

Weapons

Name	DMG	Effect	ROF
Kick	3d6+2	WA +1	1
Headbutt	4d6+2	Stun (-1)	1

Skills

Athletics +6
Awareness +7
Brawling +6
Charisma +10
Courage +7
Deceit +8
Dodge/Escape +8
Endurance +8
Human Perception +10
Melee +7
Persuasion +10
Resist Magic +7
Seduction +10
Spellcasting +5
Stealth +4

Loot

Mundane items (1d10)
Random rune

Vulnerabilities

Hybrid Oil

Abilities

Insatiable

Succubi are incredibly seductive, anyone targeted by their advances is at a -2 penalty to their Resist Coercion checks. Additionally, they gain an extra 1d6 damage to EMP attacks in verbal combat.

Alluring

Succubi use add their EMP to their WILL when determining their Resolve (Total: 65)

Spellcasting

A succubi has a natural affinity with magic. Succubi know a handful of novice spells (or invocations if the GM chooses). The exact number of these is the GM's choice, though succubi are naturally capable at fire magic in particular.

Immune to Charm

Succubi are immune to any magic that affect the mind, including the Axii sign.

Incubi

Male succubi, known as incubi also exist, and are identical to succubi in every respect except their appearance.

Threat
Medium Simple
Bounty
500
Armour
0

INT	6
REF	6
DEX	4
BODY	11
SPD	4
EMP	7
CRA	5
WILL	5
LUCK	0

STUN	8
RUN	12
LEAP	2
STA	40
ENC	70
REC	8
HP	50
VIGOR	0



Sylvans

Illustration by
Romain Leguay

Height	Around 3m
Weight	Up to 200kg
Environment	Forests and remote ruins
Intelligence	Human-level
Organisation	Solitary, sometimes in small communities

Witcher Knowledge (Witcher Training DC:16)

Sylvans and yakshas, a kindred species, are extremely rare woodland creatures whose appearance combines traits of goats and rotund men. These beings usually pose little danger, for they limit their contact with humans to playing harmless (though often bothersome) tricks and eating crops from their fields. Sylvans resemble men not just in appearance but also in behaviour, though it must be said they have adopted more of our vices and weaknesses than strengths. Lazy by nature, they would gladly spend every day in idleness, puffing on pipes, gorging on rich foods and downing strong drinks.

Since sylvans enjoy partaking of the fruits of others' labours without asking permission, men do not take to them kindly and at times, fooled by their awkward appearance, will try to solve this problem using force. This often ends in tragedy, for sylvans, despite their corpulent frames, are astonishingly strong and fairly agile. Arguing with a sylvan can be an exercise in frustration, they're very accomplished liars and seem to derive great pleasure from trickery and word games. Everything said by a sylvan should be taken with a grain of salt.

They also emit a powerful and extremely unpleasant scent which can cause even a witcher, whose line of work accustoms him to foul stench, to gag and feel faint.

Commoner Superstition (Education DC:15)

In the deepest forests can be found a curious blend of man and beast known as deovels. These tricksters are unable to tell an honest truth and can be easily recognised by their forked tongue and pointed horns. Despite their size they are cowardly beasts and are often beaten into submission by other forest dwellers such as dryads.

-Codex Bestia vol. II, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Punch	5d6+1	N/A	2

Skills
Athletics +9
Awareness +4
Brawling +10
Charisma +5
Courage +7
Deceit +10
Dodge/Escape +6
Endurance +5
Human Perception +8
Physique +8
Resist Coercion +6
Resist Magic +8
Stealth +3
Wilderness Survival +9

Loot
Mundane items (1d6)
Strange possessions (1d6)
Random rune

Vulnerabilities

Relict Oil

Glutton

Sylvan a treated as addicted to both good food and strong alcohol. They suffer a -3 penalty on any social interaction involving bribery with either of these.

Abilities

Crushing Force

Due to the incredible force with which they punch, a sylvan cannot be parried and does double ablation damage to weapons, shields, or armour.

Sturdy

Effects that would cause knockdown to a sylvan are 25% less likely to knock them prone.

Stubborn

Sylvans double their WILL when determining their Resolve (Total: 40)

Silver Tongue

Sylvans treat their EMP as 3 higher for the purposes of Deceit. In verbal combat, the deceive attack deals and extra 1d6 damage.

Foul Stench

A sylvan can release a truly foul odour. Any creature within 3m of the sylvan must make a DC: 18 Endurance check or suffer from **nausea**.

A Sentient Species

Sylvans are an intelligent and generally placid race and share far more in common with humans and the elder races than most monsters witchers may encounter. They can often be found (semi)peacefully interacting with human settlements in more isolated areas.

ThreatMedium
Complex**Bounty**

650

Armour

8

Illustration by
Martin Bergstrom

Uktenas

Height	Around 1.5m, roughly 10m long
Weight	About 750kg
Environment	Mountains, forests and caves
Intelligence	As intelligent as a dog
Organisation	Solitary

INT 2

REF 9

DEX 6

BODY 9

SPD 4

EMP 3

CRA 1

WILL 6

LUCK 0

STUN 7

RUN 12

LEAP 2

STA 35

ENC 90

REC 7

HP 70

VIGOR 0

Witcher Knowledge (Witcher Training DC:16)

Uktenas are giant serpeant-like trapping hybrids that look like a cross between a snake and some sort of insect. These large monsters are usually fairly lethargic and prefer to eat carrion killed by their poisonous saliva; a sticky substance that they liberally spread amongst the plant life around their lair. Although they prefer remote territories, this method of hunting can bring them into conflict with people quite easily as they mindlessly kill wildlife in a wide area. Luckily this makes them particularly easy for a witcher to hunt.

An uktena can be deadly in a fight, using their long, barbed tongue to lash out and poison its foes, if it hasn't moved in to crush them with its coils first. Though not particularly intelligent, the beast has an uncanny ability to predict movements and actions, dodging even some of the most accurate blows and making ambushes risky.

The tough scales and chitin that armours an uktena can be cracked by heat, making improvised combustibles and the Igni sign particularly useful.

Commoner Superstition (Education DC:12)

A markupo is a mutated serpent, presumably created via the application of experimental magics. This beast is a giant, growing many hundreds of meters long and possesses a breath so toxic, that it wilts the trees and grasses around it.

- *A Study of the Monstrous*, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Bite	5d6	Poison (50%), Bleed (25%)	1
Barbed Tongue	6d6 +2	Poison (100%), 5m Range, WA -1	1

Skills
Athletics +5
Awareness +8
Brawling +8
Dodge/Escap +7
Endurance +6
Melee +7
Physique +7
Resist Magic +5
Spellcasting +8
Stealth +5
Wilderness Survival +6

Loot
Uktena Saliva (1d10) *
Draconid Scales (1d10)
Chitin

Vulnerabilities

Hybrid Oil

Susceptible to Fire

Uktenas are easily set alight. Any **burn** chance against them is increased by 25%, if it's 100% already they instead take 6 damage a round instead of 5.

Brittle Scales

Uktenas take double ablation damage from being on fire.

Abilities

Constrict

When pinning, an uktena can use its body to crush its victim. This 3d6 damage a round (ignoring armour) in addition to **suffocation**. A markupo also has +3 to **grappling** and **pinning** checks.

Poisonous Saliva

Anything coming into combat with a uktena's sticky saliva is immediately **poisoned**. This is already factored into its bite attack.

This saliva remains dangerous for up to 24 hours outside the uktena's body.

Divination

Uktenas have a subconscious ability to roughly predict the near future. This functions as a Priest's Blessing of Luck, targeted on the uktena. This costs the uktena 5 stamina.

Climber

An uktena can move its normal speed whilst climbing and can easily scale any surface that it can coil up, as a snake can.

Swimming

Uktenas are not amphibious but can swim at their full SPD and still use Dodge/Escap to dodge.

Resistances

An uktena only takes half damage from **slashing** and **piercing**.

*treat as Black Venom except that it affects victims on contact and remains potent for 24 hours in open air.

