



THE
WITCHER[®]

VESEMIR'S JOURNAL OF CREATURES

For knowledge and experience are irreplaceable.



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Most of the text is not of mine authorship. Its from The Witcher Fandom and Fanon and I take no claim to its authorship.

Some of the monster contained here are just reformatted or slightly modified versions of monsters contained in the Unofficial Bestiary by /u/thehuntedsnark. I thank him and claim no authorship for those.

The Complications, Afflictions & Remedies section is a slightly modified and reformatted version of the work of by Leon M. (Leothedino). I thank him and claim no authorship for it.

Not all of the material has been play-tested yet, so any suggestions to improve and feedback on errors is more than welcome.

I made this trying to make it as close as possible to a real supplement, but it is not. This is a fan made profit-free homebrew supplement by u/guslapasta.

I hope I can add something to your games out there.

I thank R. Talsorian for their amazing work and I hope you see this as a fans work.

Keep your swords sharp!

Threat

Hard
Complex

Bounty

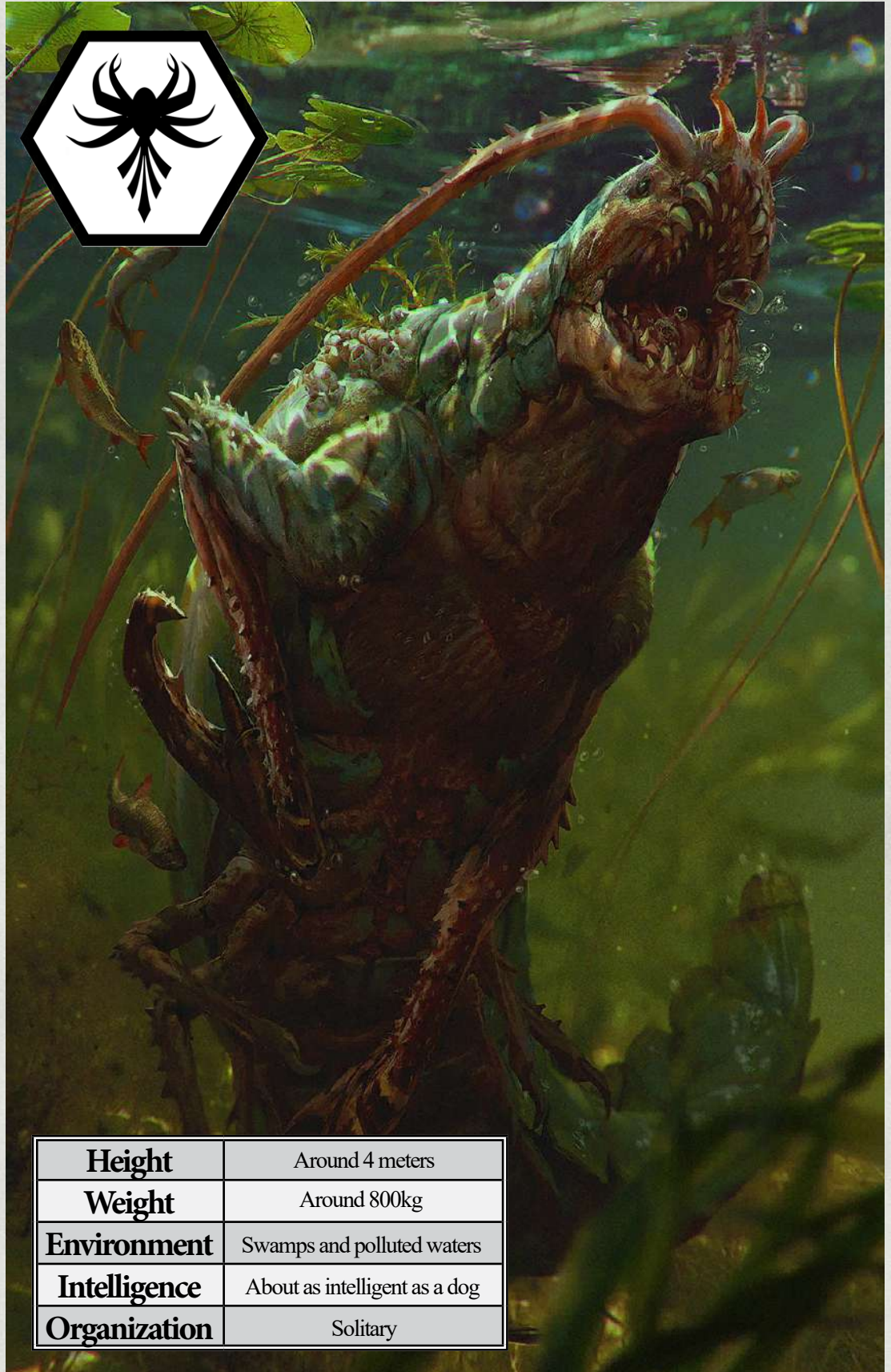
1000 Crowns

Armor

20

INT	1
REF	9
DEX	6
BODY	13
SPD	5
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	9
RUN	15
LEAP	3
STA	45
ENC	130
REC	9
HP	90
VIGOR	0



Height	Around 4 meters
Weight	Around 800kg
Environment	Swamps and polluted waters
Intelligence	About as intelligent as a dog
Organization	Solitary

Illustration by Anna Podedworna

Aeschnas

Commoner Superstition (Education DC:25)

Common folk doesn't know much about aeschnas. These aquatic insectoids were very common in swamps right after the conjunction. It's said that when the humans colonized the continent these beasts were extinct because they attacked the cattle. They looked like giant insects and dragged cattle and small boats alike. Heh, luckily they're gone, right?

-Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:20)

The aeschnas made the life of the first colonizers of the continent really harder. They are very aggressive creatures and attack anything that comes close to the bodies of water they are living in and any boats that comes through their territory. These magnificent crustacean-like monsters were almost extinct but managed to survive living in the sewers. After some time they started do crawl out and live in polluted waters near cities. As being considered extinct, the reports of the attacks made by this beasts are usually ignored by those who do not have the witcher knowledge. They have really hard backs and soft underside. They have several rolls of teeth and two big claws. They usually lay waiting partially berried with their antennae out capturing any sign of prey. That prey usually consists in big fishes and animals that get to the shore trying to drink from the river.

When fighting aeschnas you should never try to attack from the upperside. Not many weapons can pierce their skin. Try to make them expose their soft underside, preferably out the water. Make traps for them to come out. When attacking they will try to grab you with their claws and bite you. If they grab you, you're done. They have one of the most powerful bites you will have the displeasure to see.

Weapons			
Name	DMG	Effect	ROF
Claws	6d6	N/A	2
Bite	7d6+2	Bleed (100%)	1

Skills
Athletics +5
Awareness +6
Brawling +5
Courage +10
Dodge/Escape +8
Endurance +5
Melee +5
Resist Magic +9
Stealth +6
Wilderness Survival +4

Loot
Aeschna Claw (2)
Chitin (1d6)
Essence of Water (1d6)

Vulnerabilities

Insectoid Oil

Limited Movement

On land aeschna halves it's DEX and SPD.

Gills

Aeschna breathe through gills and survive out of the water only for 5 minutes

Soft Spot

An aeschna's underside has only 5 points of armor and does not have its damage resistances

Abilities

Resistances

Aeschna only take half damage from **bleeding**, **slashing** and **piercing**.

Feral

For the purposes of awareness and wilderness Survival, instinct gives them an INT of 6.

Amphibious

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

Ramming

Aeschnas attack boats ramming them, doing 5d6 damage to the vehicle.

Threat

Hard
Difficult

Bounty

1500 Crowns

Armor

0

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

STUN	7
RUN	24
LEAP	4
STA	35
ENC	60
REC	7
HP	35
VIGOR	0



Height	Usual human heights
Weight	Usual human weights
Environment	Forests
Intelligence	Human-level
Organization	Solitary

Aguaras

Commoner Superstition (Education DC:14)

Folk say these demon can take the form of a fox and take away children that play alone in fields. It makes illusions to lure and hide the child and you never see them again. If ya ask me, heh, I'd say it's just a fantasy tale to scary little kids.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:18)

Unlike what you hear in the legends, aguaras are antherions, which means they are non-humanoid creatures that can transform in humanoid forms. Aguaras are foxes that can take the form of a beautiful elven woman. They are usually peaceful creatures but can be easily provoked. When angry, they are merciless. They are capable of creating illusions nature related, like hiding trees or making people see a river that is not there. There are only female aguaras, they "reproduce" by kidnapping elven girls and transforming them into aguaras using an unknown ritual. Then they raise them like their child. If anyone tries to take their daughters away, nothing can stop these beasts. They will chase and kill everyone that gets in the way of getting her daughter back.

Aguaras don't usually fight with their own hands.

They are able to bewitch creatures for a short time to do their bidding. This applies to beasts and monsters that aren't much intelligent. If you are able to defeat those creatures that the aguara sends in your way, it will attack. When attacking, the aguara shows it's true form. She only has it's weapons in this form. Aguaras are very fast and can dodge blows very well and attack mostly with their claws. Though they prefer their claws, don't underestimate their bite.

Weapons			
Name	DMG	Effect	ROF
Claws	3d6	Bleed (50%)	2
Bite	5d6	Bleed (75%) WA +1	1

Skills
Athletics +6
Awareness +6
Brawling +6
Dodge/Escape +10
First Aid +6
Melee +7
Resist Coercion +7
Resist Magic +7
Teaching +6
Wilderness Survival +8

Loot
Aguara Heart
Infused Dust (1d6/2)
Random Items (1d6)

Vulnerabilities

Relict Oil

Abilities

Fox Nature

Aguaras can turn into a fox and back and can't be detected.

Influence

Aguaras can control any non-intelligent monster or beast in 100m range for 30 minutes. Aguaras influence only 3 creatures at a time.

Language

Dispite being foxes, aguaras can speak common speech.

Illusion

Aguaras can create illusions related to the natural habitat with DC: 18 to see through.



Illustration by Anna Podedworna

Threat

Medium
Difficult

Bounty

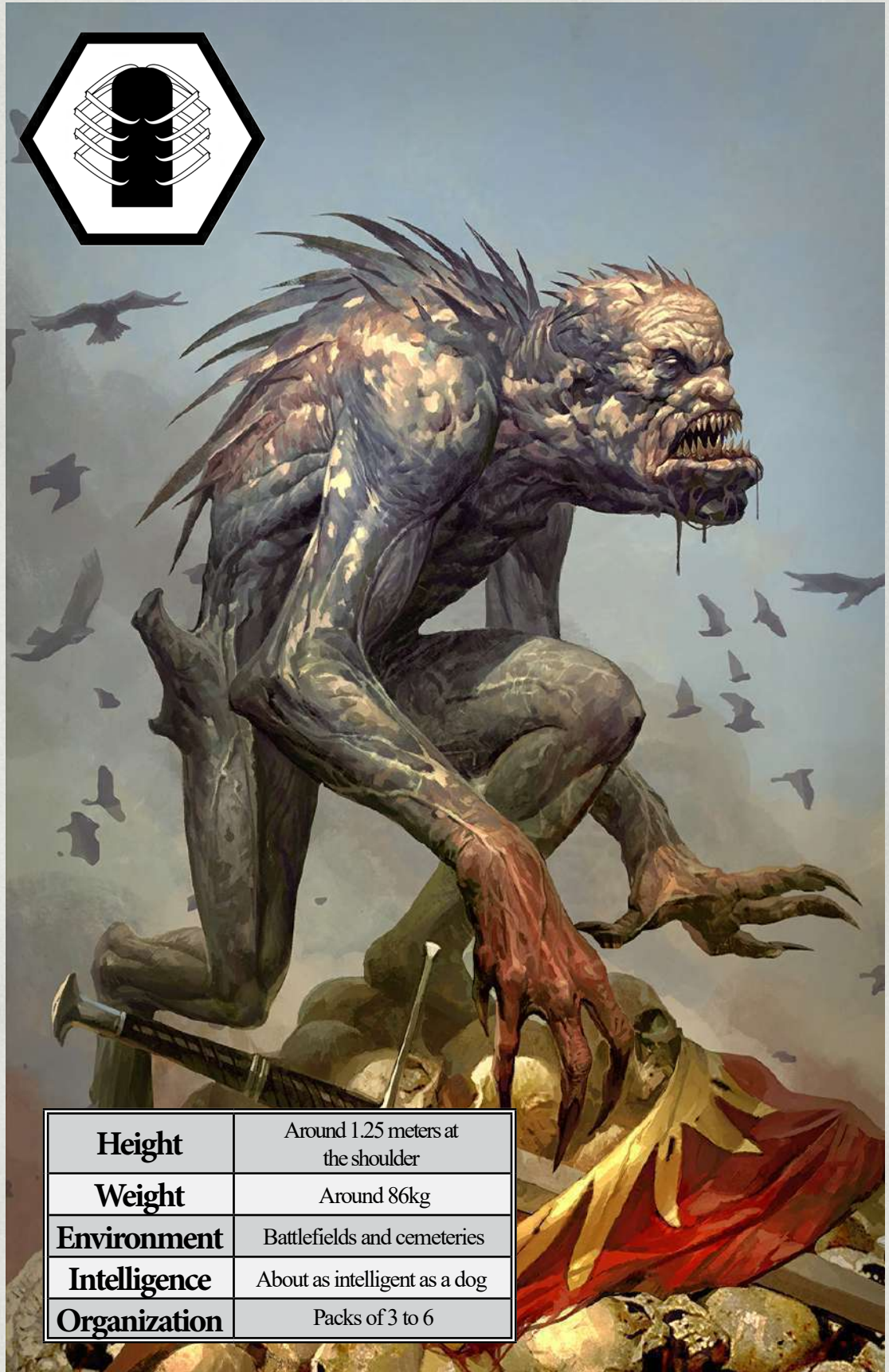
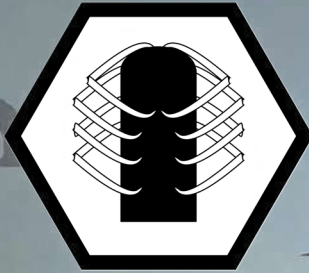
100 Crowns

Armor

0

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

STUN	7
RUN	18
LEAP	3
STA	35
ENC	80
REC	7
HP	35
VIGOR	0



Height	Around 1.25 meters at the shoulder
Weight	Around 86kg
Environment	Battlefields and cemeteries
Intelligence	About as intelligent as a dog
Organization	Packs of 3 to 6

Illustration by Bartłomiej Gawel

Alghouls

Commoner Superstition (Education DC:20)

An alghoul's basically a badarse ghoul.

-Yarpen Zigrin

Witcher Knowledge (Witcher Training DC:15)

Alghouls differ from normal ghouls in size, strength, coloring and, most importantly, intelligence. Whereas ghouls and graveirs are primitive creatures unfit to plan even the simplest ambush, alghouls are capable of forethought, and are thus much more dangerous.

Alghouls are smarter and more powerful than Ghouls or Graveirs, making them the greatest threat in a Ghoul pack. An otherwise coordinated pack becomes less so once the alghoul has been dealt with. Axii forces the spines on an alghoul to retract after a few seconds, with the added benefit of temporarily stunning the creature. An Alghoul can emit a piercing scream to stun nearby victims, as well as send nearby Ghouls into a raging frenzy. When enraged, an alghoul grows spines on its back. This makes attacking it a very dangerous proposition, as the spines are harmful if you use melee attacks.

Weapons			
Name	DMG	Effect	ROF
Claws	5d6	N/A	1
Bite	5d6+4	Bleed (25%) WA -1	1

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

Loot
Alghoul Spines (1d6)
Ghoul Marrow (1d6/2)
Venom Extract (1d6)

Vulnerabilities

Necrophage Oil

Abilities

Pounce

An alghoul doesn't need to take a running start when leaping.

Fury

When alghouls 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

Alghouls operate in areas of dim light with no penalties.

Sonic Screech

An alghoul can take its turn to let out a screech which forces anyone within 10m to make a Stun save at -1. All ghouls in range take a +5 to attack rolls in the next turn.

Poison Immunity

Alghouls take no damage from **poison**.

Back Spines

After is has been attacked, an alghoul can take a turn to expose its back spines. While they have its spines exposed every melee attack try against them fail and the attacker suffer 2d6 damage and has to make a stun save. An *Axii* sign forces them to retract the spines.