Threat
Easy Complex
Bounty
35
Armour
4

INT	5
REF	7
DEX	6
BODY	3
SPD	6
EMP	7
CRA	7
WILL	6
LUCK	0

STUN	4
RUN	12
LEAP	2
STA	20
ENC	30
REC	4
HP	20
VIGOR	0

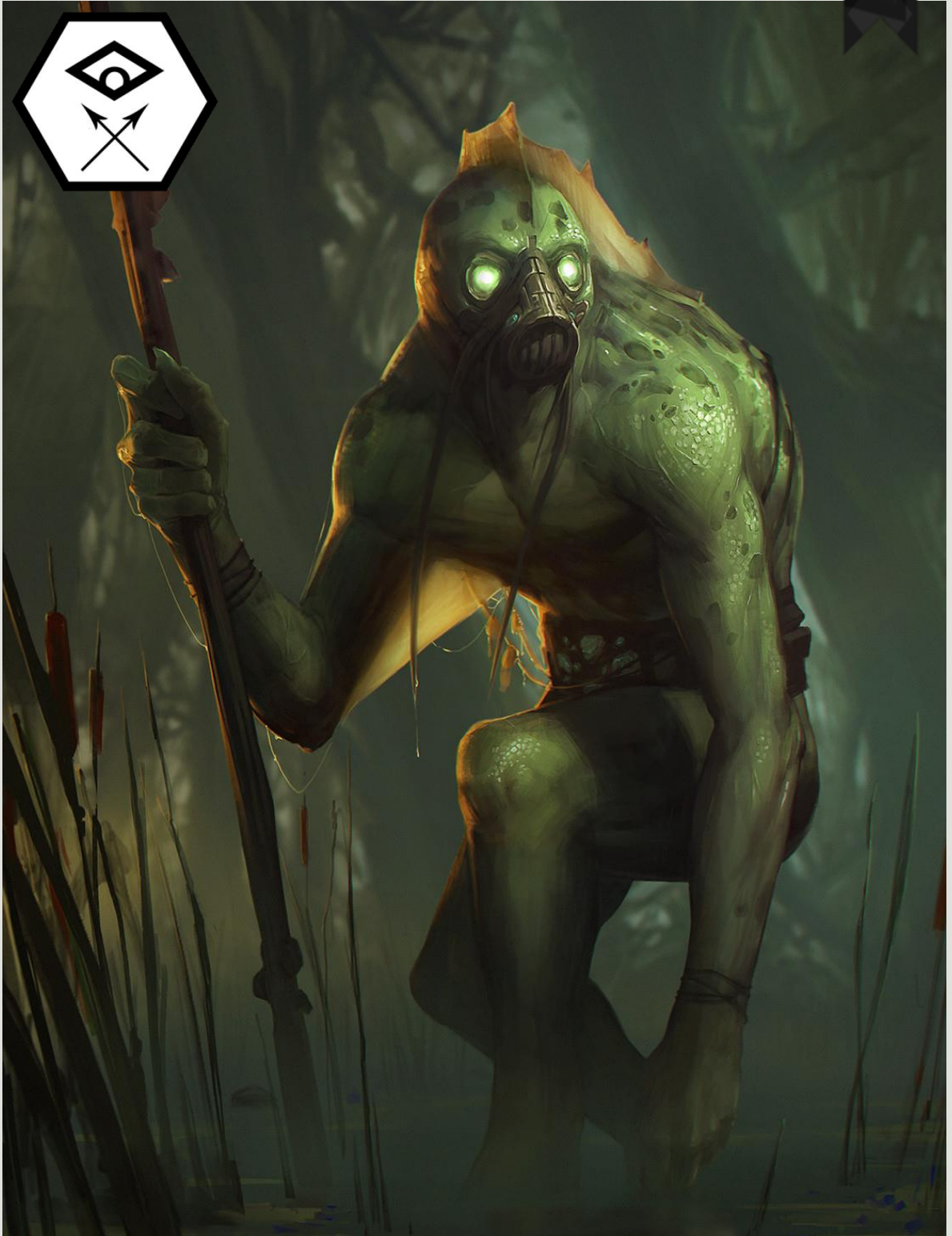


Illustration by
Damien Zukowski

Vodyanoi

Height	Around 1.75m
Weight	Up to 75kg
Environment	Seas, shores, deep lakes. Rarely swamps
Intelligence	Human-level
Organisation	Scouting parties of 4-10, communities

Witcher Knowledge (Witcher Training DC:17)

Vodyanoi seldom come on shore, but when they do, it is typically due to provocation by humans or by slights imagined by the vodyanoi. They readily avenge these injuries, retaliating against pearl divers or fisherfolk who have trespassed on their territory or simply going on crusades. Warriors make up the core of the underwater army and while they must wear breathing gear on land, they are at least the equals of their human counterparts in the art of combat, though their slighter build lends them less physical power.

Vodyanoi have a complex society with caste systems, laws, and more importantly, religion. Their devotion to their pantheon is the cornerstone of their civilization, and the priests of this religion command great respect amongst the rest of their kind. These priests seem to be able to use primitive magic, potentially making them dangerous in an open fight.

Vodyanoi may be weaker than humans, but they're fast and intelligent and make use of a variety of weapons, tactics and traps. They'll rarely engage in open hostility and much prefer the use of guerrilla tactics, and often use multiple groups to outflank opponents. Vodyanoi do have two distinct weaknesses, however; they're susceptible to bright lights, which leave them dazzled and disorientated, they also lack the capability to breathe air and rely on complex mask-like devices to survive outside the water. Understandably, fighting vodyanoi should absolutely be avoided in the water.

Commoner Superstition (Education DC:16)

The vodniks are an ancient, evil race. They worship their own dark gods, who send demons to deal with their priests. These Deities of the Deep lend them gruesome powers to smite land-dwellers, enabling them to cast curses and spells. It's also said that they raise the drowners that prey on unwary fisherfolk. All vodniks wear terrible masks that keep them bound to their gods, if these are removed the power leaves them and they instantly expire.

-Codex Bestia vol. II, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Claws	3d6	N/A	2
Javelin	3d6	6m range	1

Skills
Athletics +8
Awareness +7
Brawling +4
Courage +7
Dodge/Escape +6
Endurance +4
Melee +8
Physique +4
Resist Magic +2
Stealth +8
Trap Crafting +5
Wilderness Survival +9

Loot
Mundane items (1d6/2)
Strange items (1d6)
Simple leather vest
Strange mask

Vulnerabilities

Ogroid Oil

Water Breather

Vodyanoi are aquatic creatures and require a mask to breathe air. If this mask is removed they immediately start **suffocating**.

Sensitive Eyes

A Vodyanoi is adapted low light environments. If they face towards bright light such as daylight or a bright torch they become **staggered** until they look away or the light is extinguished.

Abilities

Neurotoxin

A vodyanoi naturally secretes a toxin from its claws. If a target suffers damage from it's claws they must make a DC: 16 Endurance check or suffer a -1 penalty to REF, DEX and INT for 1d10 rounds.

Amphibious

Vodyanoi can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater.

Night Vision

Vodyanoi operate in areas of dim light with no penalties.

(Priest) Leader

Often, a group of vodyanoi will be led by a priest. If a priest is alive all vodyanoi in its group gain a +4 to Courage.

(Priest) Healing Prayer

A vodyanoi priest can call on the power of its gods. As an action it may heal all vodyanoi in a 3m radius for 5 health. This costs the priest 7 stamina.

(Priest) Downpour

A priest can create rain in a 10m radius. This counters any **fire**. This costs 3 stamina.

(Priest) Call Water

Priests can control water as per the spell of the same name, this costs 5 stamina.

A Sentient Species

Vodyanoi are an intelligent race and share far more in common with humans and the elder races than most monsters witchers may encounter.

Threat
Medium Complex
Bounty
450
Armour
0

INT	5
REF	8
DEX	10
BODY	5
SPD	7
EMP	3
CRA	3
WILL	5
LUCK	0

STUN	5
RUN	21
LEAP	4
STA	25
ENC	50
REC	5
HP	50
VIGOR	0



Illustration by
Ciril Helbock

Water Hag

Height	Around 1.75m
Weight	Up to 80kg
Environment	Rivers, swamps and shores
Intelligence	Human-level
Organisation	Solitary


Witcher Knowledge (Witcher Training DC:18)

Water hags, like the drowners and swamp bints with whom they often share hunting grounds, dwell near shallow streams, rivers, and wetlands. Though bulky, they are excellent swimmers. They can even swim through thick mud with astonishing agility, surfacing beside their victims to attack them with their sickle-shaped claws. They can also create muddy ground from only slightly damp soil in the blink of an eye, making sure footing hard to find when engaging these monsters.

They are also able to form this mud into balls, which they toss to temporarily blind opponents. Water hags are particularly active and dangerous during rainstorms, conditions which furthermore hinder the use of the Igni Sign, usually the most effective weapon against all moisture-loving creatures.

Water hags hold power over other, simpler water monsters such as drowners and, if by the coast, lopustres. They can command these creatures to do their bidding and will often use them to defend their nests or attack their foes.