Threat

Hard
Difficult

Bounty

1500 Crowns

Armor

10

INT	6
REF	12
DEX	12
BODY	10
SPD	10
EMP	6
CRA	5
WILL	6
LUCK	0

STUN	8
RUN	30
LEAP	6
STA	40
ENC	100
REC	8
HP	80
VIGOR	0

Height	Usual human heights
Weight	Usual human weights
Environment	Near settlements
Intelligence	Human-level
Organization	Solitary

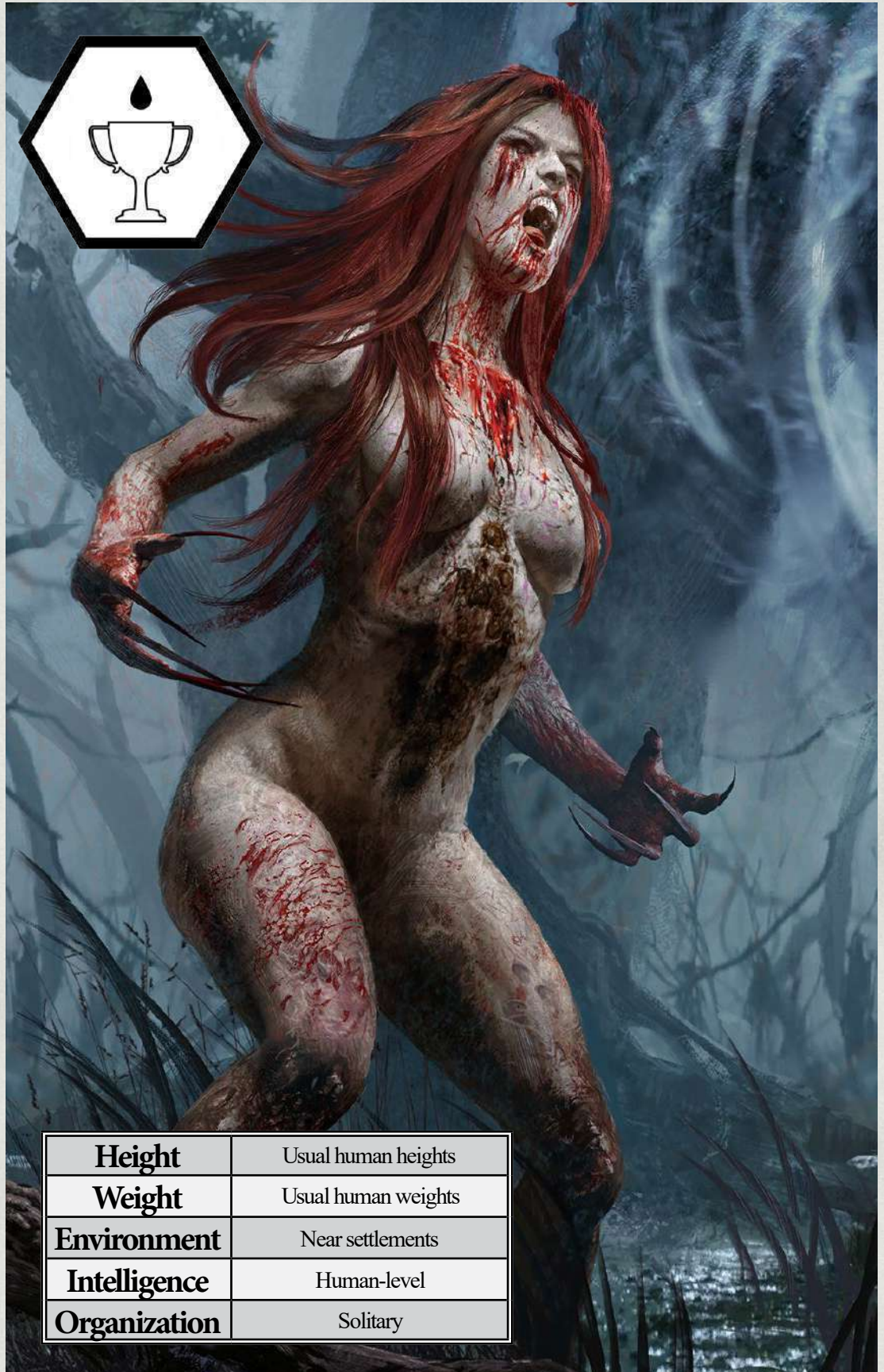


Illustration by Diego de Almeida Peres

Alps

Commoner Superstition (Education DC:18)

Looked like a bruxa, but that was no bruxa...

– fragment of a conversation between the ealdorman of Falkoane and a witcher.

Witcher Knowledge (Witcher Training DC:16)

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. They usually take on the form of a woman, though they can also appear as animals. They are most often found prowling near villages. They attack at night and are most active when the moon is full. Alp saliva can make one fall asleep, and when applied to a sleeping man, 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, without a drop of blood in their veins. In combat, alps display supernatural speed and incredible (even by vampire standards) stamina. One must aim one's sword with great precision, for alps are unequaled in the art of evading blows. The Yrden Sign is recommended, for it weakens an alp's defenses. 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. Unlike bruxae, alps cannot turn invisible, yet like bruxae, they emit a shrieking noise whose shock wave 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.

Weapons			
Name	DMG	Effect	ROF
Claws	3d6+4	Armor Piercing, Bleed (25%)	2
Bite	4d6+3	Improved Armor Piercing, Bleed (50%), Stun (-2)	1

Skills
Athletics +8
Awareness +10
Brawling +9
Charisma +7
Courage +9
Dodge/Escape +6
Endurance +5
Intimidation +10
Melee +10
Persuasion +9
Physique +6
Resist Coercion +9
Resist Magic +10
Seduction +10
Social Etiquette +8
Stealth +4
Wilderness Survival +10

Loot
Abomination Lymph (1d6/3)
Alp Saliva (1d6)
Essence of Death (2d6)
Mundane Items (1d6)
Naezan Salts (1d6/2)
Vampire Teeth (1d6/2)

Vulnerabilities
Vampire Oil
Black Blood Potion
Moondust Bombs If affected by moondust bombs, alps cannot transform.
Fire Vulnerability Alps take double damage from fire attacks or being on fire.
Blood Transference Alps are affected by any substances in the blood they drink.

Abilities
Resistances Stun, bleeding and poison.
Transformation Without taking an action, an alp can disguise itself as a beautiful woman with no monstrous features. While disguised this way an alp is physically indistinguishable from a human. If the alp uses any of it's abilities, their magical disguise drops and it returns to its natural form.
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.
Drain Blood If an alp's Bite attack deals damage to a target, the alp drains 2d6 points of Health Points from the target and heals that number of Health Points.
Superior Night Vision Alps operate in areas of complete darkness with no penalties.
Sonic Blast By taking its full turn, an alp can project a 6m cone of powerful compressed sound. Anything in that cone must make a DC:16 reposition roll or block with a shield. If they fail to defend, the target takes 5d6 damage to the torso, is knocked back 4m, and staggered. If the target blocked, they must make a DC:16 Physique check or still be knocked back 4m.
Toxic Saliva Alp's saliva can make one fall asleep. If an alp's Bite attack deals damage to a target, it has a chance to Stun it. If an alp bites a sleeping target, they have horrible nightmares.

Threat

Hard
Complex

Bounty

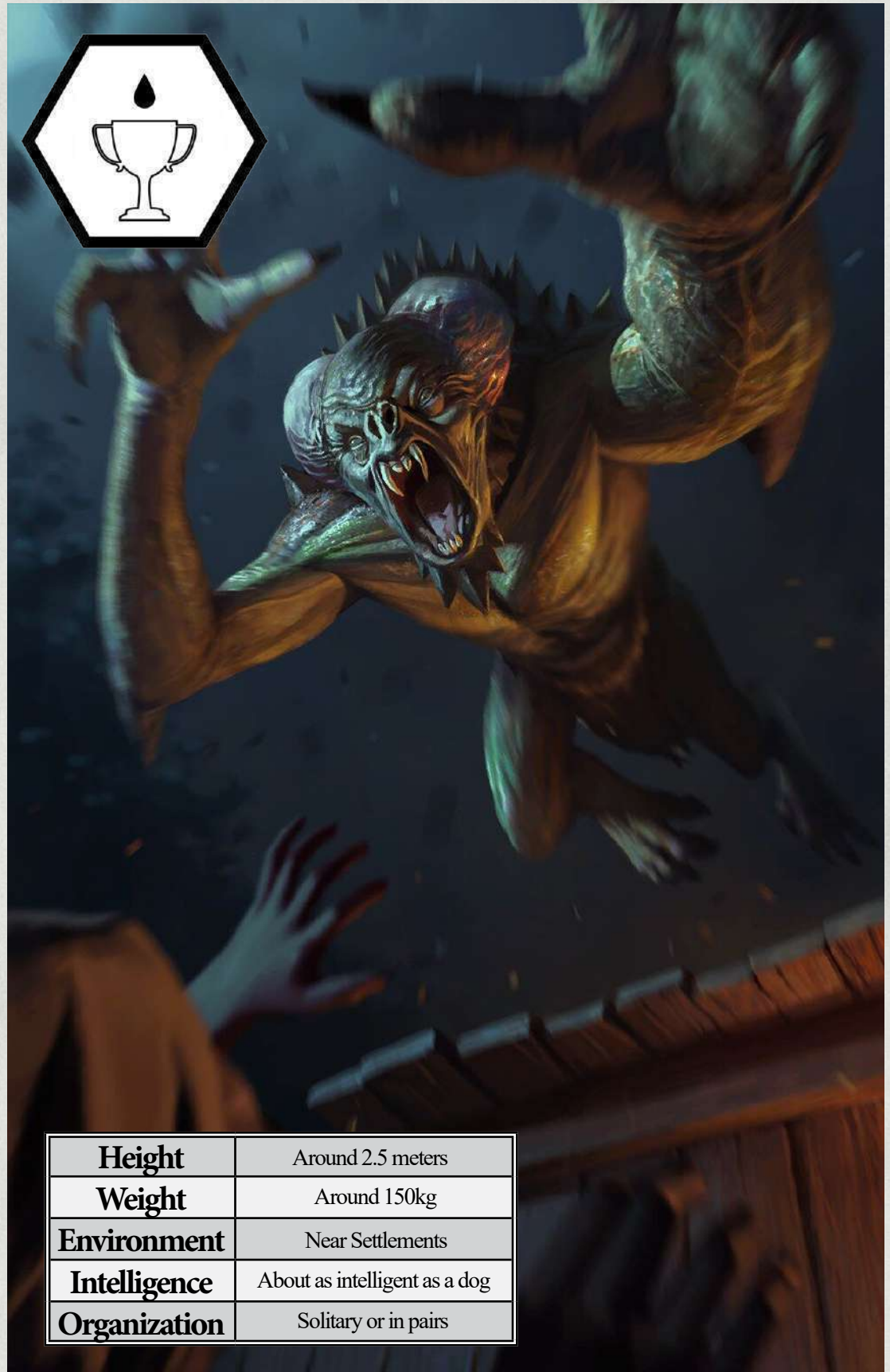
1000 Crowns

Armor

5

INT	1
REF	12
DEX	11
BODY	10
SPD	9
EMP	1
CRA	1
WILL	8
LUCK	0

STUN	9
RUN	27
LEAP	10
STA	45
ENC	100
REC	9
HP	90
VIGOR	0



Height	Around 2.5 meters
Weight	Around 150kg
Environment	Near Settlements
Intelligence	About as intelligent as a dog
Organization	Solitary or in pairs

Alpha Garkains

Commoner Superstition (Education DC:18)

One can be forgiven for thinking garkains harbor some kind of particular hatred for humans. After all, given what humans are like, it would be hard to blame them.

–Agnes of Myrkvid, druid flaminica and scholar.

Witcher Knowledge (Witcher Training DC:15)

When a vampire gives a witcher a contract to kill another vampire, you can be certain neither of the two is entirely normal. The contract seemed simple enough, though Geralt knew his target was a vampire. Yet one must bear in mind vampires are a very diverse group and their various species differ from one another greatly. The witcher established the individual he sought had long, hooked claws with which it could tear apart a body with ease, leaving behind venom which hindered the clotting of blood. What's more, it could use these claws to scale even the sheer outer wall of a building, giving others the impression it possessed mind-boggling powers. Geralt also realized his opponent was an experienced predator able to set ambushes for its prey and attack it unexpectedly. The monster he was tracking turned out to be a powerful type of garkain, a pack leader or alpha. As the witcher expected, in addition to its ability to emit waves of mental energy, this alpha garkain also had powerful venom at its disposal. The monster killed for pleasure, not just to satisfy its hunger. It must be admitted that Geralt also gained a measure of satisfaction from eradicating this beast, for he could still remember the massacre in the orphanage for which this garkain was responsible.

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

Skills
Athletics +7
Awareness +16
Brawling +7
Courage +9
Dodge/Escape +10
Endurance +8
Melee +7
Resist Coercion +10
Resist Magic +10
Stealth +7
Wilderness Survival +15

Loot
Abomination Lymph (1d6/3)
Garkain Saliva (1d6)
Wing Membrane (1d6/3)

Vulnerabilities

Vampire Oil

Black Blood Potion

Celestial Sensitivity
In sunlight, a garkain takes -2 to all actions.

Dimeritium Bombs
Garkains hit with a dimeritium bomb are unable to use Psychic Pulse ability.

Blood Transference
Garkains are affected by any substances in the blood they drink.

Abilities

Immunities

Alpha garkains have immunity to Stun.

Psychic Pulse

By taking its full turn, a garkain can emit a psychic pulse. Anyone within 6m of the garkain must make a DC:16 Resist Magic check or be **staggered** and take a -2 to Awareness from their vision doubling for 1d6 rounds. The **stagger** effect affects all actions on each of the target's turns. If a target who is already **staggered** by the garkain's Psychic Pulse fails to defend against another Psychic Pulse they must make a Stun Save. If they are struck while **stunned**, this ends the **stagger** condition as well.

Invisible to Magical Scanning

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

Tremendous Leap

By taking its move action, a garkain can leap 10m from a standing start. This leap can be made horizontally or vertically.

Night Vision

Garkains operate in areas of dim light with no penalties.

Leaping Strike

By taking its full turn, a garkain can leap up to 10m and make a single claw attack against a single target. This attack is made at a base of 15 but deals double damage and knocks the target prone.

Threat

Medium
Complex

Bounty

650 Crowns

Armor

0

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

STUN	8
RUN	33
LEAP	6
STA	40
ENC	50
REC	8
HP	40
VIGOR	0



Height	Around 1 meter
Weight	Around 70kg
Environment	Forests, hills and following prey
Intelligence	About as intelligent as a dog
Organization	Solitary

Illustration by Pierre-Etienne Travers

Amaroks

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

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.

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
Spell Casting +7
Stealth +7

Loot

Dark Essence (1d6/2)
Infused Dust (1d6)
Wolf Hide

Vulnerabilities

Cursed Oil

Celestial Weakness

In daylight, amaroks take 2 damage a round. Reaching 0 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

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.

Night Vision

Amaroks operate in areas of dim light with no penalties.

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.

Feral

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

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

50 Crowns

Armor

5

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

STUN	5
RUN	18
LEAP	3
STA	25
ENC	70
REC	5
HP	25
VIGOR	0



Lenght	About 10 meters
Weight	About 100kg
Environment	Lakes and rivers
Intelligence	About as intelligent as a snake
Organization	Solitary

Amphisbaenas

Common Opinion (Education DC:8)

Heh, I am not one to travel much by boat but amphisbaenas are always something you have to prepare for. These snakes can kill you with their bite, but you don't see them much. Folk say one of the heads dominates over the other. Folk also say they are more afraid of us than we are of them. Heh, we are the ones that prepare to fight them, right?

–Rodolf Kazmer

Academic Knowledge (Education DC:10)

Amphisbaenas are not related to snakes in reality. These beasts, as all the other hybrids, came from the conjunction. They look very similar to regular snakes, but they are gigantic and have two heads. Their skin is very thick and they have modified scales on their heads that look like horns. They are able to breathe under water and can swim very well. Despite their heads having separate consciousness, they are somehow able to coordinate their movements. Amphisbaena doesn't attack moving boats but they sometimes attack fishing boats that are anchored. They usually eat fishes and are attracted to these boats and end up eating fisherman. Despite living almost all of their lives underwater, they are able to breathe air and be on land for a very good time, where they lay their eggs.

When fighting an amphisbaena, you should always be aware that their heads can attack independently and their bite is deadly and can poison you badly. Their fangs alone can harm you greatly. Try to take one head away in the beginning of the fight so you can avoid being attacked from behind. You should also be aware that these beasts are able to spit venom and keeping their distance.

Vulnerabilities

Hybrid Oil

Abilities

Feral

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

Amphibious

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

Independent minds

Each head gets it's own turn and initiative.

Spit Venom

Amphisbaenas can spit venom at one target up to 8m away and do 3d6 damage and a 100% chance of **poisoning**.