Water Hag Decoction	Damage dealt is increased by 50% when at full health.
----------------------------	---

Name	Craft DC	Craft Time	Components
Water Hag Decoction Formulae	18	½ hour	

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Water Hag	+5 HP	18	Blueish skin

Commoner Superstition (Education DC:14)

Water hags are naiads who fell in love with mortal men, and thus lost their eternal youth. It does not happen often, for water nymphs are fickle creatures that rarely have any concern for the young men they seduce. Still, sometimes a nymph will truly feel for a man and then, in accordance with the ancient, mystical laws of her people, she becomes subject to the flow of time. Because she is a magical being, she cannot die—but she does age, growing more and more decrepit until she finally becomes a water hag.

- A Study of the Monstrous, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Claws	5d6	Bleed (50%)	2
Bite	6d6	Bleed (75%)	1

Skills
Athletics +8
Awareness +7
Brawling +4
Courage +7
Dodge/Escap +6
Endurance +8
Melee +8
Resist Coercion +10
Resist Magic +9
Stealth +8
Wilderness Survival +9

Loot
Hag Teeth (1d6/2)
Strange items (1d6)
Random Rune
Essence of Water

Vulnerabilities

Necrophage Oil

Fire Vulnerability

Water hags are vulnerable to Fire damage, including damage from being on fire.

Abilities

Mud Throw

Water hags can quickly gather and throw thick balls of muck. This has a range of 10m and causes **stagger & blind** if the target fails their Defence.

Amphibious

A water hag can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater.

Wallow

Water hags can swim through mud as well as water, even if it wouldn't normally be thick enough to submerge them. When swimming this way, they gain +3 to Defence and Stealth checks but must emerge to attack.

Soaking Ground

If standing on wet ground a water hag may spend an action to summon up water, turning a 20m radius into swampy mud. This counts as difficult terrain as per p.165

Command the Drowned

Instead of attacking, a water hag can give a command to each drowner or lopustre within 20m. These creatures will carry out this order instead of acting normally. The order cannot be more complex than 'grab that thing and bring it here' or 'go there and wait'.

Rain-drenched

If a water hag is being rained on it loses its vulnerability to fire.

Threat
Hard Simple
Bounty
1250
Armour
10

INT	1
REF	9
DEX	4
BODY	14
SPD	2
EMP	1
CRA	1
WILL	6
LUCK	0

STUN	10
RUN	6
LEAP	N/A
STA	50
ENC	140
REC	10
HP	50
VIGOR	0



Zeugls

Illustration by
Atanas Lozanski

Height	Around 6m
Weight	Up to 500kg
Environment	Sewers, occasionally swampland
Intelligence	About as intelligent as a fish
Organisation	Solitary

Witcher Knowledge (Witcher Training DC:18)

The zeugl inhabits sewers predominantly, feeding on sewage and discarded bodies to grow at an alarming rate. The beast is always hungry, so ravenous that it will always reach out with its tentacles for living creatures to shove them into its huge, many-rowed maw. The zeugl is paralyzingly hideous and foul-smelling, retched enough to turn the stomach of even the most experienced witcher. These beasts can grow to colossal size and possess incredible strength, a direct fight should be avoided at all costs.

If forced to engage one head on one should be aware that its tentacles operate almost completely independently of the zeugl itself, as like an octopus. The zeugl will hide its core body underneath the rotten much of its lair and use its tentacles to attack and capture prey in order to swallow them whole. Destroying these tentacles should be a high priority as they enable the creature to harass and fend off multiple opponents at once and losing them leaves the monster almost defenceless. Disinfectants or sterilizers should also be carried on a hunt for this beast; any wound, no matter how minor, is likely to fester due to the rotting filth that it covers itself with.

It should also be noted that zeugl are not susceptible to poisons and their rubbery flesh is resistant to maces and swords. Luckily, it's one of the stupidest beasts known to man and so is easily led into traps and ambushes.

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Zeugl	Poison is 25% less likely. Poison damage is 1 less.	22	Two new rows of teeth

Common Opinion (Education DC:16)

The zeugl is the best example of a monster that has grown accustomed to human settlements. The beast feeds on the waste and filth produced by the city, so it need not hunt or fight to survive. It simply grows and gradually becomes a danger to people.

This shows how detrimental continued degradation of the natural environment can be in the long run. Therefore, I implore the reader: respect nature.

-Codex Bestia vol. II, Rivadi of Oxenfurt

Weapons			
Name	DMG	Effect	ROF
Tentacles	4d6	N/A	1-4
Bite	8d6+2	N/A	1

Skills
Athletics +2
Awareness +4
Brawling +10
Courage +4
Dodge/Escape +2
Endurance +10
Melee +2
Physique +10
Resist Magic +5
Stealth +8

Tentacles

As Zeugl except HP 20, RUN 5 and STA 20. Each one has a ROF of 1. Tentacles are 15m long. Amorphous for criticals.

Loot
Mundane items (1d6/2)
Strange items (1d6)
Essence of Water (1d6)
Beast Bones (2d10)

Vulnerabilities

Insectoid Oil

Soft Flesh

A Zeugl's main body has no armour or resistances.

Abilities

Tentacles

Zeugls have 4 tentacles that act independently from the main body.

Amphibious

A zeugl can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater.

Night Vision

Zeugl operate in areas of dim light with no penalties.

Filth Covered

Anyone taking damage from a zeugl starts to suffer from the effects of the "foreign object" critical 12 hours after initial exposure. This can be prevented by sterilization.

Noxious Smell

A zeugl smells so foul that anyone in a 20m radius must make a DC: 16 Endurance check or suffer from **nausea**.

Swallow Whole

A zeugl can use an action to attempt to swallow a target whole. A successfully grappled opponent is automatically considered **pinned** and starts to **suffocate** from the following round, they also suffer 1 ablative damage to all armour and weapons carried (more fragile items may be destroyed also). Escape is possible with a brawling check against the zeugl's initial grapple check +2 as a DC. If a zeugl ever takes more than 15 damage from one source, it immediately vomits up any prey it has swallowed.

Poison Immunity

Disease Immunity

Resistances

Zeugls only take half damage from fire, bludgeoning and slashing attacks.

ThreatEasy
Complex**Bounty**

30

Armour

H: 8, T: 14, L: 12



INT 4

REF 6(5)

DEX 6(5)

BODY 6

SPD 5

EMP 3

CRA 2

WILL 5

LUCK 0

STUN 5

RUN 15

LEAP 3

STA 25

ENC 60

REC 5

HP 25

VIGOR 0

Conscripts

Illustration by
Lorenzo
Mastroianni

Height	Normal human heights
Weight	Normal human weights
Environment	Anywhere
Intelligence	Human-level intelligence
Organisation	Groups, any number

Academic Knowledge (Education DC: 12)

When armies expand into an area they will frequently draw from the local populace to bolster their infantry assets. Alternatively, nations like the Empire of Nilfgaard will make use of convicted criminals or indentured slaves pressed into military sentences. These units are sometimes known as Irregulars, mostly due to their variable levels of reliability, equipment and training.

Conscript units can be representative of any of the myriad countries of the Continent (and beyond) and in the case of the Nilfgaardian army even the elder races can be found in service. Some of these units have even become famous household names in the Continent due to stories of their heroic victories or inspiring loyalty.

Vulnerabilities

Hanged Man's Venom

Abilities

Poor F**king Infantry

If out numbered at least 2:1, conscripts get +1 to combat actions.

Professional Opinion (Tactics DC: 12)

Though some treat irregulars as cannon fodder they can, provided loyalty can be enforced, offer manifold uses to the commander wise enough to exploit them.

Forward scouts are a favoured position for irregulars in this author's experience; their knowledge of local geography and customs is often invaluable to securing the forward line.

Depending on their composition they can fit a variety of supporting roles on the campaign, from bolstering the frontline to skirmishing tactics.

-An Exposition on War, Commander Dremidydd aep Siams

Skills

Archery +6

Athletics +6

Awareness +4

Brawling +6

Courage +4

Dodge/Escape +6

Endurance +5

Resist Coercion +4

Resist Magic +4

Staff/Spear +7

Stealth +3

Swordsmanship +5

Tactics +3

Wilderness Survival +3

Wide Variety

Conscripts can hail from literally any nation, the entry included here is an example and GMs should feel free to redesign their equipment, statistics and even abilities to better suit their preferences.

As with Bandits, Conscripts can be made more of a challenge by improving their stats or HP. Alternatively a GM can give them better armour or weapons.

Conscripts and Convicts

Conscripts will sometimes be criminal units. Unless directly ordered they generally won't fight to the death.

Most deserters from the various armies are from units of conscripts.

Weapons

Name	DMG	Effect	ROF
Short Bow	3d6+3	100m, AP or Bleed (100%)	1
Arming Sword	2d6+4	Bleed (25%)	1
Spear	3d6	Long Reach	1

Loot

Crowns (1d10)

Arrows/Bolts (20)

Mundane Items (1d6)

Spectacle Helm

Heavy Brigandine

Armoured Trousers

ThreatEasy
Complex**Bounty**

40

Armour

H: 8, T: 12, L: 12



INT 4

REF 6

DEX 7

BODY 6

SPD 5

EMP 6

CRA 4

WILL 6

LUCK 0

STUN 6

RUN 15

LEAP 3

STA 30

ENC 60

REC 5

HP 30

VIGOR 0

Highwaymen

Illustration by
Zhang Bo

Height	Normal human heights
Weight	Normal human weights
Environment	Roads, rural areas
Intelligence	Human-level intelligence
Organisation	Groups, any number

Academic Knowledge (Education DC: 14)

Unlike common bandits, highwaymen are generally experienced career criminals. Whether originally driven to robbery and murder by poverty or desertion, they're now well entrenched into a life of crime. In order to have survived as long as they will have built up a habit of picking their targets with care and will only strike if they have the advantage of either positioning or superior numbers.

Highwaymen will make use of a variety of equipment and tactics, commonly making use of horses for quicker ambushes or longbows in order to strike from cover. In some cases, they may even be sponsored by a third party and used as cat's paws to disrupt trade or damage the moral of an enemy country. In this case they may be furnished with higher quality arms and armour, making them a dangerous threat if one isn't watchful out on the road.

Professional Opinion (Tactics DC: 12)

Common highwaymen can be a threat to an army's supply train and patrolling the roads approaching the front line should be a high priority. Suitably armed men should usually be enough to avoid presenting an easy target but if that should fail, discretionary funds can easily be used to pay these criminals off, provided a commander is willing to extend to them regular payments.

They may even prove useful scouts or saboteurs if the correct incentive is provided.

-An Exposition on War, Commander Dremidydd aep Siams

Weapons			
Name	DMG	Effect	ROF
Longbow	4d6	100m Range	1
Dagger	1d6+2	N/A	1
Arming Sword	2d6+4	N/A	1
Spear	3d6	Long Reach (2m)	1

Skills
Archery +5
Athletics +5
Awareness +6
Brawling +6
Courage +7
Dodge/Escape +5
Endurance +5
Resist Coercion +5
Resist Magic +4
Riding +5
Small Blades +5
Staff/Spear +7
Stealth +5
Swordsmanship +7
Tactics +4
Trap Crafting +6
Wilderness Survival +6

Loot
Crowns (2d10)
Arrows/Bolts (20)
Mundane Items (1d6)
Double Woven Hood
Brigandine
Armoured Trousers

Vulnerabilities

Hanged Man's Venom

Abilities

Hit-and-Run

When making a Manoeuvre or Control check, highwaymen use the highest Riding check amongst all of them. This roll counts for the whole group.

Highwaymen Tactics

Highwaymen will often make use of ambush tactics by either chasing/luring targets into allies, or by laying traps along the road. Refer to the Core Book p.55 for these rules.

Highwaymen might also be mounted on horses. If so, they will have Saddlebags, a Cavalry Saddle (+1 Control) and Leather Barding (10SP)

Horse	
Athletics	+11
Control Mod	+2
Speed	12
Health	40
Weight	100

ThreatEasy
Complex**Bounty**

35

Armour

H: 5, T: 14, L: 12



INT 4

REF 7(6)

DEX 7(6)

BODY 6

SPD 6

EMP 6

CRA 4

WILL 7

LUCK 0

STUN 6

RUN 18

LEAP 3

STA 30

ENC 60

REC 6

HP 30

VIGOR 0

Mercenary Soldier

Illustration by
TimofeyStepanov on
DeviantArt

Background by Song Min

Height	Normal human heights
Weight	Normal human weights
Environment	Anywhere
Intelligence	Human-level intelligence
Organisation	Groups, any number

Academic Knowledge (Education DC: 12)

With the influence of the successive Northern wars spreading all across the Continent it's never been a lucrative time for those in a mercenary career. Mercenary soldiers, irregulars and Free Company units can be found everywhere from the Western sea to the Eastern mountains.

The Third Northern War's outbreak especially has seen the employment of tens of thousands of mercenaries by the Northern Kingdoms and although Nilfgaard commands the most powerful army in the known world, even they bolster their forces with locally recruited, or conscripted warriors formed into units of irregulars.

Vulnerabilities

Hanged Man's Venom

Abilities

Professional Paranoia

When making a Human Perception or Business check, Mercenaries use the highest check amongst all of them. This roll counts for the whole group.

Professional Opinion (Tactics DC: 13)

Mercenaries are a double-edged sword. Some may be useful only a fodder, but a steady contract with a reliable Company can be vital to the long-term success of any military action, especially if regular reinforcements are not possible.

Though they rarely have the equipment of a quality required by the Codices, mercenaries will often be more experienced than the average infantryman or officer fresh out of the academy. If one can overlook their slightly unconventional methods.

-An Exposition on War, Commander Dremidydd aep Siams

Skills
Awareness +6
Brawling +6
Courage +8
Crossbow +7
Dodge/Escape +6
Endurance +7
Melee +7
Resist Coercion +3
Resist Magic +4
Riding +4
Small Blades +5
Stealth +5
Swordsmanship +6
Tactics +5
Wilderness Survival +4

Bought & Paid For

Mercenaries are usually either found individually for hire or organised into sizable Free Companies that are hired by various nations all over the Continent. Money is the primary motivator behind any mercenary unit and bribery instead of direct confrontation is sometimes possible, if expensive.

Mercenaries can be from any nation or race, this entry should be used only as a baseline, GMs are encouraged to modify this entry extensively if they need to.

Some mercenary units might either contain or be comprised entirely of cavalry assets.

Weapons			
Name	DMG	Effect	ROF
Crossbow	4d6+2	100m Range	1
Poniard	2d6+2	Bleed (25%), WA +1	1
Arming Sword	2d6+4	N/A	1

Loot
Crowns (3d10)
Bolts (20)
Mundane Items (1d6)
Double Woven Hood
Heavy Brigandine
Armoured Trousers
Steel Buckler

Horse	
Athletics	+11
Control Mod	+2
Speed	12
Health	40
Weight	100

Threat
Easy Complex
Bounty
45
Armour
H: 3, T: 5, L: 5

INT	4
REF	6
DEX	7
BODY	7
SPD	7
EMP	6
CRA	4
WILL	4
LUCK	0

STUN	5
RUN	21
LEAP	4
STA	25
ENC	50
REC	5
HP	25
VIGOR	0



Pirates

Illustration by
Graft Studio

Height	Normal human heights
Weight	Normal human weights
Environment	Rivers, lakes and shores
Intelligence	Human-level intelligence
Organisation	Groups, any number

Academic Knowledge (Education DC: 12)

Pirates are a common feature along the coasts and rivers of the Continent and in many trades are marked as a simple cost of doing business. Wartime will always prove lucrative for criminal elements such as these and many turn to smuggling rather than straight piracy to make a living.

Though river pirates are more common, their seafaring colleges represent a far greater danger to life. Though most pirates will try to avoid out-right murder to stay unnoticed by the authorities, seafaring pirates will simply scuttle their target's ships instead.

The most infamous pirates are of course, the Skellige raiders. These dangerous clansmen have been especially successful against the Nilgaardian Navy in the Third Northern War and it's an open secret that they're heavily sponsored by Cindaris as privateers to prevent a Western flanking manoeuvre from the Black Ones.

Vulnerabilities

Hanged Man's Venom

Abilities

Quick Fire Cocktail

Pirates often use sabotage against coastal targets and enemy vessels. They can throw an improvised incendiary as full round action using athletics at a range of Body x 2m. This has a 50% to set anything in the 2m cone away from the landing on fire. If the pirate is hit by a fire-based attack there's a 50% the cocktail will ignite.

Professional Opinion (Tactics DC: 12)

The barbarians of Skellige have always been a thorn in the Empire's side, but piracy of all kinds can have a serious detrimental effect on the campaign trail. The key to any successful advance is an army's supply train and pirates can represent a serious threat to this vital resource.

One should be cautious not to engage these criminals on their terms, instead target their ports of call or shipbuilding infrastructure. Mobility is a pirate's strength, remove that and they become vulnerable.

-An Exposition on War, Commander Dremidydd aep Siams

Skills

Archery +7
Awareness +6
Brawling +8
Courage +6
Dodge/Escape +7
Endurance +6
Intimidation +8
Melee +7
Resist Coercion +7
Resist Magic +4
Small Blades +8
Stealth +5
Tactics +6
Wilderness Survival +4

No Honour Among Thieves

Pirates fight to steal, nothing more nothing less. They'll rarely fight to the death, unless particularly desperate or unusually motivated. A pirate band will almost never engage a target unless circumstances are heavily in their favour and will use every dirty trick they can to secure those circumstances.