Skill

Athletics +4

Awareness +5

Brawling +6

Courage +5

Dodge/Escape +5

Endurance +4

Melee +6

Stealth +9

Wilderness Survival +2

Loot

Beast Bones (1d6)

Raw Meat (1d6)

Venom Extract (2d6)

Weapons

Name	DMG	Effect	ROF
Bite	2d6	Poison (75%)	1

Threat

Hard
Difficult

Bounty

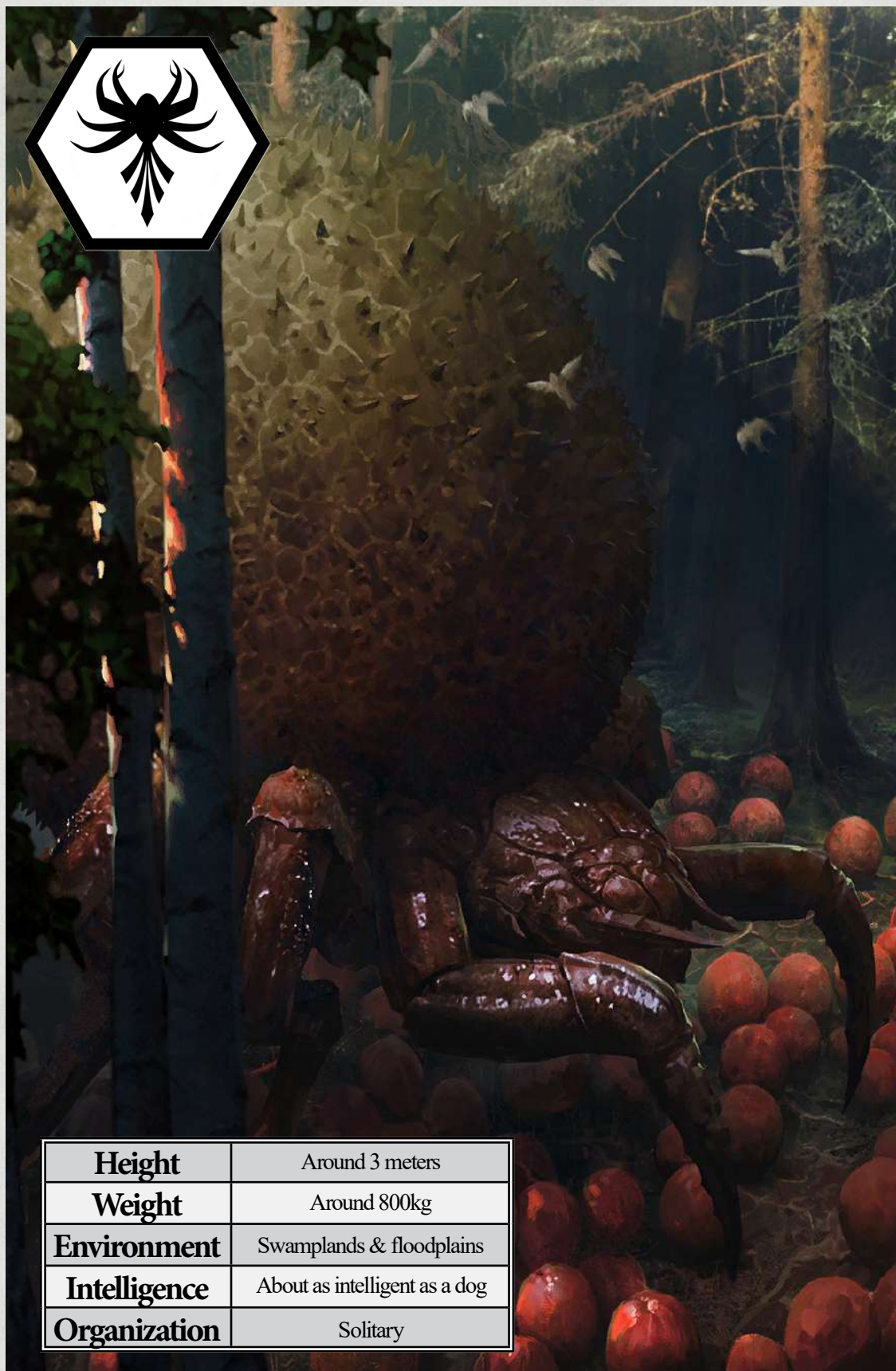
2000 Crowns

Armor

20

INT	1
REF	9
DEX	6
BODY	13
SPD	5
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	9
RUN	15
LEAP	3
STA	45
ENC	130
REC	9
HP	90
VIGOR	0



Height	Around 3 meters
Weight	Around 800kg
Environment	Swamplands & floodplains
Intelligence	About as intelligent as a dog
Organization	Solitary

Illustration by Bartłomiej Gawel

Arachasae Queens

Commoner Superstition (Education DC:15)

N'aracche aen woed endicen [Let sleeping arachasae lie].

–Elven proverb

Witcher Knowledge (Witcher Training DC:16)

Powerful pincers, a maw filled with razor-sharp teeth and venom glands packed with deadly toxins – these creatures constitute the arachas' deadly arsenal. Since people and farm animals make up an important part of these creatures' diet, contracts on arachasae in turn constitute an important source of witcher coin.

Fighting a queen is very much like to fighting a regular arachasae, but they usually have some hatchlings with them.

Weapons			
Name	DMG	Effect	ROF
Claws	5d6	Poison (25%)	2

Skills
Athletics +5
Awareness +6
Brawling +5
Courage +10
Dodge/Escape +8
Endurance +5
Melee +5
Resist Magic +9
Stealth +6
Wilderness Survival +4

Loot
Arachas Chitin (1d6)
Arachas Eyes (1d6/2)
Arachas Venom (1d6)
Venom Extract (1d6)

Vulnerabilities

Insectoid Oil

Soft Spot

An arachas queen's back has only 10 points of armor and does not have its damage resistances.

Abilities

Pounce

An arachas queen doesn't need to take a running start when leaping.

Resistances

Arachasae queen only take half damage from **bleeding, slashing, and piercing.**

Poison Immunity

Arachasae queen take no damage from **poison.**

Camouflage

Arachasae queen have a +10 to Stealth in their home terrain when they aren't moving.

Webbing

If an enemy gets more than 8m from the arachas, it will shoot webbing at a range of 10m with Athletics. If it hits, the target is grappled until they can make a DC:16 Physique check or do 10 points of damage to the webbing.

Feral

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

Hatchling

Queens are usually hidden in burrows and live to lay eggs. They usually take care of a few hatchling at a time before sending them away to hunt on their own. You might encounter up to 9 of them in the nest. They are very similar to a worker endrega and you can use their stats to the hatchlings.

Threat

Medium
Complex

Bounty

700 Crowns

Armor

15

INT	1
REF	9
DEX	6
BODY	10
SPD	5
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	7
RUN	15
LEAP	3
STA	35
ENC	100
REC	7
HP	70
VIGOR	0



Height	Around 2 meters
Weight	Around 600kg
Environment	Fields and forests
Intelligence	About as intelligent as a dog
Organization	Groups of 5 to 8

Arachnomorphs

Commoner Superstition (Education DC:15)

The spider shall never lie down with the fly.

–Ofieri proverb

Witcher Knowledge (Witcher Training DC:16)

A similar saying could gain ground in our land concerning arachnomorphs and everything unable to flee them – meaning most every creature in the world. True, the tillers of the earth and fellers of trees need not fear them in their daily labors, for arachnomorphs, as distant, post-Conjunction cousins of common spiders, strongly prefer deep, dark caves and unfrequented sodden swamps. Anyone who does come across them, however, had best hope his conscience is clear and his worldly affairs are in order, for his life shall soon end, as not even the fastest man in the world can outrun them and only a few witchers can hope to slay them. Even worse are the more aggressive and dangerous kind known as arachnomorph colossi, which are capable of devouring an entire ox in seconds.

Skills

Athletics +5

Awareness +6

Brawling +5

Courage +10

Dodge/Escape +8

Endurance +5

Melee +5

Resist Magic +9

Stealth +6

Wilderness Survival +4

Loot

Arachnomorph Eyes (1d6)

Arachnomorph Venom (1d6)

Chitin (1d6)

Venom Extract (1d6)

Weapons

Name	DMG	Effect	ROF
Claws	5d6	Poison (25%)	2
Bite	7d6+2	Poison (100%)	1

Vulnerabilities

Insectoid Oil

Soft Spot

An arachnomorph's back has only 5 points of armor and does not have its damage resistances.

Abilities

Pounce

An arachnomorph doesn't need to take a running start when leaping.

Resistances

Arachnomorphs only take half damage from **bleeding**, **slashing**, and **piercing**.

Poison Immunity

Arachnomorphs take no damage from **poison**.

Camouflage

Arachnomorphs have a +10 to Stealth in their home terrain when they aren't moving.

Webbing

If an enemy gets more than 8m from the arachnomorph, it will shoot webbing at a range of 10m with Athletics. If it hits, the target is grappled until they can make a DC:16 Physique check or do 10 points of damage to the webbing.

Feral

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

Threat

Hard
Difficult

Bounty

1500 Crowns

Armor

10

INT	1
REF	10
DEX	10
BODY	15
SPD	6
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	10
RUN	18
LEAP	3
STA	50
ENC	150
REC	10
HP	100
VIGOR	0



Height	Around 2 meters at the shoulder
Weight	Around 907kg
Environment	Around high mountains
Intelligence	About as intelligent as a dog
Organization	Solitary or in pairs

Archgriffins

Commoner Superstition (Education DC:14)

It's a griffin, just more... griffiny.

–Gwent description

Witcher Knowledge (Witcher Training DC:14)

Archgriffin is a subspecies of griffin. They're almost exactly the same, however the archgriffin can spit acid at you in order to catch you off guard.

Vulnerabilities

Hybrid Oil

Abilities

Sonic Screech

An archgriffin can take its turn to let out a screech which forces anyone within 10m to make a Stun save at -1.

Charge

If a target moves more than 10m away from the archgriffin, it can charge and make a powerful claw attack at -4 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 from a horse.

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 8.

Flight

An archgriffin can take flight as a movement. It can only be knocked out of the air by stunning it or doing more than 10 points of damage with an attack. If the archgriffin 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.

Night Vision

Archgriffins operate in areas of dim light with no penalties.

Spit Acid

Archgriffins can spit acid at one target up to 3m away and do 2d6 damage and 1d6/2 ablation to weapons and armor.

Skills

Athletics +7

Awareness +10

Brawling +7

Courage +10

Dodge/Escapes +7

Endurance +3

Melee +9

Resist Magic +9

Stealth +4

Wilderness Survival +8

Loot

Archgriffin Egg (1d6/2)

Archgriffin Feather (1d10)

Venom Extract (1d6)

Weapons

Name	DMG	Effect	ROF
Claws	6d6	Poison (25%)	2
Bite	7d6+2	Bleed (50%), Poison (25%)	1

Threat

Hard
Difficult

Bounty

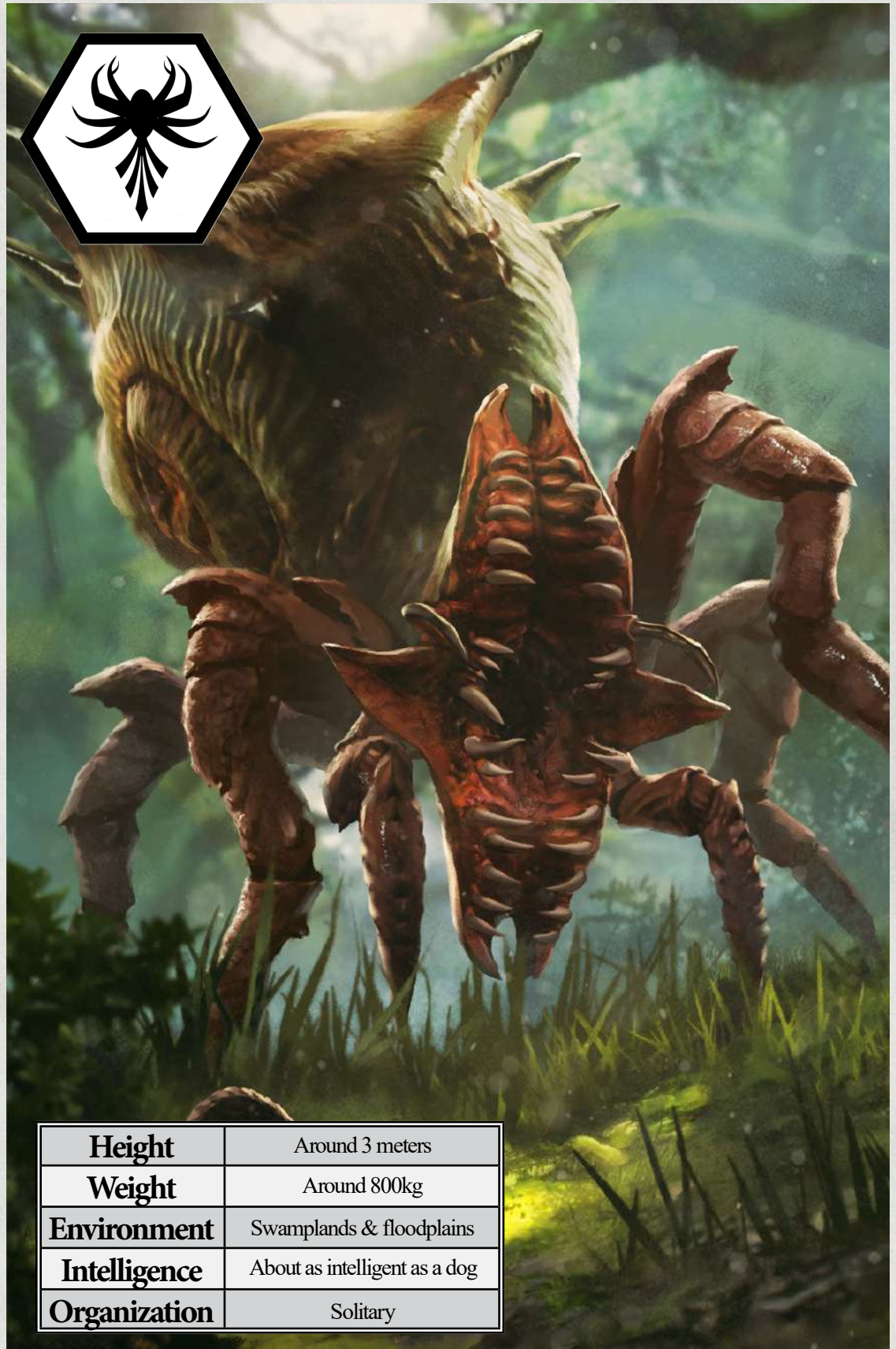
1500 Crowns

Armor

20

INT	1
REF	9
DEX	6
BODY	13
SPD	5
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	9
RUN	15
LEAP	3
STA	45
ENC	130
REC	9
HP	90
VIGOR	0



Height	Around 3 meters
Weight	Around 800kg
Environment	Swamplands & floodplains
Intelligence	About as intelligent as a dog
Organization	Solitary

Illustration by Marek Madej

Armored Arachasae

Commoner Superstition (Education DC:15)

That's the kinda john we call an 'armored arachas.' Hard and prickly on the outside, but get 'im undressed and everything's soft and squishy.

-Foxy Lisa, Maribor prostitute

Witcher Knowledge (Witcher Training DC:16)

An arachas' only weakness is its soft, sensitive abdomen. Some arachasae hide this under hollow tree stumps, while other, "armored" varieties exist which have grown a thick carapace that covers all the more delicate parts of their bodies.

An armored arachas is a true behemoth. It uses its enormous mass to knock over and trample its victims then devours their crushed remains. Like all arachasae, it is highly venomous, and this Golden Oriole should always be consumed before fighting it.

It is also worthwhile to stock up on healing potions and crossbow bolts before setting out, for this arachas' thick plating can withstand a great deal of damage, making battles with it a long and exhausting affair.

Once provoked, arachasae of both varieties quickly attempt to close the gap between them and their prey, either by skittering across the ground, leaping at their victim, or by spitting a sticky secretion and dragging the unlucky soul to them. In close combat an arachas is brutal and fast, its sharp foreclaws lashing out at incredible speeds. Skilled witchers can actually parry these strikes and temporarily stun them.

Weapons			
Name	DMG	Effect	ROF
Claws	5d6	Poison (25%)	2

Skills
Athletics +5
Awareness +6
Brawling +5
Courage +10
Dodge/Escape +8
Endurance +5
Melee +5
Resist Magic +9
Stealth +6
Wilderness Survival +4

Loot
Arachas Chitin (1d6)
Arachas Eyes (1d6/2)
Arachas Venom (1d6)
Venom Extract (1d6)

Vulnerabilities

Insectoid Oil

Soft Spot

An armored arachas' back has no armor and does not have its damage resistances.

Abilities

Pounce

An armored arachas doesn't need to take a running start when leaping.

Resistances

Armored arachasae only take half damage from **bleeding**, **slashing**, and **piercing**.

Poison Immunity

Armored arachasae take no damage from **poison**.

Camouflage

Armored arachasae have a +10 to Stealth in their home terrain when they aren't moving.

Webbing

If an enemy gets more than 8m from the arachas, it will shoot webbing at a range of 10m with Athletics. If it hits, the target is grappled until they can make a DC:16 Physique check or do 10 points of damage to the webbing.

Feral

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

Organic Armor

An armored arachas has an organic armor covering its soft parts. While this armor is on, you can't attack the arachas soft parts directly. This works as a normal armor with a SP of 30 and the arachasae damage resistances and a EV of 3. When it breaks, the soft spots are exposed.

Threat

Medium
Difficult

Bounty

800 Crowns

Armor

0

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

STUN	8
RUN	18
LEAP	3
STA	40
ENC	70
REC	8
HP	80
VIGOR	0



Height	Usual human heights
Weight	Weightless
Environment	Near rural communities
Intelligence	Consumed by rage
Organization	Solitary

Banshees

Commoner Superstition (Education DC:16)

Banshees howl and shriek, and if you hear their cry, you can know you'll join the ranks of the dead that night.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:14)

Old gossips claim banshees are the spirits of women stuck between life and death due to traumatic experiences. Their wails and howls are considered ill omens of imminent, inevitable death, though they are said not to attack the living themselves. Most often they appear in the form of pale, tear-streaked women with shriveled faces and wrinkled, corpse-like bodies.