Below are the statistics for a typical small pirate ship, based on a cutter. These statistics can be scaled up to represent a larger vessel, if needed.

Weapons

Name	DMG	Effect	ROF
Short Bow	3d6+3	100m, AP or Bleed (100%)	1
Poniard	2d6+2(+4)	Bleed (25%). WA +1	1
Battle Axe	5d6(+2)	N/A	1

Loot

Crowns (1d10)
Arrows/Bolts (20)
Mundane Items (1d6)
Archer's Hood
Light Gambeson
Padded Trousers

Raiding Ship

Athletics	+N/A
Control Mod	0
Speed	10
Health	60
Weight	610

Threat
Easy Complex
Bounty
110
Armour
H: 16, T: 20, L: 14

INT	4
REF	7(4)
DEX	7(4)
BODY	7
SPD	5
EMP	6
CRA	4
WILL	5
LUCK	0

STUN	6
RUN	15
LEAP	3
STA	30
ENC	60
REC	6
HP	30
VIGOR	0



Nilfgaardian Infantry

Illustration by
Graft Studio

Height	Normal human heights
Weight	Normal human weights
Environment	Wherever the Army directs them
Intelligence	Human-level intelligence
Organisation	Groups, any number

Academic Knowledge (Education DC: 12)

Heavy infantry is the core of the Nilfgaardian Empire's war machine and are one of primary reasons for the success their armies (for the most part) in all three Northern Wars. Soldiers of the Empire's infantry are professionals, supported by capable officers trained at the Markus Braibant Military Academy. They're also well-equipped and provisioned using standardized equipment produced by manufactories and shipped to the front in vast supply trains.

Everything about the Nilfgaardian military revolves around discipline and training. Infantry members can expect to be well supported and supplied and in turn are expected to follow orders immediately and accurately.

The distinctive enamel used on Nilfgaardian soldier's finely crafted plate mail is what gives them the derogatory moniker of 'Black Ones'.

Vulnerabilities

Hanged Man's Venom

Abilities

Strict Discipline

If engaged with the same enemy, Infantrymen fighting together get +1 to Defence and Courage checks

Professional Opinion (Tactics DC: 12)

*The infantry core *is* the Empire's army, these soldiers are a commander's most important element and should be treated as such. A unit should never be positioned out of range of supporting assets such as cavalry units, scouts or artillery. Discipline should always be maintained and any deviations from the Codices of War should be punished as directed. Order is what separates citizens from the savages in the North.*

-An Exposition on War, Commander Dremidydd aep Siams

Skills

Athletics +7
Awareness +6
Brawling +6
Courage +7
Crossbow +7
Dodge/Escape +6
Endurance +5
Intimidation +3
Leadership +4
Resist Coercion +5
Resist Magic +4
Staff/Spear +8
Stealth +5
Swordsmanship +8
Tactics +4
Wilderness Survival +4

Levels of Infantry

As with Bandits, infantry can be made more of a challenge by improving their stats or HP. Alternatively a GM can give them better armour or weapons.

Rank and File

Infantry is the backbone of the Black One's army groups and will be the most common Nilfgaardian soldier that most people will encounter. They are generally loyal, very disciplined and well-trained. As with any army there are exceptions to this, but harsh punishments and almost constant supervision keep most soldiers in line.

Weapons

Name	DMG	Effect	ROF
Crossbow	4d6+2	100m Range, WA +1	1
Esboda	5d6(+2)	WA +1	1
Poleaxe	4d6+2(+4)	Long Reach (2m)	1

Loot

Crowns (2d10)
Arrows/Bolts (20)
Mundane Items (1d6)
Armet
Plate Armour
Plate Greaves
Steel Kite Shield or Nilfgaardian Pavise

Threat
Easy Difficult
Bounty
250
Armour
H: 8, T: 8, L: 8

INT	7
REF	8
DEX	8
BODY	5
SPD	7
EMP	8
CRA	6
WILL	8
LUCK	0

STUN	6
RUN	21
LEAP	6
STA	30
ENC	50
REC	6
HP	30
VIGOR	0



Secret Service Agents

Illustration by
Bruno
Biazotto

Height	Normal human heights
Weight	Normal human weights
Environment	Anywhere
Intelligence	Human-level intelligence
Organisation	Usually solitary

Academic Knowledge (Education DC: 17)

It's no secret that espionage is a key facet of modern warfare on the Continent and every nation from Korvir to Nilfgaard employ dozens of infiltrators, spies and assassins. By the outbreak of the Third Northern War there was already a fierce skirmish raging in the shadows as the Northern Kingdoms desperately scrambled to foil Nilfgaardian spies and assassins; though the latter proved futile.

The Nilfgaardian Secret Service is amongst the most disciplined and organized in the known world. Though not as large, nor as successful as its Redanian counterpart it has still managed to score crippling blows on the enemies of the Empire and remains the eyes and ears of Emperor Emhyr var Emreis in the current war.

Nilfgaardian agents can be found anywhere on the Continent; monitoring mages graduating from the magical academies of the Empire or amongst the Northern Kingdoms sowing chaos and gathering intelligence behind the front lines.

Professional Opinion (Tactics DC: 14)

Espionage is a distasteful symptom of modern warfare. However, our enemies to the North would devastate our forces and even citizens at home if their agents were not countered by our own operatives.

Redania remains our chief rival in this battlefield, this barbaric nation somehow manages to field a vast and organised intelligence network, no doubt spearheaded by King Radovid himself.

One should always be cautious of double agents as these 'soldiers', so prone to deceit, can be compromised and turned by the enemy.

-An Exposition on War, Commander Dremidydd aep Siams

Weapons			
Name	DMG	Effect	ROF
Hand Crossbow	2d6+2	50m Range, Slow Reload	1
Stiletto	1d6	Concealment, WA +2	1
Brass Knuckles	2d6	N/A	1
Orion	1d6	10m Range	1

Skills
Athletics +4
Awareness +8
Brawling +9
Courage +7
Crossbow +5
Deceit +9
Disguise +8
Dodge/Escape +8
Forgery +6
Intimidation +7
Melee +7
Persuasion +7
Pick Lock +9
Resist Coercion +10
Resist Magic +4
Stealth +8
Swordsmanship +3
Tactics +6
Wilderness Survival +4

Loot
Crowns (5d10)
Arrows/Bolts (20)
Mundane Items (1d6)
Double Woven Hood
Double Woven Gambeson
Double Woven Trousers
Disguise Kit
Lock Picks
Forgery Kit
Intelligence/Orders

Vulnerabilities

Hanged Man's Venom

Abilities

Espionage Specialist

If needed, agents can duplicate languages perfectly and without accent.

Alchemical Additives

Provided Agents have an action to spare, they may coat their piercing or slashing weapons with Black Venom. Targets damaged with them are **Poisoned** unless they succeed a DC: 16 Endurance check.

Tinker, Tailor, Soldier, Spy

Agents will often procure different armour and weapons to better infiltrate locations or assume cover identities

Though this entry is designed as a Nilfgaardian spy, it can easily be altered to act as an agent of any country's espionage community.

ThreatHard
Simple**Bounty**

500

Armour

H: 14, T: 16, L: 16



INT 3

REF 8(7)

DEX 6(5)

BODY 8

SPD 4

EMP 5

CRA 2

WILL 7

LUCK 0

STUN 7

RUN 12

LEAP 4

STA 35

ENC 80

REC 7

HP 35

VIGOR 0

Illustration by
Kim Kovaleva

Gemmerian Pacifiers

Height	Normal human heights
Weight	Normal human weights
Environment	Anywhere
Intelligence	Human-level intelligence
Organisation	Groups, small units

Academic Knowledge (Education DC: 14)

Gemmerians have always been considered a brutal people. Gemmera itself is a barren land filled with warring villages and mining towns and Nilgaard had some difficulty in subjugating the natives. Nowadays Nilfgaard uses their talented warriors in mercenary units throughout the Empire and beyond and Gemmerians are easily recognisable by their bulk, dwarfing all but the Skellige and Kaedweni peoples to the North.

Pacifiers are usually relatively lightly armoured and rely on overwhelming offense in combat. This is usually achieved with their 2 meter-long Torrwr blades; monstrous weapons used to dismember horses to break cavalry charges and to intimidate infantry opposition.

Vulnerabilities

Hanged Man's Venom

Abilities

Trained Soldiers

Pacifiers are trained combatants. They can use special attacks by spending stamina. They can also make either Fast Strikes or a Strong Strike by spending 3 stamina, as per an extra action.

Juggernaut

Pacifiers gain +2 to resist attempts to trip, pin or charge them to knock them prone. Knockdown effects are also 25% less effective.

Professional Opinion (Tactics DC: 13)

Gemmerian Pacifiers were instrumental in defeating the insurrections in Maecht, Ebbing and Geso. It's true their tactics might be distasteful to some, but as shock troops they're incredibly effective. If brutalising traitors and barbarians save the lives of good Nilfgaardian citizens then such actions are surely justified.

Pacifiers can be overwhelmed if over-extended, but even one of their number is more than a match for two or three infantry regulars.

-An Exposition on War, Commander Dremidydd aep Siams

Skills

Athletics +5

Awareness +4

Brawling +9

Courage +9

Dodge/Escape +7

Endurance +8

Etiquette +7

Intimidation +8

Leadership +5

Melee +9

Physique +7

Resist Coercion +8

Resist Magic +5

Stealth +4

Tactics +3

Wilderness Survival +6

The Brutality of War

Pacifiers exist to terrify. This means that they regularly engage in truly terrible actions such as murder and rape in order to make newly conquered civilians passive.

These issues are obviously offensive and can easily be either ignored entirely or veiled behind the scenes if GMs wish.

Weapons

Name	DMG	Effect	ROF
Poniard	2d6+2(+6)	Bleed (25%), WA +1	1
Highland Mauler	6d6+2(+6)	Meteorite, Stun (-2)	1
Hand Axe	2d6+1(+5)	18m Range	1

Loot

Crowns (4d10)

Mundane Items (1d6)

Armoured Hood

Leather Jacket

Leather Trousers

Threat
Hard Complex
Bounty
650
Armour
H: 30, T: 30, L: 30



INT	4
REF	8(5)
DEX	7(4)
BODY	7
SPD	5
EMP	6
CRA	3
WILL	7
LUCK	0

STUN	7
RUN	15
LEAP	3
STA	35
ENC	70
REC	7
HP	35
VIGOR	0

Nilfgaardian Knights

Illustration by
Diego de
Almeida

Height	Normal human heights
Weight	Normal human weights
Environment	Anywhere
Intelligence	Human-level intelligence
Organisation	Groups, small units

Academic Knowledge (Education DC: 12)

A Nilfgaardian heavy cavalry vanguard in full charge is truly terrifying and they're some of the most iconic soldiers in the Empire's armies, more than a match for most opponents. Similar to the rest of Nilfgaardian doctrine they favour heavy armour and weapons, using a aggressive approach that relies on sheer force to break through enemy lines.

Knights of the Empire are provided with some of the finest armour and weapons produced by mankind on the Continent today along with the greatest mounts Nilfgaard has to offer. They are truly elite soldiers and are used sparingly on the battlefield, reserved for breaking key positions or attacking vital targets.

Lighter cavalry is also used, especially in flanking manoeuvres or to harass enemy positions and are generally deployed in larger brigades than the heavier knights.

Vulnerabilities

Hanged Man's Venom

Abilities

Trained Soldiers

Knights are trained combatants. They can use special attacks by spending stamina. They can also make either Fast Strikes or a Strong Strike by spending 3 stamina, as per an extra action.

Shock and Awe

Knights don't need to make Control checks after using the Ramming action when on horse-back. Also, when mounted and in full armour,

Knights gain +3 to Intimidation checks.

Professional Opinion (Tactics DC: 13)

A well-placed cavalry charge can bring victory from ruin. One committed, however, a vanguard can become bogged-down overwhelmed if their target isn't chosen with care.

Light cavalry brigades are your most responsive soldiers and can be rapidly deployed to counter any unforeseen events such as ambushes or to quickly provide support to pressure in pitched battle.

-An Exposition on War, Commander Dremidydd aep Siams

Skills

Awareness +5

Brawling +8

Courage +8

Dodge/Escapes +7

Endurance +7

Intimidation +4

Leadership +7

Resist Coercion +6

Resist Magic +6

Riding +9

Small Blades +6

Staff/Spear +10

Stealth +3

Swordsmanship +9

Tactics +6

Wilderness Survival +5

Light Cavalry

Knights can be made less of a challenge by lowering their stats or HP. Alternatively a GM can give them lighter armour and barding.

Specialists

Knights will almost always fight from horse-back. They have Saddlebags, a Cavalry Saddle (+1 Control), Blinders (+1 to calm mount) and Chain Barding (15SP)

Weapons

Name	DMG	Effect	ROF
Poniard	2d6+2(+4)	Bleed (25%), WA +1	1
Vicovarian Blade	5d6+4(+6)	Balanced	1
Poleaxe	4d6+2(+4)	Long Reach (2m)	1

Loot

Crowns (4d10)

Arrows/Bolts (20)

Mundane Items (1d6)

Nilfgaardian Helm

Nilfgaardian Plate

Nilfgaardian Greaves

War Horse

Athletics	+12
Control Mod	-1
Speed	11
Health	50
Weight	270

Threat
Easy Complex
Bounty
100
Armour
H: 14, T: 14, L: 14

INT	4
REF	7(6)
DEX	7(6)
BODY	7
SPD	6
EMP	5
CRA	3
WILL	6
LUCK	0

STUN	6
RUN	18
LEAP	3
STA	35
ENC	60
REC	6
HP	30
VIGOR	0



Illustration by
Grafit Studio

Northern Kingdoms Soldiers

Height	Normal human heights
Weight	Normal human weights
Environment	Anywhere
Intelligence	Human-level intelligence
Organisation	Groups, any number

Academic Knowledge (Education DC: 10)

The Northern Kingdoms deploy a wide variety of infantry forces from all walks of life and differing nations. No one Northern nation is the same when it comes to battlefield tactics and equipment. The one characteristic that they generally share is that their units contain many veterans from the first two wars; resulting with many soldiers with a surprising amount of combat experience spread across a decade or two of wars.

Though out-equipped and generally not as well drilled as the Empire's infantry, the Northern Kingdoms infantry is fighting for their homes, giving them a ferocity that's unfamiliar to the province's soldiers.

Vulnerabilities

Hanged Man's Venom

Abilities

War-Hardened

If fighting to defend enemies of the Northern Kingdoms, infantry are at a +1 to attack actions.

Professional Opinion (Tactics DC: 12)

The Northern barbarians field a disorganised and undisciplined infantry, prone to corruption and a lack of morale. They should not be underestimated, however, as they possess a determination that betrays their appearance and their numbers are comparable to the Empire's own forces.

-An Exposition on War, Commander Dremidydd aep Siams

Skills

Archery +7
Athletics +4
Awareness +6
Brawling +6
Courage +6
Dodge/Escape +6
Endurance +5
Intimidation +5
Leadership +4
Melee +7
Resist Coercion +6
Resist Magic +5
Stealth +5
Swordsmanship +6
Tactics +3
Wilderness Survival +5

Levels of Infantry

As with Bandits, infantry can be made more of a challenge by improving their stats or HP. Alternatively a GM can give them better armour or weapons.

Weapons

Name	DMG	Effect	ROF
Short Bow	3d6+3	100m Range	1
Krigsverd	4d6+4(+6)	WA +2	1
Mace	5d6(+2)	N/A	1

Loot

Crowns (3d10)
Arrows/Bolts (20)
Mundane Items (1d6)
Armoured Hood
Halberdier's Armour
Redanian Greaves
Steel Kite Shield

Wide Variety

Infantry in the North can come from any of the widely divergent countries under the Northern Kingdoms banner.

With this in mind, the weapons or armour that they're equipped with can easily be altered to fit a particular nation or unit the GM has in mind.

ThreatMedium
Complex**Bounty**

450

Armour

H: 16, T: 16, L: 16

Illustration by
Lasahido Lius

Kaedweni Cavalry

Height	Normal human heights
Weight	Normal human weights
Environment	Anywhere
Intelligence	Human-level intelligence
Organisation	Groups, small units

INT 3

REF 8

DEX 8

BODY 8

SPD 4

EMP 5

CRA 2

WILL 7

LUCK 0

STUN 7

RUN 12

LEAP 2

STA 35

ENC 80

REC 8

HP 35

VIGOR 0

Academic Knowledge (Education DC: 10)

Like many other countries in the Northern Realms, the Kingdom of Kaedwen maintains a large and well-trained army, full of valorous commanders and brave soldiers able to tolerate the terribly cold weather of the terrain. Although the Kaedweni soldiers are not the best swordsman of the Northern Kingdoms, they're without a doubt the among the greatest in the use of Siege weapons and cavalry units.