Vulnerabilities

Specter Oil

Moondust & Yrden

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

Death Lair

If they are not in a cemetery or battleground, a banshee cannot use Call of the Dead ability.

Abilities

Fueled By Rage

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

Incorporeal

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

Call of the Dead

A banshee can call 6 skeletons to attack their opponents. While the skeletons are alive, the banshee regenerates 5 points of life per turn.

Sonic Blast

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

Skills

Athletics +4

Awareness +10

Brawling +7

Dodge/Escape +9

Endurance +7

Melee +8

Resist Magic +7

Spell Casting +8

Stealth +10

Wilderness Survival +5

Loot

Banshee Vocal Cords (1d6/2)

Crystallized Essence (1d6/2)

Essence of Wraith (2d6)

Specter Dust (1d6)

Weapons

Name	DMG	Effect	ROF
Claws	5d6	N/A	2

Threat

Medium
Complex

Bounty

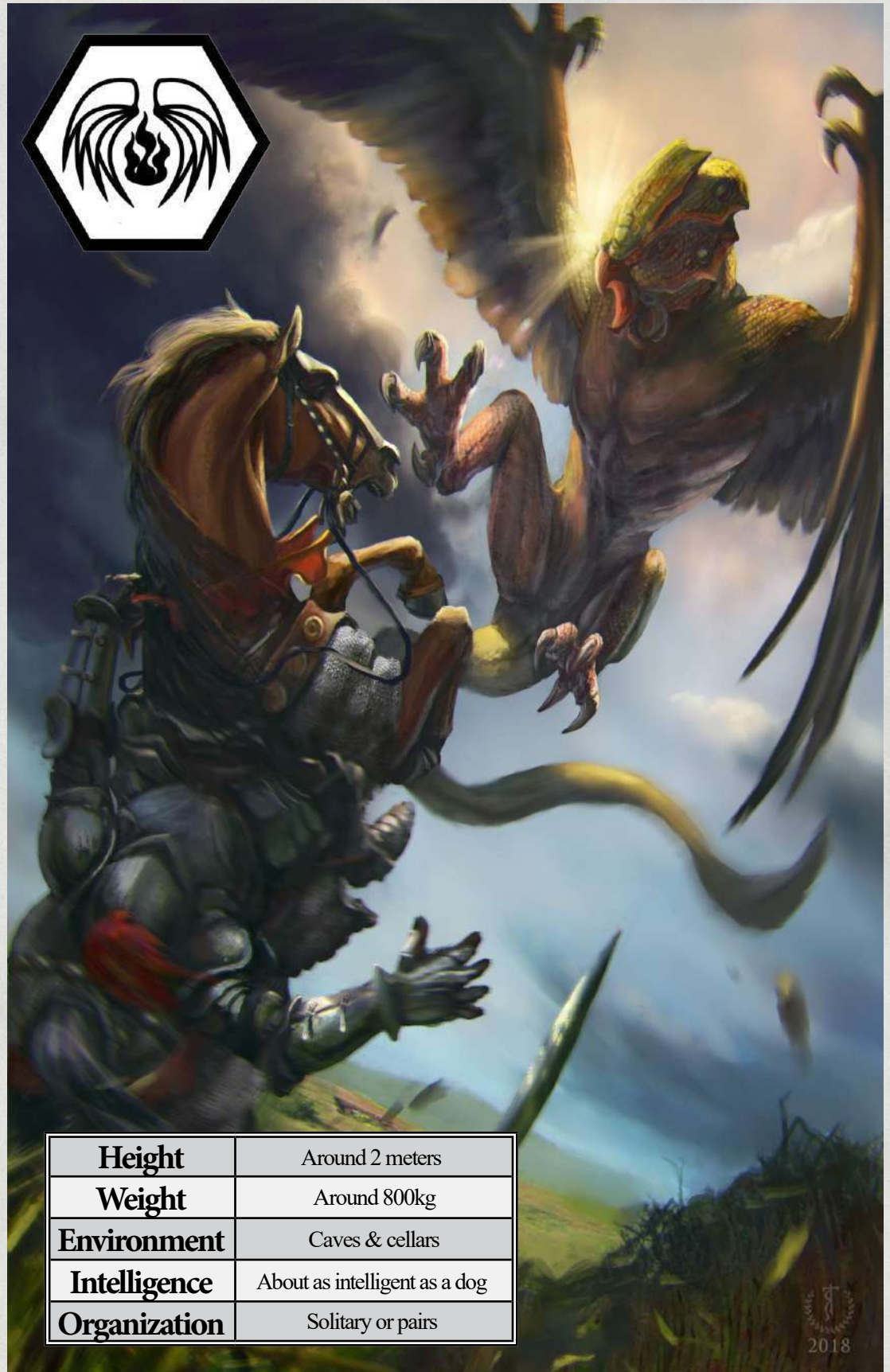
1000 Crowns

Armor

8

INT	1
REF	8
DEX	9
BODY	12
SPD	7
EMP	1
CRA	1
WILL	4
LUCK	0

STUN	8
RUN	21
LEAP	4
STA	40
ENC	120
REC	8
HP	80
VIGOR	0



Height	Around 2 meters
Weight	Around 800kg
Environment	Caves & cellars
Intelligence	About as intelligent as a dog
Organization	Solitary or pairs

2018

Basilisks

Commoner Superstition (Education DC:15)

In memory of the noble knight Roderick, slain during a valiant struggle against a basilisk. Let's hope the beast choked on his bones.

—Gravestone inscription, Vizima cemetery

Witcher Knowledge (Witcher Training DC:14)

Contrary to popular belief, basilisks cannot turn anything to stone with their gaze. That is small comfort, however, given that their acid, venom, claws and teeth provide them many other ways to kill. 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. When preparing to fight such a creature one should drink Golden Oriole, which will provide resistance to its venom, and also prepare Dancing Star or shrapnel bombs, which work particularly well against basilisks. Basilisk leather is a highly-valued material used to make fashionable shoes and women's handbags. For this reason many men, their courage girded by goldlust, take to hunting them. Most of these hunts end in disaster, but some do manage to bag their prey, which has led to a drastic decline in this creature's numbers in recent years. Some mages and druids are of the opinion that basilisks should be included in programs meant to safeguard dying species. Everyone else thinks those mages and druids have gone completely mad.

Weapons			
Name	DMG	Effect	ROF
Claws	4d6+3	Bleed (50%), Poison (25%)	2
Bite	5d6	Poison (100%)	1
Tail	2d6+1	Long Reach	1
Wing Buffet	2d6	Stagger (25%)	1

Skills

Athletics +8
Awareness +8
Brawling +9
Courage +12
Dodge/Escape +7
Endurance +4
Intimidation +11
Melee +9
Physique +5
Resist Magic +10
Stealth +6
Wilderness Survival +6

Loot

Basilisk Carapace* (2d6)
Basilisk Tail Feathers (1d6)
Draconid Scales (1d10)
Venom Extract (1d6)

Vulnerabilities

Draconid Oil

Abilities

Resistances

Basilisks take half damage from poison.

Flight

As long as its wings remain, a basilisk can take its move action to move 7m either horizontally or vertically. While in the air, a basilisk must use repositions to defend. 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 it is knocked out of the air it must make a DC:18 Athletics check or take falling damage based on how far it fell. While flying, it can split its movement, allowing it to fly a certain number of meters, make its attack, and then move the remaining number of meters in its movement.

Charge

By taking its full turn, a basilisk can charge up to 10m and make a single Claw attack with a base of 14. If the target fails to defend, they take 7d6 damage to the torso and are knocked back 6m. If the target strikes anything while flying back, they take a number of d6s of damage equal to the half the number of meters they flew. If a target successfully blocks this attack, they must make a Physique check (DC: 20) to avoid being knocked back as noted above.

Feral

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

Night Vision

Basilisk operate in areas of dim light with no penalties.

Silver Basilisk

The Silver Basilisk (or *regulus platinum*) is a rare subspecies of basilisk that has been hunted to near-extinction. They were once a dominating species, especially in the region of Toussaint where they were very common around the year 1100. Their extirpation in the duchy, and possibly near-extinction in the world as a whole, is chiefly due to hunting by humans for the monsters' silver-colored hides

INT	1
REF	9
DEX	10
BODY	13
SPD	9
EMP	3
CRA	1
WILL	6
LUCK	0

STUN	9
RUN	27
LEAP	5
STA	45
ENC	130
REC	9
HP	90
VIGOR	0

*Silver Basilisk Carapace (1d6)

Threat

Medium
Difficult

Bounty

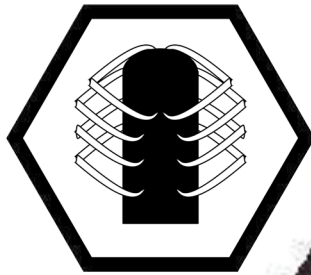
100 Crowns

Armor

0

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

STUN	7
RUN	18
LEAP	3
STA	35
ENC	80
REC	7
HP	35
VIGOR	0



Height	Around 2 meters
Weight	Around 100kg
Environment	Battlefields and cemeteries
Intelligence	About as intelligent as a dog
Organization	Packs of 3 to 6

Bloedzuigers

Commoner Superstition (Education DC:18)

Travellers crossing swamps can be sure to encounter both leeches and bloedzuigers. The latter also feed on blood, but their gullets are particularly large and their stomachs are filled with acid, so they suck and digest both their victims' blood and intestines. Unlike leeches, bloedzuigers are rarely used in medicine.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:10)

The bloedzuiger, a grotesque monster from the swamps, causes terror among peasants because it pours digestive juices over the wounds of those who are still alive and then dines on their half-digested intestines. A dying bloedzuiger explodes, spraying acid on its opponent; a skilled witcher is able to kill the monster while evading the explosion

Vulnerabilities

Necrophage Oil

Abilities

Poison Immunity

Bloedzuiger take no damage from poison.

Explosive Death

When killed or lowered to 5 Hit Points or less, by an attack that isn't fire-based, a bloedzuiger's body starts to rapidly decompose. At the beginning of the bloedzuiger's next turn it explodes, dealing 2d6 damage to all locations of anyone in melee range of it. Anyone within melee range can attempt to block with a shield or reposition out of the area but they must beat a DC:15. If another bloedzuiger is lowered to 5 Hit Points or less by this explosion, it explodes on its next turn.

Night Vision

Bloedzuigers operate in areas of dim light with no penalties.

Feral

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

Skills

Athletics +6

Awareness +6

Brawling +6

Courage +7

Dodge/Escape +5

Endurance +6

Melee +6

Resist Magic +4

Stealth +4

Wilderness Survival +6

Weapons

Name	DMG	Effect	ROF
Claws	4d6	Prone (25%)	1
Bite	4d6+2	Bleed (50%)	1

Loot

Abomination Lymph (1d6)

Bloedzuiger Blood (1d6)

Infused Dust (1d6)

Threat

Easy
Simple

Bounty

10 Crowns

Armor

0

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

STUN	2
RUN	18
LEAP	3
STA	10
ENC	10
REC	2
HP	10
VIGOR	0



Height	Around 0,07 meter
Weight	Around 0,23kg
Environment	Cities with catriona
Intelligence	Consumed by rage
Organization	Groups of 5 to 15

Illustration by Bogna Gawrońska

Catriona Rats

Common Opinion (Education DC:8)

Rats are medium-sized, long-tailed rodents living in inhabited areas such as Novigrad and Vizima. Before the domestication of cats, rats had been a great problem to human societies, most often solved by hiring a rat-catcher playing on a musical instrument.

Catriona, named after the Nilfgaardian ship that brought it to the Northern Kingdoms, is a disease which is extremely deadly.

–Rodolf Kazmer

Vulnerabilities

Beast Oil

Abilities

Catriona

A catriona rat is a vector to the catriona disease. If you are bitten by a rat, you have a 25% chance of being infected with catriona. If you remain in an area with dead rats, you have a chance of being contaminated with catriona.

Night Vision

Rats operate in areas of dim light with no penalties.

Academic Knowledge (Education DC:10)

A disease which quickly spread through all the northern countries after the war with Nilfgaard. Those who suffer from catriona die a terrible death - their convulsions become stronger each day, they vomit blood and mucus, and have bloody diarrhea. After a fortnight or so, they die in agony.

Skills

Athletics +6

Awareness +6

Brawling +6

Courage +14

Dodge/Escape +6

Endurance +5

Melee +6

Resist Magic +2

Stealth +6

Wilderness Survival +9

Loot

Beast Bones (1d6/2)

Rat Ears (2)

Raw Meat (1d6/2)

Weapons

Name	DMG	Effect	ROF
Bite	1d6	Disease (10%)	2

ThreatHard
Difficult**Bounty**

800 Crowns

Armor

3

INT	6
REF	10
DEX	10
BODY	8
SPD	6
EMP	3
CRA	1
WILL	8
LUCK	0

STUN	8
RUN	18
LEAP	3
STA	40
ENC	80
REC	8
HP	80
VIGOR	0



Height	About 2 meters
Weight	About 100kg
Environment	Necropolis
Intelligence	Human-level
Organization	Solitary

Cemetaurs

Commoner Superstition (Education DC:25)

Folk know much about ghouls and graveirs but these are unknown to most. Heh, not many people survive seeing one of them so there is that. Folk say they come from women killed by their husband and reanimated by magic. Rotten corpses motivated only by hatred and can even make other necrophages act by their anger.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:20)

Cemetaurs are the most powerful of all necrophages. These enormous humanoid blueish creatures are the female of graveirs. They are rare, strong and aggressive. They have the rotten aspect common to the necrophages. These beasts have big spines behind their heads, reddish hands with enlarged veins. They have round mouths with long and sharp teeth to tear flesh. They also have enormous tongues to eat bone marrow. These rare beasts rule over necropolis, having an army of ghouls and graveirs at their command. When they are born, they go out looking for an empty necropolis to take over, and most of the sightings of these beasts are in these moments of their life. When fighting a cemetaur you, should avoid taking their blows at all costs. They are very strong and can kill a human with one blow. They will try to knock you prone and eat you alive, so it is a good idea to use some black blood potion. They will only bite you if they knock you prone, so the best way to fight a cemetaur is trying to dodge the blows and attack with strength to do most of the damage possible.

Vulnerabilities

Necrophage Oil

Black Blood Potion

Abilities

Night Vision

Cemetaur operate in areas of dim light with no penalties.

Necropolis leaders

Cemetaurs are respected by all necrophages. All necrophages in 20 meters radius attack those who do damage to the cemetaur. If the cemetaur enters a fury, all necrophages enter it too. If the cemetaur dies, the effect goes off.

Poison Immunity

Cemetaur take no damage from **poison**.

Fury

When cemetaurs are brought below 15 HP, they enter a fury in which they move every round, attack every round, and regenerate 3 points of damage per turn.

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 8.

Necropolis

Necropolis are small colonies of 10 to 20 necrophages that coexist and help each other, usually in new cemeteries.

Skills

Athletics +5

Awareness +7

Brawling +6

Courage +7

Dodge/Escape +4

Endurance +6

Intimidation +7

Melee +6

Resist Magic +4

Stealth +4

Wilderness Survival +6

Loot

Cemetaur Spines (1d6)

Random Rune

Strange Possessions (1d6)

Weapons

Name	DMG	Effect	ROF
Claws	6d6	Prone (25%)	1
Bite	6d6+6	Bleed (100%) WA +2	1

Threat

Medium
Simple

Bounty

1000 Crowns

Armor

0

INT	1
REF	6
DEX	6
BODY	10
SPD	11
EMP	3
CRA	1
WILL	6
LUCK	0

STUN	8
RUN	33
LEAP	6
STA	40
ENC	100
REC	8
HP	40
VIGOR	0



Height	About 2 meters
Weight	About 750kg
Environment	Deserts and arid places
Intelligence	About as intelligent as a horse
Organization	Solitary

Illustration by Anna Podedworna

Chironexes

Commoner Superstition (Education DC:10)

Legend say that when a horse dies of thirst near a place of power, it's body rises again as a chironex, a demonic unicorn-like creature that is born out of heat and magic. They are very aggressive and attack every one they see in live horses seeking revenge after the horsemen that left them to die. Heh, luckily they are so rare.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:15)

People usually say these beasts come from dead horses. That is not true at all. As all other necrophages, they came into our world in the conjunction. They look a lot like horses though. Especially unicorns. They are slightly bigger than your average horse, but look like a rotten one. They have big and sharp teeth and white lifeless eyes. Their horn is their most mortal weapon, right in the middle of their head. They are as fast as war horses and are deadly creatures if they can use their speed.

When fighting a chironex, you should not let them keep distance. They sure can bite and kick you, but nothing compares to them ramming you with their horn. Try to make them still while attacking. Though they can be easy to fight, if you let them have the upper hand, they can be mortal.

Vulnerabilities

Necrophage Oil

Abilities

Poison Immunity

Chironexes take no damage from poison.

Charge

If a target moves more than 10m away from the chironex, it can take a full round to charge and make a powerful horn attack at -4 which does 6d6+6 damage and knocks the target back 4m. If they strike anything while flying back, the target takes appropriate ramming damage as if from a horse.

Night Vision

Chironexes operate in areas of dim light with no penalties.

Feral

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

Skills

Athletics +6

Awareness +6

Courage +10

Dodge/Escape +6

Endurance +9

Melee +8

Stealth +2

Wilderness Survival +2

Weapons

Name	DMG	Effect	ROF
Hooves	4d6+2	N/A	1
Bite	3d6	WA -2	1
Horn	2d6+2	Improved Armor Piercing	1

Loot

Beast Bones (2d6)

Chironex Horn

Raw Meat (2d6)

Threat

Hard
Complex

Bounty

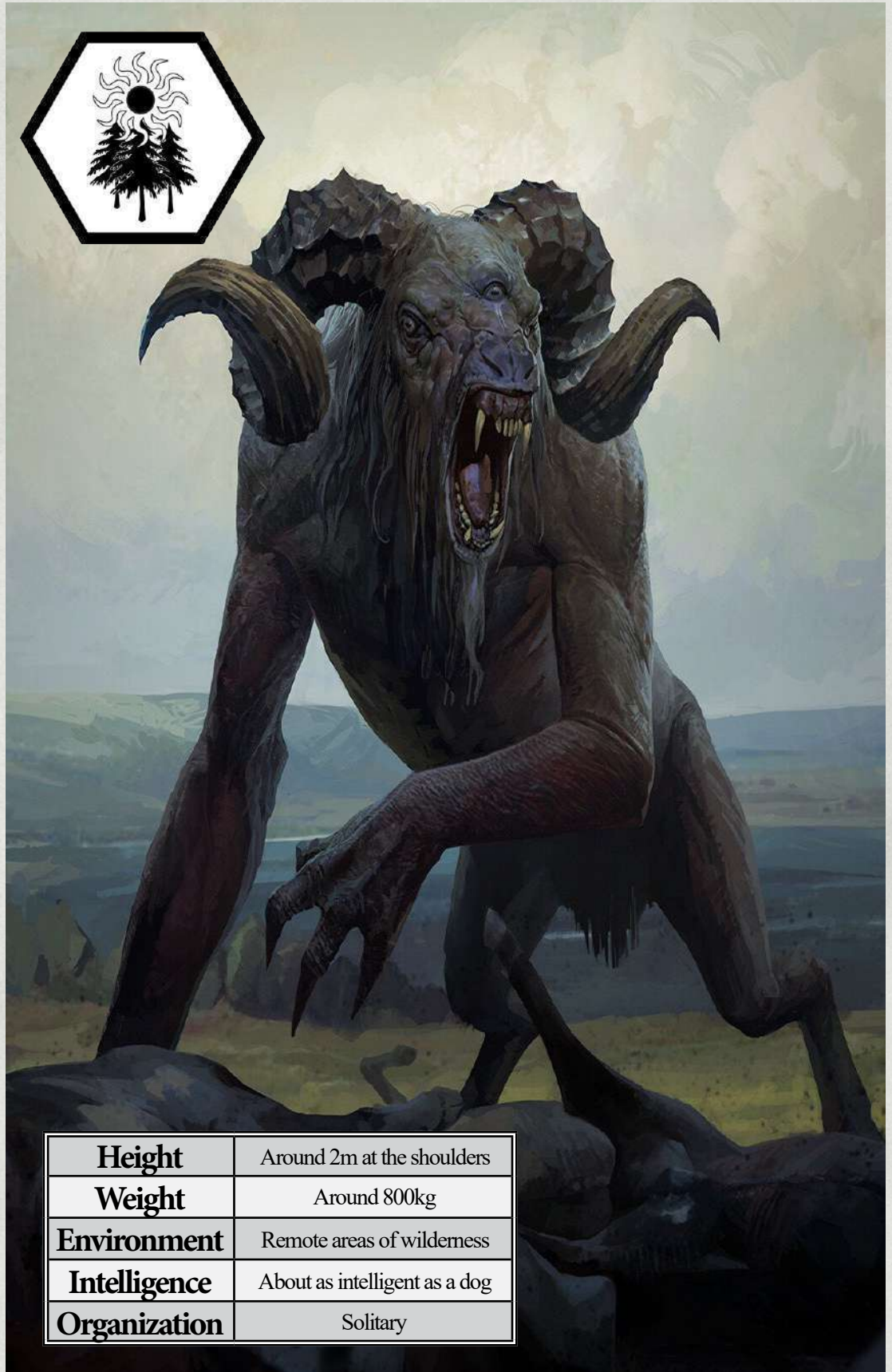
1250 Crowns

Armor

8

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



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

Illustration by Bartłomiej Gawel

Chorts

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

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 moon dust 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.

Weapons

Name	DMG	Effect	ROF
Claws	5d6+2	N/A	2
Bite	6d6+1	Bleed (50%)	1
Horns	7d6	WA -1	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 Dung (1d6/2)
Chort Eyes (3)
Fifth Essence (1d10)

Vulnerabilities

Relict Oil

Moondust Bombs

A chort caught in the area of a moon dust 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

Feral

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

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.

Regeneration

Chorts regenerate 3 points of health each round.

Threat

Hard
Difficult

Bounty

5000 Crowns

Armor

5

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

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



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

Crones

Commoner Superstition (Education DC:20)

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

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:20)

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

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

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

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

Vulnerabilities

Relict Oil

Dimeritium

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

Abilities

Fiend

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

Spells

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

Rituals and Invocation

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

Hexes

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

Alternative Forms

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



Illustration by Adrian Smith

Brewess

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

Abilities

Charge

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

Loot

Brewess Doll

Weavess

Abilities

Fast Escape

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

Monster Calling

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

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

Loot

Weavess Sowing Kit



Illustration by Adrian Smith

Whispest

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

Abilities

Fast Escape

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

Life Magic

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

Loot

Whispest Ear Necklace



Illustration by Adrian Smith



Illustration from The Witcher 3

Illustration by u/Geralt_of_Rivia- on Reddit



Carlo Marzocco

carlo.marzocco@lumag.chestwork
carlo.marzocco.deviantart.com

Threat

Hard
Difficult

Bounty

5000 Crowns

Armor

5

INT	9
REF	13
DEX	10
BODY	15
SPD	7
EMP	1
CRA	1
WILL	9
LUCK	0

STUN	10
RUN	21
LEAP	4
STA	60
ENC	150
REC	12
HP	120
VIGOR	0



Height	Around 4m at the shoulders
Weight	Around 1500kg
Environment	Bottom of a Lake
Intelligence	Human-level
Organization	Unique

Illustration by Alejandro Mirabal

Dagon

Commoner Superstition (Education DC:25)

Dagon is an underwater being worshiped by the vodyanoi and a small sect of humans as a god who awaits at the lake bottom for the right configuration of stars so that it may return to land to wreak havoc. Since it's uncertain when this will come (or if it will come at all), it whiles the time away terrorizing all who live both under the water's surface and on land nearby.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:25)

Deep in the eternal darkness of the abyss, powers older than men and elves lie aslumber, awaiting a time known only to them. When that hour strikes, they will awake and bring an end to the world. One such being bears the name Dagon. Dagon's emergence is usually presaged by a thick fog, impermeable to wind or sun, that suddenly envelops a body of water. After that, comes a gurgling and a powerful waft of slime and rotten seaweed. And after that... well, no one who's failed to flee at this point has lived to tell the tale. When fighting in the fog, it is often difficult to estimate the enemy's strength. Anyone who has fought the monster hordes under Dagon's control knows this very well. Those beasts' numbers seem to double and triple when wrapped up in their dark lord's tendrils of fog. Within that murky mist, fangs and claws attack from all sides, leaving no room for retreat, no chance for rest. Some claim the more sentient monsters consider Dagon something of deity, that they worship him, make him offerings of human sacrifices. It is difficult to say how much truth lies in this... Though it is clear he commands not just creatures of instinct and herd behavior, but also headstrong recluses such as ancient foglets and leshens.

Immortal Deity

Dagon is an entity and cannot be killed. What can be invoked is a corporeal manifestation and this can be destroyed.

Weapons

Name	DMG	Effect	ROF
Claws	8d6	N/A	2
Bite	9d6	Bleed (100%)	1
Horns	10d6	WA -1	1

Skills

Athletics +5
Awareness +10
Brawling +8
Courage +10
Dodge/Escape +7
Endurance +7
Melee +9
Physique +10
Resist Magic +10
Stealth +1
Wilderness Survival +6

Loot

Dagon Blood (1d6)
Dagon Eye (2)
Essence of Water (1d6)

Vulnerabilities

Relict Oil

Moondust Bombs

If Dagon is caught in the area of a moondust bomb, it cannot regenerate for the duration of the bomb's effect.

Altar Ritual

Dagon needs a ritual to be invoked and it involves an altar. If you destroy the altar, Dagon loses 55 points of life and loses regeneration.

Abilities

Regeneration

Dagon regenerates 10 points of damage per round.

Charge

If a target moves more than 10m away from the Dagon, it can charge and make a powerful horn attack at -4 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.

Massive Bulk

Dagon is immune to *Aard* or any effects that would knock them off their feet.

God of Many

Dagon's power comes from their worshipers. For every worshiper in 20m radius Dagon gains +1 to every attack and defense rolls. If the worshiper is killed, the bonus is removed. Dagon can command monsters as well.

Amphibious

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

ThreatMedium
Difficult**Bounty**

2000 Crowns

Armor

-

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

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



Height	-
Weight	-
Environment	Anywhere
Intelligence	Human-level
Organization	Solitary

Illustration by Anna Podedworna

Demons

Commoner Superstition (Education DC:10)

Heh, everyone knows demons. These are evil spirits that possess people to do their bidding. Some people say that demons are minions of the god Yrrhedes. If someone you know is possessed by a demon, you should have a priest or a mage 'cause that is not a simple problem to solve with small magic. And, if you ask me, a witcher would not be a bad idea either.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:15)

Demons can be dangerous creatures. They can appear as anyone in any form. But they are not necessarily bad. Demons are non corporeal creatures that come from other planes. They are sometimes invoked to do evil, but can be invoked to serve or even to be guardians. Some of them can assume the form of dangerous creatures and use their abilities wisely. Demons can possess people and it is not easy to expel them. They cannot be detected by magic if they don't want to.

Demons can be exorcised by mages or priests, but this ritual is not easy to perform and not very known.

If a demon takes the form of a creature, killing the creature will exorcise the demon.

A demon can only be killed by a essence destroyer ritual.

Vulnerabilities

Spectre Oil

Abilities

Mimic

Demons can possess or take form of any corporeal creature. This form is indistinguishable from the original, even to magic and the demon assumes its targets statistics and skills with exception of those listed. The target's equipment is also replicated, including weaponry. In addition, the demon gains Vigor if the target possesses it and has knowledge of any spells the target may know. The demon also gains access to the target's memories and personality. Possessing and changing form is quick but still takes the demon 1 turn.

Umbrella Term

Demon is an umbrella term, which means that different types of creatures are called demons. All of those are incorporeal creatures from another dimension, but you have some that possess creatures from this world, some that mimic the form of a creature from our world and other have singular and enormous power being feared and idolized as gods. The creatures described in these pages are lesser demons.

Skills

Charm +8

Deceit +10

Human Perception +9

Intimidate +6

Resist Coercion +7

Resist Magic +10

Seduction +9

+ Mimicked Skills

Loot

Fifth Essence (1d6)

Infused Dust (1d6)

Specter Dust (1d6)

Weapons

Name	DMG	Effect	ROF
-	-	-	-

Threat

Easy
Complex

Bounty

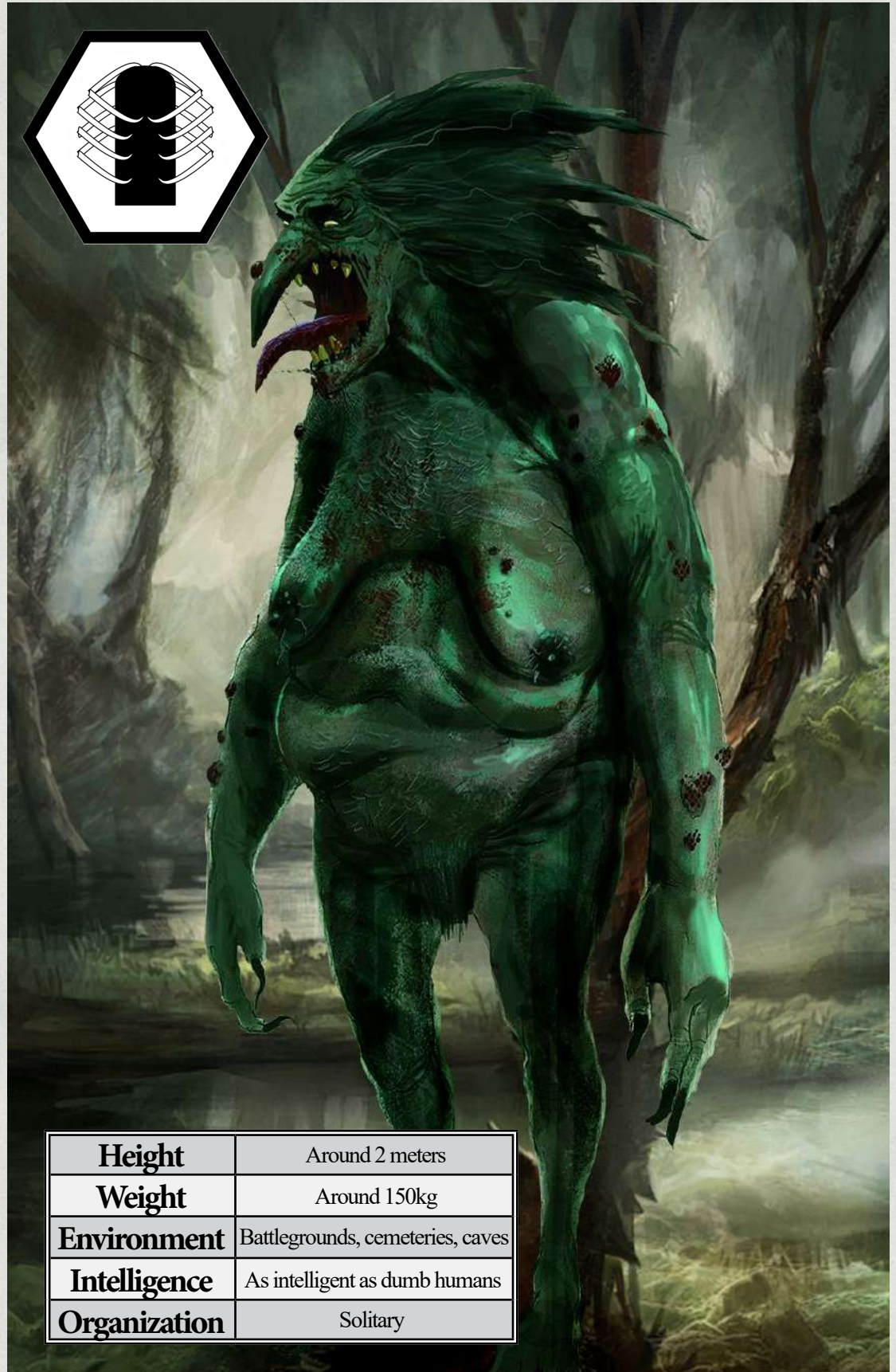
50 Crowns

Armor

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



Height	Around 2 meters
Weight	Around 150kg
Environment	Battlegrounds, cemeteries, caves
Intelligence	As intelligent as dumb humans
Organization	Solitary

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

Devourers

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

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.

Weapons			
Name	DMG	Effect	ROF
Claws	5d6 +3	N/A	1
Bite	6d6	Bleed (25%)	1

Skills
Athletics +6
Awareness +5
Brawling +7
Courage +7
Dodge/Escap +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

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

Devourers operate in areas of dim light with no penalties.

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.

Poison Immunity

Devourers take no damage from poison.

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 armor 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.