The "crème de la crème" of the Kaedweni Army is the Dun Banner, a cavalry unit characterized by soldiers wearing beaver cloaks and caps. When the Nilfgaardian Army invaded the kingdom of Aedirn, the unit came to help their neighbours, succeeding in freeing the Lormark. The Dun Banner took also part in the Battle of Brenna in 1268 where they destroyed the Nilfgaardians soldiers under their hooves.

Vulnerabilities

Hanged Man's Venom

Abilities

Trained Soldiers

Kaedweni calvary are trained combatants. They can use special attacks by spending stamina. They can also make either Fast Strikes or a Strong Strike by spending 3 stamina, as per an extra action.

Skirmisher

When riding in rough terrain, Kaedweni cavalry take don't take the -2 penalty for swampy, overgrown or rough conditions.

Professional Opinion (Tactics DC: 13)

The Kaedweni field some of the finest cavalry I've had the misfortune to encounter, second only to the Empire's own Knights. It's wise to recognise how decisive the Dun Banner were in the Battle of Brenna; their heavy maces can destroy even the hardest armour and their mobility keeps most serious attempts at a counterattack at bay.

-An Exposition on War, Commander Dremidydd aep Siams

Skills

Athletics +4
Awareness +4
Brawling +9
Courage +9
Dodge/Escape +7
Endurance +8
Intimidation +8
Leadership +5
Melee +9
Physique +7
Resist Coercion +8
Resist Magic +5
Riding +7
Stealth +4
Tactics +3
Wilderness Survival +6

Light Cavalry

Kaedwen's terrain is unsuitable to full war horses, so their cavalry is typically fielded on a nimbler mount.

Kaedweni Cavalry will almost always fight from horse-back. They have Saddlebags, a Cavalry Saddle (+1 Control), Blinders (+1 to calm mount) and Leather Barding (10SP)

Weapons

Name	DMG	Effect	ROF
Short Bow	3d6+2	100m Range, AP or Bleed (100%)	1
Hand Axe	2d6+1(+3)	N/A	1
Highland Mauler	6d6+2(+4)	Meteorite, Stun (-2)	1

Loot

Crowns (4d10)
Arrows/Bolts (20)
Mundane Items (1d6)
Armet
Leather Jacket
Leather Trousers

Horse

Athletics	+11
Control Mod	+2
Speed	12
Health	40
Weight	100

ThreatMedium
Difficult**Bounty**

300

Armour

H: 14, T: 16, L: 12

Illustration by
Marta Dettlaff

Temerian Blue Stripes

Height	Normal human heights
Weight	Normal human weights
Environment	Anywhere
Intelligence	Human-level intelligence
Organisation	Small groups

INT	6
REF	9(8)
DEX	8(7)
BODY	7
SPD	7
EMP	5
CRA	7
WILL	6
LUCK	0

STUN	6
RUN	21
LEAP	4
STA	30
ENC	70
REC	6
HP	30
VIGOR	0

Academic Knowledge (Education DC: 14)

The Blue Stripes are an elite Special Forces unit in the Temerian military. It's headed by Vernon Roche, a former peasant that rose through the ranks to become one of King Foltest's most trusted military leaders. The small unit consists of dauntless swashbucklers, interrogation specialists and almost noiseless scouts – all of them extremely loyal to their leader.

The unit's small size and the level of experience of its members means that it almost exclusively relies on ambush and guerrilla tactics. They'll frequently engage in sabotage and sometimes even brutal assassinations to accomplish their objectives. The unit harbours a hatred of non-humans that often leads them into conflict with Scoia'tael commandos.

Vulnerabilities

Hanged Man's Venom

Abilities

Trained Soldiers

Blue stripes are trained combatants. They can use special attacks by spending stamina. They can also make either Fast Strikes or a Strong Strike by spending 3 stamina, as per an extra action.

Ambush Specialist

When making a stealth roll to hide from targets, blue stripes use the highest Stealth roll amongst all of them. This roll counts for the whole group.

Professional Opinion (Tactics DC: 14)

Special forces units such as the Temerian's Blue Stripes are a dangerous adversary to face in the field. Led by capable commanders, these units can harass and delay an army seemingly indefinitely.

After an invasion is complete, it's small units such as these that will often form the backbone of resistance movements, making eliminating them a high priority to avoid potential decades of strife.

-An Exposition on War, Commander Dremidydd aep Siams

Skills

Athletics +8

Awareness +7

Brawling +8

Courage +6

Crossbow +6

Dodge/Escape +5

Endurance +5

Intimidation +5

Leadership +4

Melee +7

Resist Coercion +6

Resist Magic +5

Stealth +8

Swordsmanship +7

Tactics +6

Trap Crafting +8

Wilderness Survival +9

Special Operations

Blue Stripes will almost always make use of ambush and hit-and-run tactics by either chasing/luring targets into allies, or by laying traps along the road. Refer to the Core Book p.55 for these rules.

Weapons

Name	DMG	Effect	ROF
Crossbow	4d6+2	100m Range, AP or Bleed (100%), WA +1	1
Kord	5d6(+2)	Bleed (25%)	1
Poniard	2d6+2(+4)	Bleed (25%)	1

Loot

Crowns (2d10)

Arrows/Bolts (20)

Mundane Items (1d6)

Armoured Hood

Leather Jacket

Armoured Trousers



Threat
Medium Simple
Bounty
400
Armour
H: 12, T: 14, L: 14

INT	5
REF	8(7)
DEX	8(7)
BODY	7
SPD	5
EMP	4
CRA	3
WILL	7
LUCK	0

STUN	7
RUN	15
LEAP	3
STA	35
ENC	35
REC	7
HP	35
VIGOR	0



The Witcher 3:
Wild Hunt
Gwent card art

Redanian Halberdiers

Height	Normal human heights
Weight	Normal human weights
Environment	Anywhere
Intelligence	Human-level intelligence
Organisation	Groups, small units

Academic Knowledge (Education DC: 12)

Redanian Halberdiers are some of the finest heavy infantry fielded by any Northern Kingdoms army. So iconic are these heavily armed soldiers that the halberds that they carry have even become known as the 'Red Halberd'. Halberdiers are usually deployed in response to enemy cavalry on the battlefield, and a line of these soldiers can break even the fiercest charge that would obliterate any other unit.

Halberdiers are a common sight in Redania and the nation makes extensive use of these heavy infantry units; readily committing them to the frontlines and to secure vital positions.

Vulnerabilities

Hanged Man's Venom

Abilities

Trained Soldiers

Halberdiers are trained combatants. They can use special attacks by spending stamina. They can also make either Fast Strikes or a Strong Strike by spending 3 stamina, as per an extra action.

Brace!

A halberdier can spend his action to brace against a target, delaying his attack until the target gets within range of his polearm. If this target is charging, the halberdier gets +1 to this attack.

Professional Opinion (Tactics DC: 12)

Redania's use of halberdier's presents a challenging obstacle to the fielding of heavy cavalry. A vanguard at full tilt is in danger of overcommitting to the attack and will suffer heavy losses if engaging a line of these soldiers.

The design of the halberd and the training of these units make them a dangerous opponent to even the Empire's heavily armoured infantry. Caution is advised.

-An Exposition on War, Commander Dremidydd aep Siams

Skills

Archery +7
Athletics +5
Awareness +6
Brawling +6
Courage +6
Dodge/Escape +7
Endurance +5
Intimidation +5
Leadership +4
Resist Coercion +6
Resist Magic +5
Staff/Spear +9
Stealth +5
Swordsmanship +6
Tactics +3
Wilderness Survival +5

Weapons

Name	DMG	Effect	ROF
Arming Sword	2d6+4(+6)	N/A	1
Poniard	2d6+2(+4)	Bleed (25%), WA +1	1
Red Halberd	6d6+3(+5)	Long Reach (2m)	1

Loot

Crowns (3d10)
Mundane Items (1d6)
Chain Coif
Halberdier's Armour
Redanian Greaves

ThreatMedium
Complex**Bounty**

500

Armour

H: 10, T: 10, L: 10



INT 4

REF 7

DEX 6

BODY 8

SPD 4

EMP 6

CRA 6

WILL 6

LUCK 0

STUN 7

RUN 12

LEAP 2

STA 35

ENC 80

REC 7

HP 35

VIGOR 0

Illustration by
Grafit Studio

Scoia'tael Marauders

Height	Normal dwarven heights
Weight	Normal dwarven weights
Environment	Rural areas, woodlands and roads
Intelligence	Human-level intelligence
Organisation	Small Groups

Academic Knowledge (Education DC: 14)

Though treated relatively well by humans compared to their elven compatriots, the Scoia'tael movement still attracts a surprising number of dwarves among their number. These fierce fighters bring a level of ingenuity that can will sometimes not come naturally to elves. The primary tactic of the marauder is similar to that of a highwayman, albeit somewhat more brutal; this focuses on the ambush as one can expect from the Scoia'tael, but the marauders favour the use of traps to pin or wound the enemy before charging in with axe, or in some cases, explosives.