ThreatMedium
Difficult**Bounty**

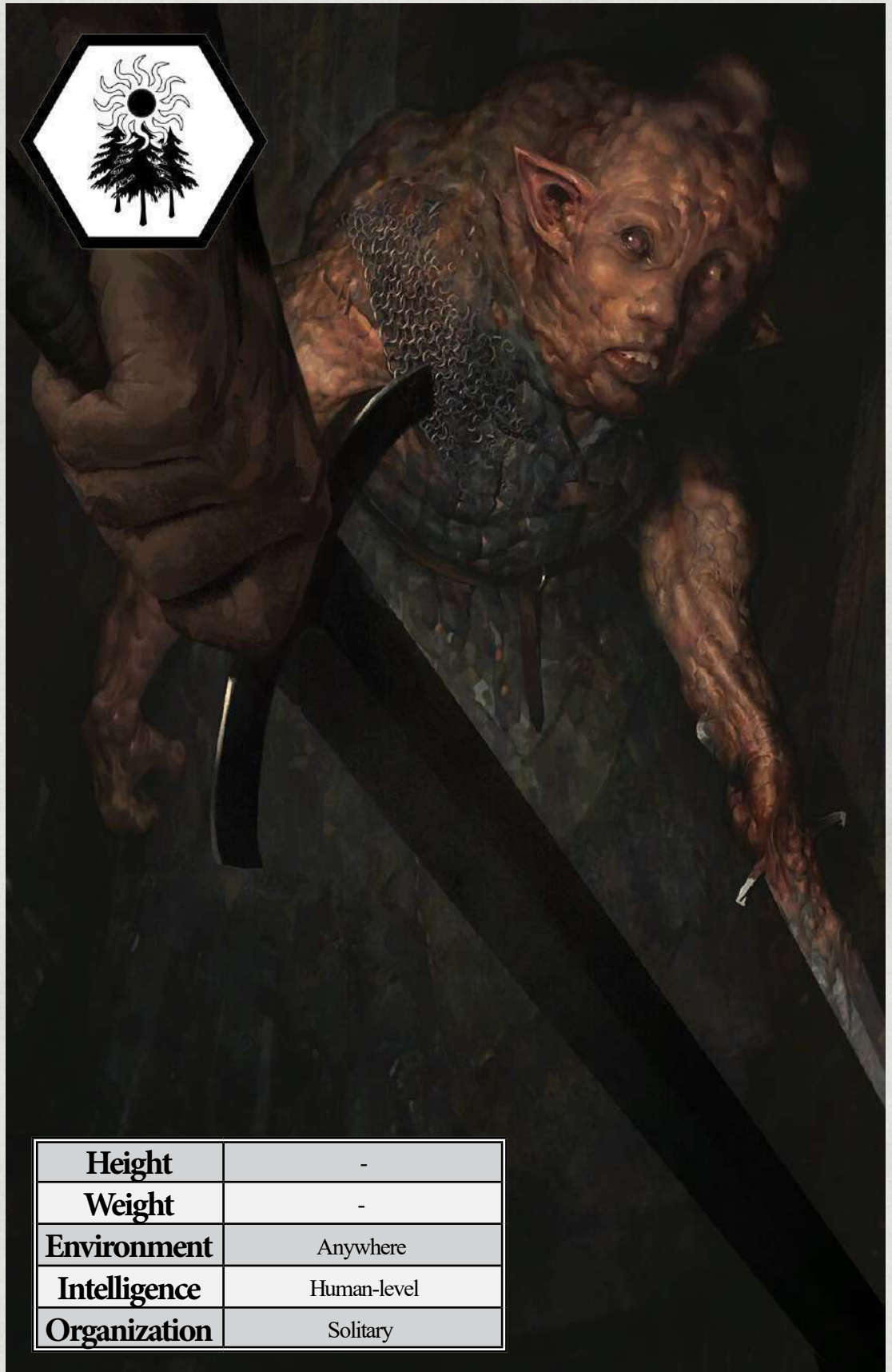
1000 Crowns

Armor

-

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

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



Height	-
Weight	-
Environment	Anywhere
Intelligence	Human-level
Organization	Solitary

Dopplers

Commoner Superstition (Education DC:12)

Vexlings, sometimes called changelings, are a demon of mischief that eats the soul of their 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

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.

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 target's 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.

Skills

Charm +8

Deceit +10

Human Perception +9

Intimidate +6

Resist Coercion +7

Resist Magic +10

Seduction +9

+ Mimicked Skills

Loot

Fifth Essence (1d6/2)

Mundane Items (1d6)

Strange Items (1d6/2)

Weapons

Name	DMG	Effect	ROF
-	-	-	-

ThreatHard
Complex**Bounty**

2000 Crowns

Armor

20

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

STUN	6
RUN	27
LEAP	5
STA	30
ENC	90
REC	6
HP	60
VIGOR	0



Height	About 4m at the shoulder
Weight	Around 1000kg
Environment	Seas and large lakes
Intelligence	About as intelligent as a dog
Organization	Solitary

Dracoturtles

Commoner Superstition (Education DC:10)

Folk usually know these reptile-like by the name of tortodragon. They are one of the monsters that can cause shipwrecks and are amongst the most feared beasts in Skellige. If you are planning to sail, you should always prepare to deal with them. They are known to eat small fishing boats following the smell of fish when hungry. Heh, no wonder they fish whales in Skellige.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:15)

Unlike most people assume, dracoturtles are not at all aggressive. They don't attack small fishing boats. The documented attacks happen only for two different reasons. The first, big boats that crash on them when they are swimming close to the surface, usually with their offspring. The second, because of their size, whale hunters sometimes attack them by mistake. In both cases, the dracoturtle fight back. They are huge aquatic draconids that resemble turtles. With a huge cask almost impenetrable, they can be deadly opponents. Always avoid fights with them, which is easy considering they are very calm creatures. They eat whales but don't hunt often, which makes them even harder to find.

When provoked, dracoturtles will ram at the boat and attack anything that is left. If the ship survives the ram, it will use its claws to finish the job. When attacking the wrecks, they will try to bite everything.

Vulnerabilities

Draconid Oil

Soft Spot

A dracoturtle has only 5 points of armor outside its shell (torso) and does not have its damage resistances.

Abilities

Ramming

Dracoturtles attack boats ramming them doing 10d6 damage to the vehicle.

Resistances

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

Amphibious

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

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 8.

Skills

Athletics +7

Awareness +6

Brawling +7

Courage +4

Dodge/Escape +7

Endurance +6

Melee +7

Resist Magic +5

Stealth +8

Wilderness Survival +8

Weapons

Name	DMG	Effect	ROF
Claws	7d6	N/A	1
Bite	10d6	WA +5	1

Loot

Draconid Scales (1d6)

Dracoturtle Eggs (1d6/2)

Dracoturtle Heart

Threat

Hard
Difficult

Bounty

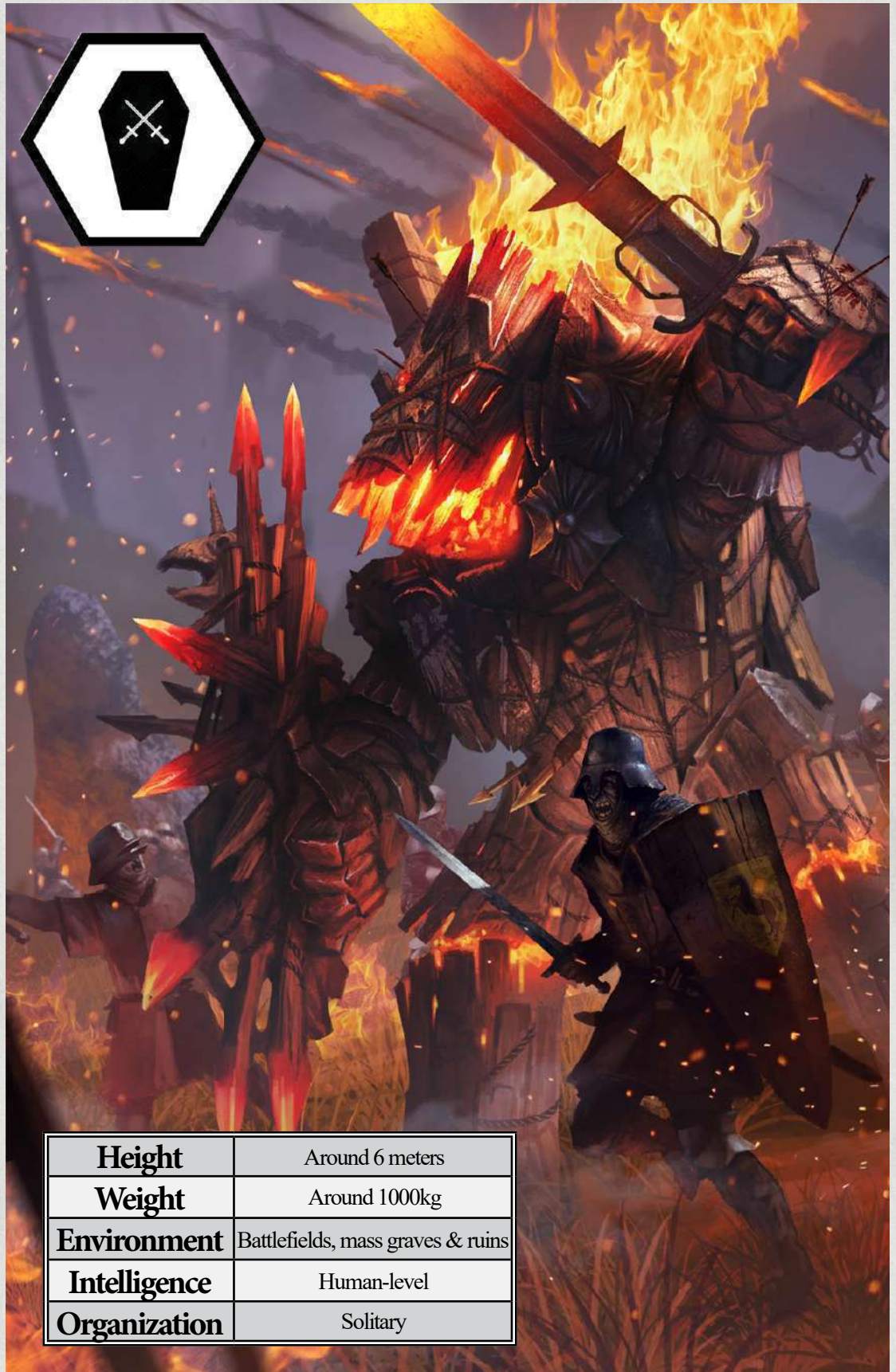
1800 Crowns

Armor

30

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

STUN	10
RUN	12
LEAP	2
STA	55
ENC	140
REC	11
HP	110
VIGOR	0



Height	Around 6 meters
Weight	Around 1000kg
Environment	Battlefields, mass graves & ruins
Intelligence	Human-level
Organization	Solitary

Illustration by Nemanja Stankovic

Draugs

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

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. Its 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.

Vulnerabilities

Specter Oil

Yrden Sign

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

Abilities

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 and Immunities

Draugs are immune to **bleed** and **poison** and they take half **piercing** and **fire** damage.

Armoured Hulk

Draugs are heavily armored, but anything they surround themselves with is usually in great disrepair. Any successful attack against a draug also inflict 2 SP damage to its armor. Any other sources of ablative damage are doubled.

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.

Massive Bulk

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

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.

Skills

Athletics +5

Awareness +7

Courage +10

Dodge/Escapes +6

Endurance +8

Melee +8

Resist Coercion +10

Resist Magic +10

Stealth +8

Swordsmanship +8

Wilderness Survival +9

Loot

Dark Essence (1d10)

Random Runes (1d6/2)

Wraith Blade

Weapons

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

Threat

Easy
Simple

Bounty

65 Crowns

Armor

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

Height	Usual human heights
Weight	Usual human weights
Environment	Battlefields, mass graves & ruins
Intelligence	Consumed by emotion
Organization	Groups of up to 12

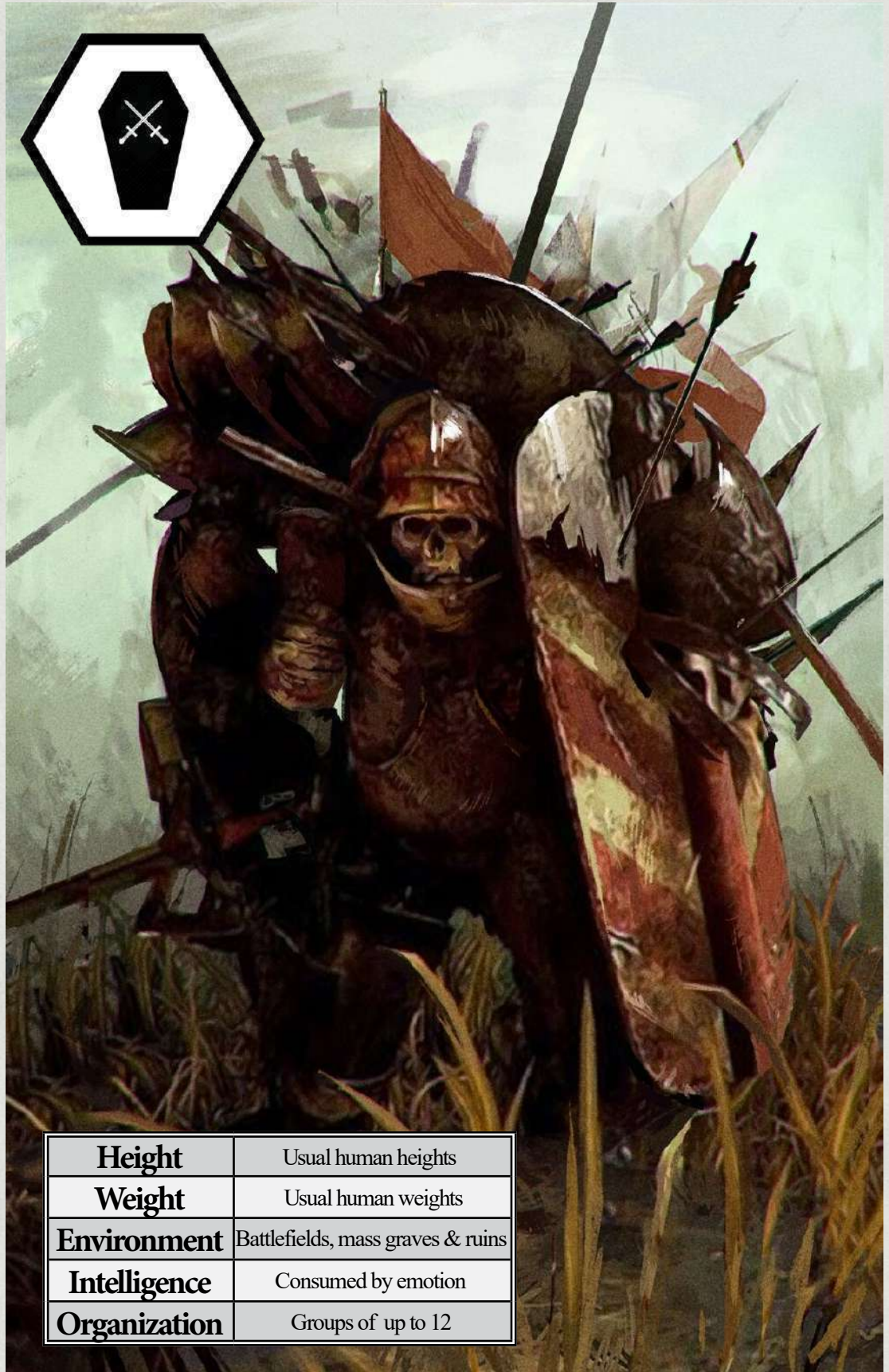


Illustration by Anna Podedworna

Draugirs

Commoner Superstition (Education DC:14)

A draugir is the demon-possessed body of a man slain in anger. If the victim is buried on ground unhallow, then 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

Witcher Knowledge (Witcher Training DC:16)

The draug is a commander, and his wraith soldiers are called draugirs. The draug will call them into existence on battlefields or in cemeteries. Like the draug, they are born of damned souls and trapped shells created from the remnants of arms and armor, machines and corpses torn apart by scavengers. These wraiths are protected by heavy armor and often multiple shields. A witcher should first force them to expose themselves, knocking away their shields and grinding down their badly damaged armor. 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, draugirs 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 draugirs 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.

Weapons			
Name	DMG	Effect	ROF
Hunter's Falchion	3d6	N/A	1
Spear	3d6	Long Reach	1
Short Bow	3d6+3	N/A	1

Draugirs will generally be equipped with one of the above, not all tree weapons.

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
Dark Essence (1d6/2)
Equipped Weapon
Mundane Items (1d6/2)
Specter Dust (1d6/2)

Vulnerabilities

Specter Oil

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

Abilities

Armoured Hulk

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

Resistances and Immunities

Draugirs are immune to **bleed** and **poison** and they take half **piercing** and **fire** damage.

Consumed by Rage

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

Bulky

A draugir is immune to becoming **staggered**.

Threat

Medium
Complex

Bounty

40 Crowns

Armor

0

INT	3
REF	9
DEX	9
BODY	6
SPD	8
EMP	3
CRA	3
WILL	8
LUCK	0

STUN	7
RUN	24
LEAP	4
STA	35
ENC	60
REC	7
HP	35
VIGOR	0



Height	Around 3 meters long
Weight	Around 120kg
Environment	At sea or on coastlines
Intelligence	Human-level
Organization	Groups of 3 to 6

Ekhidnas

Commoner Superstition (Education DC:18)

Sirens're a sad story. Used to be beautiful women with tails like fish and a special interest in sailors, heh. That times's long past though. These days a siren'd sooner flay ya than kiss ya—best keep that in mind. Nobody knows why, but it's probably to do with sailors kidnappin' sirens to wife. Today they lure in folk with their songs, then turn into horrible monsters and tear the flesh from your bones. Sailors say if ya pass by sirens on the sea ya should tie yourself to the mast to stop yourself from leapin' over the edge to 'em.

—Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:16)

Ekhidnae are a larger, stronger, breed of sirens. They make bodies of water a dangerous place thus a crossbow might prove useful.

Vulnerabilities

Hybrid Oil

Limited Movement

On land, an ekhidna has a REF, DEX & SPD of 2.

Abilities

Illusion

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

Sonic Screech

An ekhidna can take its turn to let out a screech which forces anyone within 10m to make a Stun save at -1.

Amphibious

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

Flight

An ekhidna can take flight as a movement. The ekhidna can only be knocked out of the air by stunning it or doing more than 5 points of damage with an attack. If the ekhidna 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.