Elder race equipment is smuggled into areas of Scoia'tael activity using the Havekar and is used sparingly due to its quality and cost, but marauders are one of the cases where these tools are used effectively.

Professional Opinion (Tactics DC: 10)

The Scoia'tael are a fleeting concern of little tactical importance. They're useful as cat's paws however, as proven with the events of the Thanedd Coup and bare greater hatred of the barbarians to the North than the Empire.

Yet another item of proof of the advantage of civilized laws over crude, tribal customs.

-An Exposition on War, Commander Dremidydd aep Siams

Weapons

Name	DMG	Effect	ROF
Gnomish Hand Crossbow	2d6	100m Range, WA +3, (Ablating)	1
Dwarven Cleaver	3d6(+2)	WA +2	1
Dwarven Axe	5d6+3(+5)	WA +3	1

Skills

Athletics +7
Awareness +6
Brawling +8
Courage +7
Crossbow +7
Dodge/Escape +4
Endurance +5
Leadership +4
Melee +7
Resist Coercion +5
Resist Magic +7
Small Blades +6
Stealth +8
Tactics +4
Trap Crafting +7
Wilderness Survival +7

Loot

Crowns (2d10)
Bolts (20)
Dwarven Impact Bolts (1d6)
Mundane Items (1d6)
Gnomish Chain

Vulnerabilities

Hanged Man's Venom

Abilities

Trained Soldiers

Marauders are trained combatants. They can use special attacks by spending stamina. They can also make either Fast Strikes or a Strong Strike by spending 3 stamina, as per an extra action.

Gnomish Chain

Gnomish chain armour gives a marauder resistance to slashing.

Superior Tools

Though designed using Elder Race equipment, marauders can be re-tooled to use mundane gear if the GM chooses.

Alternatively a GM can increase the difficulty of this entry by giving them better examples from the Elder Race Armoury section.

Bombs can also be given to marauders, but these weapons are *extremely* lethal and may quickly dispatch a player group.

Hatred Runs Deep

Though elves are most common, the Scoia'tael appeals to other members of the elder races such as halflings, gnomes and dwarves.

ThreatMedium
Complex**Bounty**

500

Armour

H: 20, T: 20, L: 20



INT 4

REF 7

DEX 9

BODY 5

SPD 8

EMP 6

CRA 4

WILL 7

LUCK 0

STUN 6

RUN 15

LEAP 3

STA 30

ENC 50

REC 6

HP 30

VIGOR 0

Illustration by
Grafit Studio

Scoia'tael Veterans

Height	Normal elven heights
Weight	Normal elven weights
Environment	Rural areas, woods and roads
Intelligence	Human-level intelligence
Organisation	Groups, small units

Academic Knowledge (Education DC: 14)

Normally Scoia'tael will attempt to maintain a low profile in the Northern Kingdoms. This is mostly due to the risk of increased reprisals and unwanted attention to the isolated areas that they operate from. Sometimes, however, a target will be too tempting or revenge too sweet and the Scoia'tael will assemble one of their war parties, assaulting them directly.

Veterans represent the Scoia'tael's shock troops, elite soldiers that are only sparingly deployed on the battlefield and only the largest commandos can spare the manpower or resources to support soldiers on this scale.

Vulnerabilities

Hanged Man's Venom

Abilities

Trained Soldiers

Veterans are trained combatants. They can use special attacks by spending stamina. They can also make either Fast Strikes or a Strong Strike by spending 3 stamina, as per an extra action.

Scoia'tael Armour

Scoia'tael armour is built with local foliage and furs integrated into it. When traveling through wilderness the wearer gets +2 to Stealth Checks.

Professional Opinion (Tactics DC: 12)

The Scoia'tael will sometimes form warbands to assault high-value targets or engage in the petty hatred that this movement is known for. These bands are a dangerous foe, prone to hit-and-run tactics using superior equipment no doubt stolen from their more civilized kin.

These units are skilled in a wide variety of roles and are competent swordsmen, archers and horsemen. Luckily the Empire is rarely a target for these attacks, and they reserve their hatred for the rulers of the Northern Kingdoms, particularly Kaedwen and Redania.

-An Exposition on War, Commander Dremidydd aep Siams

Skills

Archery +9
Athletics +7
Awareness +9
Brawling +6
Courage +6
Dodge/Escape +8
Endurance +4
Leadership +3
Resist Coercion +5
Resist Magic +4
Riding +6
Stealth +8
Swordsmanship +8
Tactics +6
Wilderness Survival +8

Superior Tools

Though designed using Elder Race equipment, veterans can be re-tooled to use mundane gear if the GM chooses.

Alternatively a GM can increase the difficulty of this entry by giving them better examples from the Elder Race Armoury section.

Bombs can also be given to veterans, but these weapons are *extremely* lethal and may quickly dispatch a player group.

Skirmishers

Veterans will sometimes fight from horse-back. They have Saddlebags, a Racing Saddle (+2 Control), Blinders (+1 to calm mount) and Leather Barding (10SP)

Weapons

Name	DMG	Effect	ROF
Elven Travel Bow	4d6	200m Range, WA +2, (Bleed (100%))	1
Elven Messer	3d6+4	WA +2	1
Elven Glaive	4d6+3	Long Reach (2m), Bleed (25%)	1

Loot

Crowns (2d10)
Arrows/Bolts (20)
Elven Burrowers (1d6)
Mundane Items (1d6)
Scoia'tael Armour

Horse

Athletics	+11
Control Mod	+3
Speed	12
Health	40
Weight	100

ThreatMedium
Complex**Bounty**

600

Armour

H: 8, T: 20, L: 20

Illustration by
Grafit Studio

Mahakam Defender

INT	4
REF	8(7)
DEX	7(6)
BODY	9
SPD	4
EMP	5
CRA	4
WILL	7
LUCK	0

STUN	8
RUN	12
LEAP	2
STA	40
ENC	90
REC	8
HP	40
VIGOR	0

Height	Normal dwarven heights
Weight	Normal dwarven weights
Environment	Usually near Mahakam
Intelligence	Human-level intelligence
Organisation	Groups, any number

Academic Knowledge (Education DC: 14)

Though Mahakam is officially a vassal state of Temeria it's given a generous level of autonomy; this is primarily to keep the supply of vital ores from the mountain state secure. Due to this unusual political status, Mahakam fields its own military force to protect its borders and among these are the units of heavily-armed infantry known as Mahakam Defenders.

Unlike various volunteer soldiers fighting for the Northern Kingdoms, Defenders are rarely encountered outside of Mahakam and are primarily stationed in the few readily accessible mountain passes through the region.

Vulnerabilities

Hanged Man's Venom

Abilities

Trained Soldiers

Defenders are trained combatants. They can use special attacks by spending stamina. They can also make either Fast Strikes or a Strong Strike by spending 3 stamina, as per an extra action.

Strong Back

Defenders can ignore 2 points of EV from their armour.

Professional Opinion (Tactics DC: 12)

The Mahakam volunteer army proved a fierce opponent in the Second Northern War and I don't envy the officer that has to battle these soldiers now that the Third War has truly begun.

Mahakam's treacherous terrain and heavy infantry stationed on its borders makes it unlikely that an invasion of the country would be possible. Their prestigious endurance, legendary quality of arms and armour and familiarity with their home ground would make these units almost invincible in the field.

-An Exposition on War, Commander Dremidydd aep Siams

Skills

Athletics +5

Awareness +7

Brawling +7

Courage +7

Crossbow +8

Dodge/Escape +8

Endurance +6

Leadership +6

Melee +9

Resist Coercion +6

Resist Magic +7

Stealth +2

Tactics +5

Wilderness Survival +5

Weapons

Name	DMG	Effect	ROF
Dwarven Heavy Crossbow	5d6	300m Range, WA +3, (Ablating)	1
Mahakam Martell	5d6(+2)	Armour Piercing	1
Dwarven Cleaver	3d6(+2)	WA +2	1

Loot

Crowns (2d10)

Arrows/Bolts (20)

Dwarven Impact Bolts (1d6)

Mundane Items (1d6)

Spectacle Helm

Plate Armour

Plate Greaves

Mahakam Pavise

Superior Tools

Though designed using Elder Race equipment, defenders can be re-tooled to use mundane gear if the GM chooses.

Alternatively a GM can increase the difficulty of this entry by giving them better examples from the Elder Race Armoury section.