Skills

Athletics +8

Awareness +7

Brawling +8

Courage +8

Dodge/Escape +8

Endurance +8

Melee +8

Resist Coercion +6

Resist Magic +8

Spell Casting +12

Stealth +8

Wilderness Survival +7

Loot

Essence of Water (1d6)

Mundane Items (1d6/3)

Siren Vocal Chords

Weapons

Name	DMG	Effect	ROF
Claws	3d6+2	WA+1	1
Tail	4d6+2	N/A	1

Threat

Medium
Difficult

Bounty

800 Crowns

Armor

0

INT	3
REF	9
DEX	8
BODY	7
SPD	9
EMP	3
CRA	3
WILL	6
LUCK	0

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



Height	Around 2 meters
Weight	Around 100kg
Environment	Ruins, caves and near cities
Intelligence	About as intelligent as a dog
Organization	Solitary

Ekimmaras

Commoner Superstition (Education DC:15)

Heh, ekimmaras are not the smartest of the vampires. The people that have seen the rests of ekimmaras attacks say that it is not a death kiss but a bloody mess, literally.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:15)

Like other vampires, ekimmaras are not, despite what village gossips might say, undead humans. They are instead post-Conjunction monsters who have no particular feelings about garlic, holy water or religious symbols.

Unlike their portrayals in ballads and legends, they look nothing like handsome, pale aristocrats with charming eastern accents, though, like katakans and nekurats, they do bear a strong resemblance to overgrown bats.

They also do not suck blood from the necks of virgins with a delicate, kiss-like bite – they tear them to shreds using long, sharp claws and then slurp the splattered blood off the ground. Ekimmaras are unusually cruel and exceptionally swift. They are able to quickly land blow after blow capable of smashing even the best Mahakaman-made armor into tiny shards. They should be fought with a silver sword, remembering that they can regenerate back health over time. One should thus never attempt to tire them out or, gods forbid, wait for it to bleed to death. Instead, cut them down as quickly as possible and, if possible, burn the body to ash and scatter it to the four winds.

Ekimmaras are especially dangerous foes due to their ability to regenerate. They can even outlast a witcher using the finest potions. Black Blood potions are an effective way to weaken an ekimmaras. If you are stricken by their claws, you will bleed profusely, so dodging is essential when fighting ekimmaras.

Weapons			
Name	DMG	Effect	ROF
Claws	4d6	Bleed (50%)	2
Bite	3d6+2	Bleed (100%)	1

Skills

Athletics +8

Awareness +8

Brawling +7

Courage +8

Dodge/Escape +8

Endurance +6

Intimidate +7

Melee +6

Resist Coercion +8

Resist Magic +6

Stealth +8

Wilderness Survival +8

Loot

Mundane Items (1d6)

Random Rune

Vampire Fangs (1d6/2)

Vampire Saliva (1d6)

Vulnerabilities

Vampire Oil

Black Blood Potion

Celestial Weakness

In sunlight, an ekimmaras's regeneration is lowered to 3.

Fire Vulnerability

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

Blood Transference

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

Abilities

Regeneration

An ekimmaras regenerates 5 point of damage per round.

Invisibility

An ekimmaras can become invisible, granting it +10 to stealth and +5 to attack. It becomes visible when it attacks. Even if you make your awareness check to spot the ekimmaras, you take a -3 to attack and defense against it. *Yrden* can make an ekimmaras visible.

Invisible to Magical Scanning

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

Feral

For the purposes of awareness and wilderness Survival, instinct gives them an INT of 6.

Night Vision

Ekimmaras operate in areas of dim light with no penalties.

Threat

Hard
Simple

Bounty

1000 Crowns

Armor

8

INT	1
REF	9
DEX	6
BODY	13
SPD	5
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	9
RUN	15
LEAP	3
STA	45
ENC	130
REC	9
HP	90
VIGOR	0



Height	Around 1m at the shoulder
Weight	Around 800kg
Environment	Forests
Intelligence	About as intelligent as a dog
Organization	Solitary

Illustration by ahmonza on DeviantArt

Eyeheads

Commoner Superstition (Education DC:25)

Not many people know eyeheads. They are rare beasts and even if you come close to one, they are really hard to see. They are able to camouflage themselves as trees and remain still for several hours. But don't think that they are slow though. They can move like lightning when they want to strike to defend themselves. And they got a nasty venom.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:15)

Eyeheads are enormous insectoids with an amazing ability to camouflage. They are very rare beasts hunted down almost to extinction. They live in big forest in small numbers all over the continent and survived only for their ability to hide and remain still. They have eight legs that they use to climb every surface they want. If you see one when you are traveling through a forest, just ignore them and try not to provoke them. Do not fight them! They can attack very fast and have a very powerful venom. They eat only leaves and branches and have no natural predator. They are very calm and will avoid fights if they can.

If by chance you get attacked by one, do not get bitten. If you do, it can be your last. They jump at you to try to bite or try to claw you if you are too close. If you are desperate, you can use loud noises to weaken them.

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

Skills
Athletics +5
Awareness +6
Brawling +5
Courage +10
Dodge/Escape +8
Endurance +5
Melee +5
Resist Magic +9
Stealth +6
Wilderness Survival +4

Loot
Chitin (1d6)
Eyehead Venom (1d6)
Venom Extract (2d6)

Vulnerabilities

Insectoid Oil

Sensitive Hearing

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

Abilities

Feral

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

Poison Immunity

Eyeheads are immune to the **poison** effect.

Pounce

An eyehead doesn't need to take a running start when leaping.

Resistances

Eyeheads only take half damage from **bleeding, slashing** and **piercing**.

Most Venomous of All

When poisoned by a eyehead, you take 9 points of damage per turn. To shake of the poison you must make a DC:18 check, but you can make a DC:15 check to take -3 damage per turn.

Camouflage

Eyeheads have a +10 to Stealth in their home terrain when they aren't moving.

Threat

Medium
Simple

Bounty

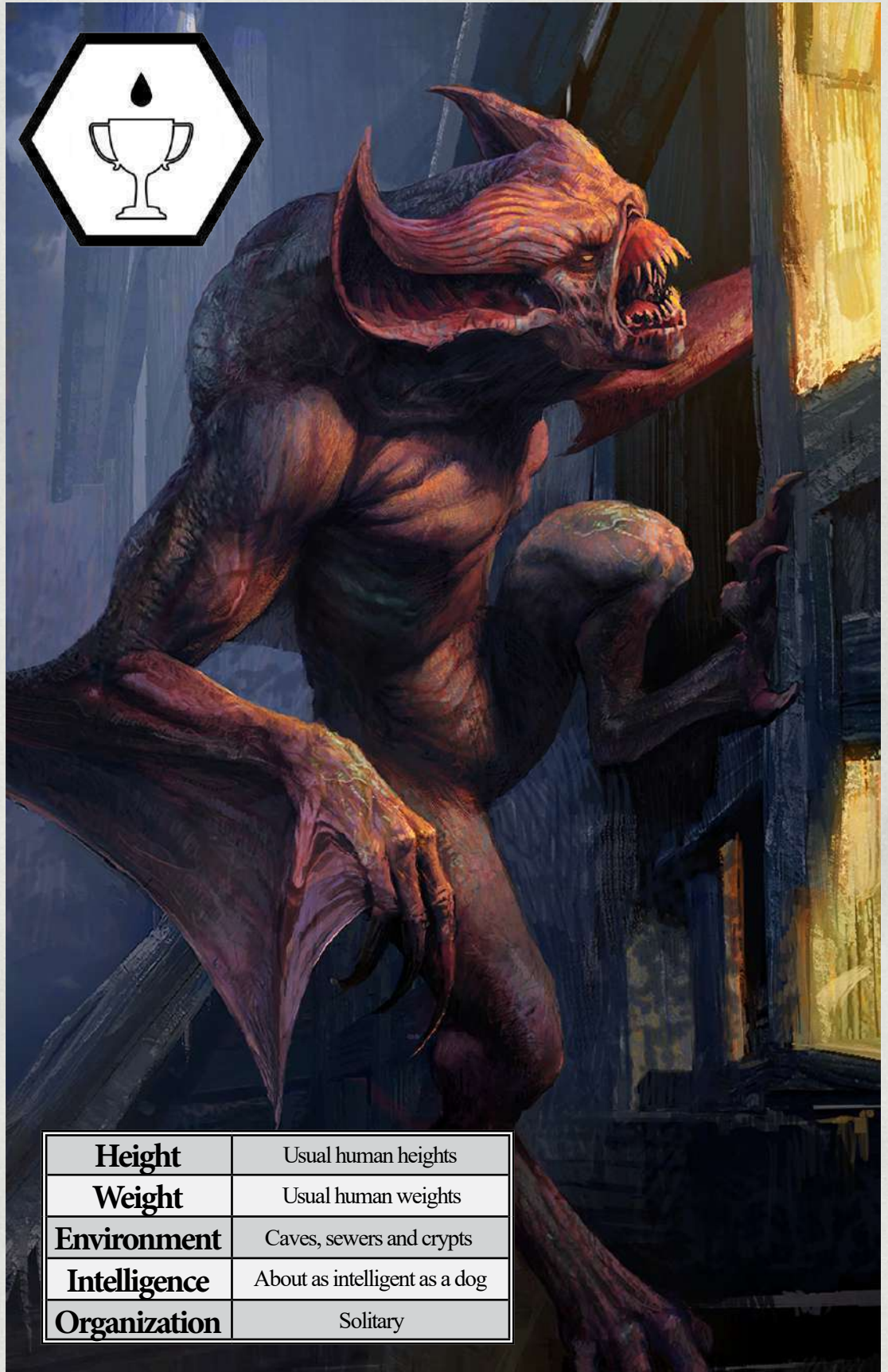
500 Crowns

Armor

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



Height	Usual human heights
Weight	Usual human weights
Environment	Caves, sewers and crypts
Intelligence	About as intelligent as a dog
Organization	Solitary

Illustration by Diego de Almeida Peres

Fleders

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

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.

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/Escap +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

A fleder regenerates 5 point of damage per 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.

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.

Night Vision

Fleders operate in areas of dim light with no penalties.

Vestigial Wings

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

Threat

Hard
Simple

Bounty

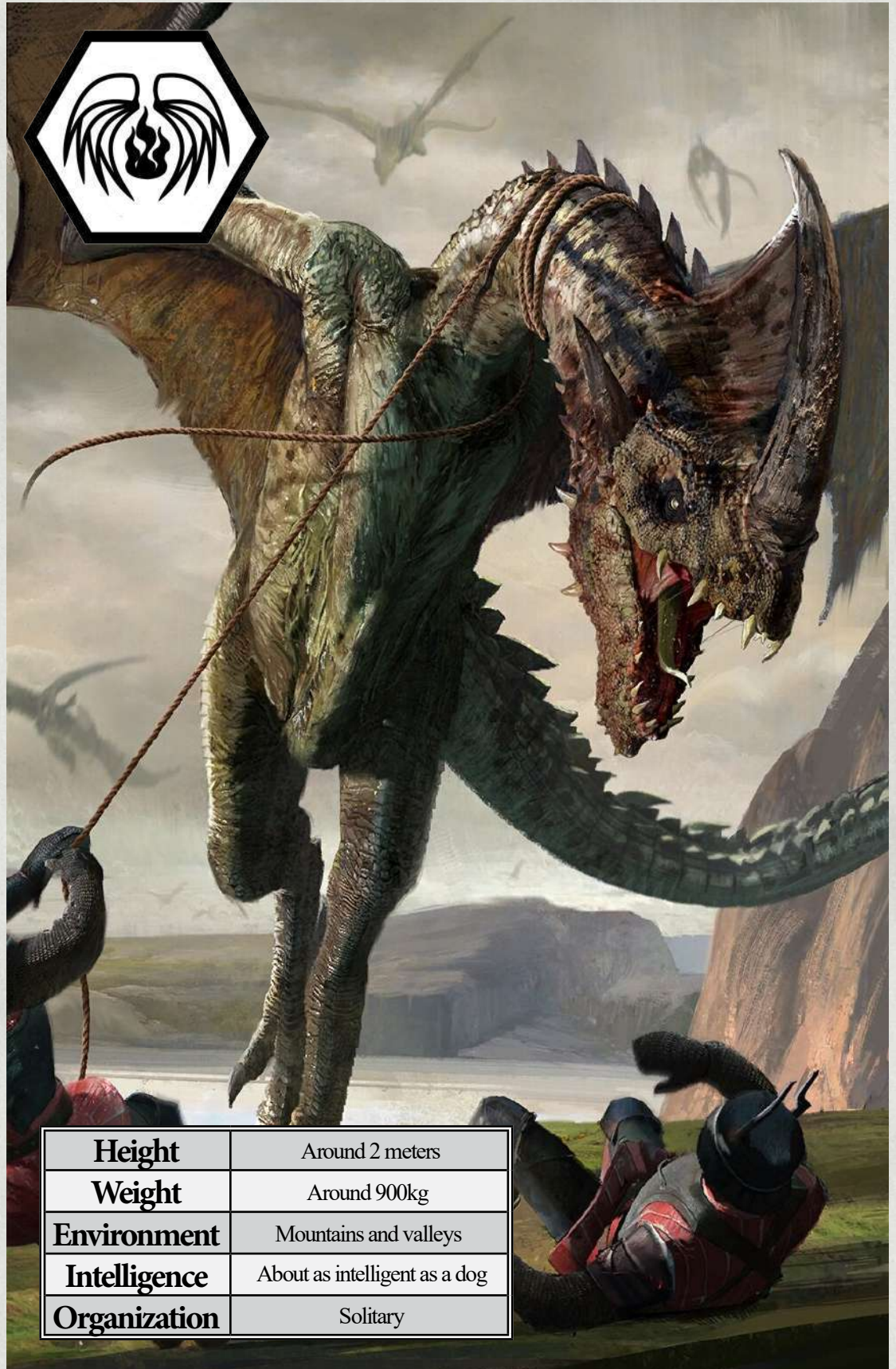
1000 Crowns

Armor

10

INT	1
REF	9
DEX	9
BODY	10
SPD	6
EMP	1
CRA	1
WILL	6
LUCK	0

STUN	8
RUN	18
LEAP	3
STA	40
ENC	100
REC	8
HP	80
VIGOR	0



Height	Around 2 meters
Weight	Around 900kg
Environment	Mountains and valleys
Intelligence	About as intelligent as a dog
Organization	Solitary

Illustration by Diego de Almeida Peres

Forktails

Commoner Superstition (Education DC:16)

Forktails... Bah! Fuckers' tails're more like cleavers.

–Yavinn Buck, veteran of the Mahakaman Volunteer Regiment

Witcher Knowledge (Witcher Training DC:16)

Forktail is a creature related to dragons, but smaller and not intelligent. Just as the name suggests, it can be recognized by its forked tail. Like all draconids, their massive size does not stop them from quickly flying up and then counter-attacking from the air. They are able to use their weight and height to their advantage as they attack from the air knocking their prey over with their wings. Once the forktail is on the ground, they are somewhat less mobile, but still quite dangerous. They turn to other tactics centered around their massive size and spike-covered tails. Like all draconids, the forktail is more than a capable flier, though it can be brought to the ground with Crossbow bolts or Grapeshot. They are as aggressive as Wyvern, and make use of their foot talons in order to slash and kick at their prey. The singers on the tip of their tail are highly poisonous, and because of this Golden Oriole is essential. They will use their tails aggressively while in combat and the only counter is to try and evade these attacks. However, do not become so pre-occupied with the tail that you forget its head. Bites from the forktail come at near-lightning speeds, but can be parried and countered.

Weapons			
Name	DMG	Effect	ROF
Claws	6d6	N/A	2
Bite	7d6	N/A	1
Tail barbs	5d6+2	Poison (75%)	1

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

Loot
Draconid Scales (1d10)
Forktail Egg (1d6/2)
Forktail Eyes (1d6/2)
Venom Extract (1d6)

Vulnerabilities

Draconid Oil

Abilities

Flight

A forktail can take flight as a movement. The forktail can only be knocked out of the air by stunning it or doing more than 10 points of damage with an attack. If the forktail 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.

Resistances

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

Feral

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

Threat

Medium
Difficult

Bounty

900 Crowns

Armor

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



Height	Around 1,75 meter
Weight	Around 750kg
Environment	Summoned by mages
Intelligence	Incapable of thought
Organization	Solitary

Illustration from The Witcher 3

Gargoyles

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

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.

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.

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**.

Skills

Athletics +5

Awareness +8

Brawling +7

Dodge/Escape +6

Physique +7

Resist Magic +10

Stealth +5

Wilderness Survival +2

Loot

Fifth Essence (1d6/2)

Gargoyle Heart

Infused Dust (1d6)

Weapons

Name	DMG	Effect	ROF
Punch	6d6	N/A	1

Threat

Hard
Complex

Bounty

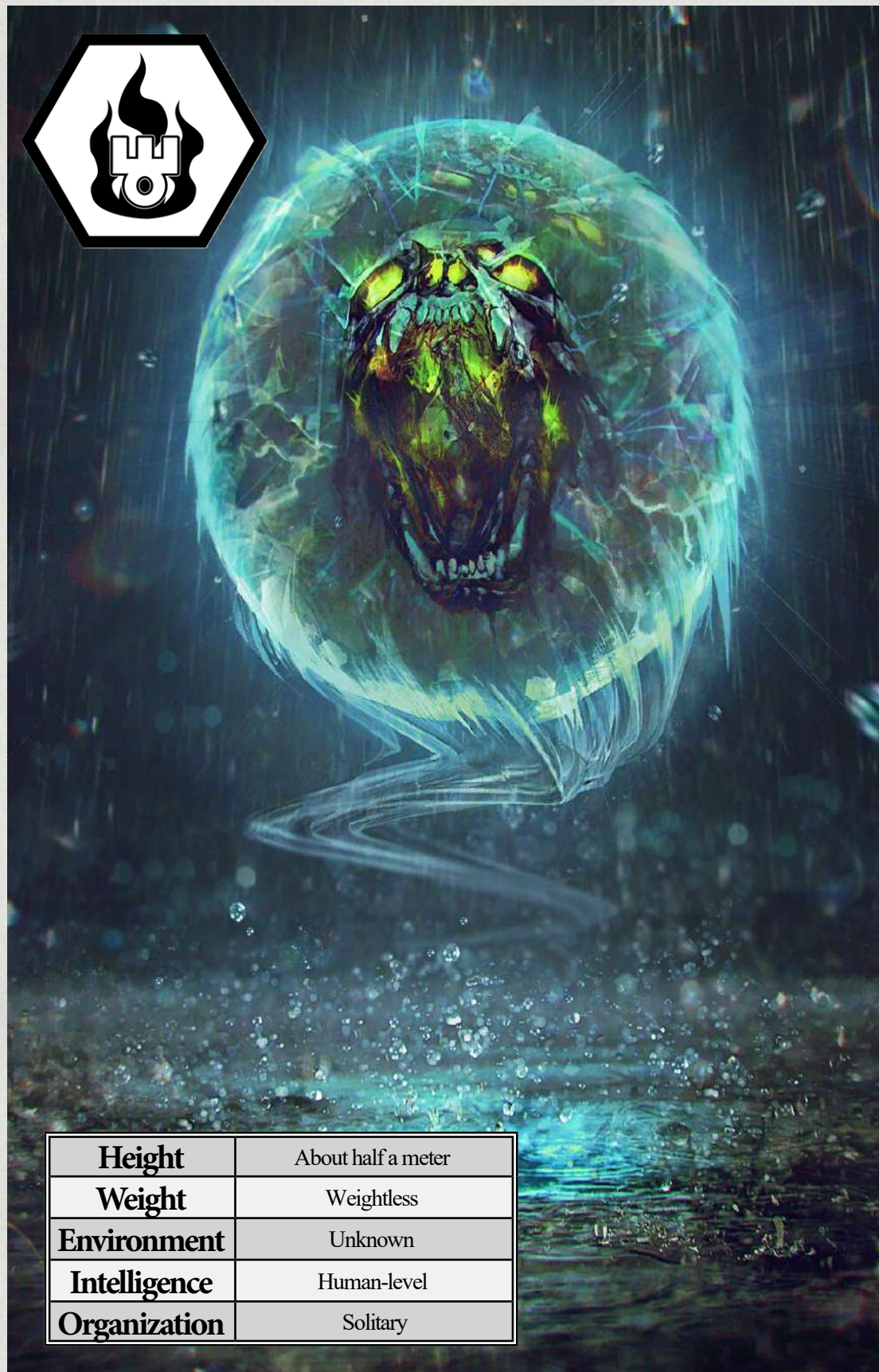
2000 Crowns

Armor

0

INT	7
REF	7
DEX	5
BODY	6
SPD	8
EMP	5
CRA	6
WILL	10
LUCK	0

STUN	8
RUN	24
LEAP	4
STA	80
ENC	60
REC	8
HP	40
VIGOR	30



Height	About half a meter
Weight	Weightless
Environment	Unknown
Intelligence	Human-level
Organization	Solitary

Illustration by Anna Podedworna

Genies

Commoner Superstition (Education DC:10)

Folk say that genies are old powerful cursed mages that are trapped until they are freed by someone. Then, they have to fulfill three wishes of the one who frees them. But they are treacherous creatures that can grant your literal words to do ill for you. They are really rare and if you find a genie bottle closed, it is priceless. Considering how dangerous they can be, heh, I would sell them anytime.

—Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:15)

Despite common knowledge, genies are not cursed mages. They are powerful elementals that are able to wield magic and grant wishes. When asking something for a genie, you should be careful with your words. They are intelligent creatures that don't like being trapped. They will, if given a chance, manipulate your words to do you harm. When you open their seal they will be attached to you, even you see nothing they are there and any wish you make, even not addressing to them, will be fulfilled. After the third, they are released and there lies the problem. When freed, the genie might decide to attack the one that had them enslaved, which can mean you.

Genies are usually spherical projections with face like images inside. There are four kinds of genies. D'ao are genies from earth, djinn are genies from air, maride are genies from water and ifrit are genies from fire. This distinction is made from the elemental plane they come from (and others live). The element of a genie determines the nature of their power and the kind of spell they can use. All genies can grant wishes alike.

If you end up fighting a genie, dimeritium bombs are mandatory. While in the effect of the bomb they cannot attack and become slower. Genies can move in three dimensions, you don't, so it is easy for them to stay out of range. Don't think dimeritium bombs will solve your problem. Try to defeat them fast cause they are especially dangerous when close do defeat. When defeated, you can easily trap them with a genie bottle if you have one.

Granting Wishes

You trap a genie in a genie bottle with a seal on the cap. The one that opens the bottle is the one who gets the wishes and the one who might suffer the revenge. The limits of your wishes are the limits of the magic of a very powerful mage.

Weapons			
Name	DMG	Effect	ROF
-	-	-	-

Skills
Athletics +5
Awareness +6
Deduction +5
Dodge/Escape +7
Endurance +10
Resist Coercion +7
Resist Magic +9
Spell Casting +9

Loot
Genie in a Bottle*
Infused Dust (1d6)
Random Rune

*You only get this one if you have a genie bottle and use it. The item is stored as the named of the genie (Ex: Djinn in a bottle).

Vulnerabilities

Elementa Oil

Dimeritium Bombs
When struck by a dimeritium bomb, a genie becomes disrupted and sluggish. They are incapable of using spells and take a -2 to all stats for the duration of the bomb.

Abilities

D'ao Spells

Genly Graig, Earthen Spike, Korath's Breath, Talfryn's Prison, Elgan's Theory, Stammelford's Earthquake.

Djinn Spells

Bronwyn's Gust, Static Storm, Telekinesis, Zephyr, Alzul's Thunder, Gwynt Troelli, Suffocate, Dervish, Lightning Storm.

Maride Spells

Carys' Hail, Dormyn's Fog, Downpour, Ice Slick, Rhewi, Anialwch, Merigold's Hailstorm, Waves of the Naglfar, Tryferi Gaeaf.

Ifrit Spells

Aeny, Brand of Fire, Cadfan's Grasp, Magic Flare, Tanio Ilchar, Wave of Fire, Flaming Vortex, Seirff Haul, Melgar's Fire, Mirror Effect.

Fury

When genies 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.

Flight

A genie can take flight as a movement. The genie can be knocked down by stunning or doing more than 10 points of damage. If a genie is knocked down, it returns to their hovering position (over 1m off ground) without taking damage.

Threat

Hard
Difficult

Bounty

2000 Crowns

Armor

5

INT	7
REF	5
DEX	4
BODY	10
SPD	2
EMP	1
CRA	1
WILL	10
LUCK	0

STUN	10
RUN	6
LEAP	1
STA	50
ENC	100
REC	10
HP	100
VIGOR	0



Height	Around 2 meters
Weight	Around 100kg
Environment	Swamps
Intelligence	Human-level
Organization	Solitary

Illustration by Anna Podedworna

Gernichoras

Commoner Superstition (Education DC:25)

Not many people know these monsters. They were once adored as gods by elves. What I heard is they are born of spirits of cursed princesses whose entire retinue had drowned in the bog en-route to her wedding. Gernichora had managed to grab a root before the quagmire swallowed her whole. She screamed for hours, but there wasn't a soul to hear her. Leeches, hundreds of them, covered her from head to toe as she lay helpless. They settled in for a royal feast, and sucked her dry, draining her to the very last drop. Fear and revulsion so completely overwhelmed her spirit, that she couldn't pass into the afterlife. So she came back.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:25)

Gernichoras are not cursed princesses or fallen gods. They are repulsive, muck-covered monster who used leeches and ticks, her "fruit", filled to the brim with her own blood, as offerings to the other monsters. Her blood is so irresistible that it allows her to mind-control any monster that drink it. They are rare and dangerous monsters that spend decades hibernating hidden in swamps. They wake when hungry or when people do harm to their swamp. They are known to be able to destroy small armies and kill many witchers with an army of drowners and grave hags.

If you fight an gemichora, it will not be a direct fight. They are not very strong and are very slow. The direct fight should not worry you but having the opportunity to get to it. If you take to long to kill the gemichora, you can find yourself surrounded by more monsters than you can deal with.

Vulnerabilities

Relict Oil

Abilities

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 10.

Poison Immunity

Gernichoras are immune to the **poison** effect.

Amphibious

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

Irresistible Blood

Gernichora can summon necrophages and vampires in 20m range but take 1 turn to summon anyone farther than 5m.

Skills

Athletics +3

Awareness +8

Brawling +6

Courage +9

Dodge/Escape +6

Endurance +7

Melee +6

Resist Coercion +10

Resist Magic +10

Wilderness Survival +6

Weapons

Name	DMG	Effect	ROF
Claw	2d6	Bleed (50%)	1
Bite	3d6	Poison (25%), Disease (25%)	1

Loot

Gernichora Blood (1d6)

Random Rune

Venom Extract (1d6)

Threat

Hard
Complex

Bounty

2000 Crowns

Armor

10

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

STUN	10
RUN	15
LEAP	3
STA	110
ENC	180
REC	11
HP	110
VIGOR	0



Height	About 5 meters
Weight	About 1600kg
Environment	Isolated mountains
Intelligence	About as intelligent as a dumb human
Organization	Solitary

Illustration by Bartłomiej Gawel

Giants and Ice Giants

Commoner Superstition (Education DC:10)

Giants are much like humans, but very tall. But they are as dumb and violent as any human. They can build traps and hunt people and cattle to eat them. Not many of them left though.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:15)

Giants are enormous ogroids that hate humans. They hunt with traps, but when they are hungry, they can come close to human settlements and capture humans and cows. Despite being aggressive and dangerous, not many of them are left and they live in distant and isolated mountains.

Long range weapons are the most secure against giants, but they can easily shorten the distance between you. Any blow that they are able to perform is very destructive. Giants can use trees to attack and ice giants usually use anchors and rest of wrecked ships.

Weapons			
Name	DMG	Effect	ROF
Punch	11d6+4	Long Reach (2m)	1
Tree/Anchor	11d6	Long Reach (4m), Stun(-2)	1

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

Loot
Giant Brain
Random Items (2d10)
Random Runes (2)

Vulnerabilities

Ogroid Oil

Abilities

Resistances

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

Sweeps

Due to the giant's 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 giant attacks multiple creatures this way, it costs 10 STA.

Crushing Force

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

Thrown Boulders

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

Massive Bulk

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

Tool Users

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

Threat

Medium
Complex

Bounty

1000 Crowns

Armor

20

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



Height	Around 3 meters
Weight	Around 750kg
Environment	Deserts
Intelligence	About as intelligent as a dog
Organization	Solitary

Illustration by Oleksandr Kozachenko

Gigascorpions

Commoner Superstition (Education DC:20)

Common folk doesn't know much about gigascorpions. They live only in the Korath desert and the only ones that see them are the merchants and the ones that have heard the stories. They are treacherous creatures that hide buried in the sand and attack anything that comes close to them. Heh, they say if you can survive the blow, you don't survive the venom.

—Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:16)

Gigascorpions are gigantic insectoids. They are dangerous ambush predators. No one knows what they eat naturally, but they are known to eat caravans in the Korath desert, animals and humans included. If you fight with this beast, you should be aware of their claws. They can distract you with their tail, but they can do a lot of damage with their claws and hold you before they sting. They have really thick skin on their back and are really hard to damage that way. When they feel afraid, they lift their front up to try to intimidate their opponent, that can expose some softer skin on their underside. They are specially afraid of fire and loud noises.

Vulnerabilities

Insectoid Oil

Soft Spot

A gigascorpion's underside has only 5 points of armor and does not have its damage resistances.

Abilities

Feral

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

Poison Immunity

Gigascorpions are immune to the **poison** effect.

Resistances

Gigascorpions only take half damage from **bleeding**, **slashing** and **piercing**.

Camouflage

Gigascorpions have a +10 to Stealth in their home terrain when they aren't moving.

Skills

Athletics +5

Awareness +6

Brawling +5

Courage +4

Dodge/Escape +5

Endurance +5

Melee +5

Resist Magic +5

Stealth +5

Wilderness Survival +4

Weapons

Name	DMG	Effect	ROF
Claws	2d6	Grappling	2
Tail Sting	4d6	Poison (100%) WA +1	1

Loot

Chitin (1d6)

Gigascorpion Sting

Venom Extract (1d6)

Threat

Medium
Difficult

Bounty

100 Crowns

Armor

0

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

STUN	7
RUN	18
LEAP	3
STA	35
ENC	80
REC	7
HP	35
VIGOR	0



Height	Around 2 meters
Weight	Around 100kg
Environment	Battlefields and cemeteries
Intelligence	About as intelligent as a dog
Organization	Packs of 3 to 6

Graveirs

Commoner Superstition (Education DC:18)

A graveir is a type of ghoul. It looks very much like a ghoul, but is considerably larger. He can also be told apart, as you can see, by these three bony combs on his skull. The rest is the same as any other corpse-eater. Take note of the short, blunt claws, adapted for digging up graves, and churning earth. Strong teeth for shattering bones and a long, narrow tongue used to lick the decaying marrow from them.

—Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:10)

Graveirs are depraved, lecherous and treacherous bastards. Larger than ghouls, they have three bony combs on their head and short but cruel, thick claws. Their teeth and thin tongue allow them to eat marrow — and the more rotten and rancid the marrow, the more it is to their liking. The vile graveirs have cadaverine in their teeth, so, anyone who engages one in battle, beware. Graveirs fear fire, silver, and magic, but weapons of steel cause them no harm. The graveir's hefty, strapping silhouette suggests it is no normal necrophage. Closer examination reveals some chilling details. Its hard, stone-like skin is covered with dry blood. Its most striking features include its small eyes and a low-set head that makes the graveir look dumb (which it is, indeed). With its small mouth full of curved, uneven teeth, it easily crushes even the thickest bones, and it possesses a long tongue useful for sucking out marrow, its greatest delicacy.

Vulnerabilities

Necrophage Oil

Abilities

Poison Immunity

Graveirs take no damage from **poison**.

Fury

When graveirs 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

Graveirs operate in areas of dim light with no penalties.

Feral

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

Skills

Athletics +6

Awareness +6

Brawling +6

Courage +7

Dodge/Escape +5

Endurance +6

Melee +6

Resist Magic +4

Stealth +4

Wilderness Survival +6

Weapons

Name	DMG	Effect	ROF
Claws	4d6	Prone (25%)	1
Bite	4d6+2	Bleed (50%)	1

Loot

Graveir Claws (2)

Graveir Marrow (1d6)

Graveir Spines (1d6)

Threat

Easy
Simple

Bounty

50 Crowns

Armor

0

INT	1
REF	4
DEX	5
BODY	12
SPD	12
EMP	4
CRA	1
WILL	4
LUCK	0

STUN	8
RUN	36
LEAP	7
STA	40
ENC	120
REC	8
HP	40
VIGOR	0



Height	Around 3 meters
Weight	Around 800kg
Environment	Open ocean, usually deep
Intelligence	About as intelligent as a fish
Organization	Groups of 3 to 6

Hippocampus

Commoner Superstition (Education DC:15)

Hippocampus are a curious creature. They are the mount of choice of many ocean sentient races, just like horses are to land sentient races. They are valued in Skellige as they are really hard to capture.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:10)

Hippocampus have a behavior between of a dolphin and a horse. They are smart and can be easily trained. It is way harder to capture them though. Merpeople have a good relationship with hippocampus, being able to call on them for help.

Vulnerabilities

Hybrid Oil

Abilities

Aquatic

Hippocampus can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater. But they cannot live out of the water and take penalties for acting out of it.

Feral

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

Skills

Athletics +6

Awareness +5

Courage +6

Dodge/Escape +8

Endurance +6

Melee +6

Stealth +3

Wilderness Survival +2

Weapons

Name	DMG	Effect	ROF
Bite	1d6	WA -2	1

Loot

Beast Bones (1d10)

Hippocampus Fins (1d6)

Hippocampus Meat (1d10)

Threat

Hard
Difficult

Bounty

3000 Crowns

Armor

5

INT	1
REF	6
DEX	6
BODY	12
SPD	7
EMP	1
CRA	1
WILL	6
LUCK	0

STUN	9
RUN	21
LEAP	4
STA	45
ENC	120
REC	9
HP	135
VIGOR	0



Height	Around 3 meters
Weight	Around 600kg
Environment	Seas
Intelligence	About as intelligent as a dog
Organization	Solitary



Illustration by Yana Bogatch

Hydras

Commoner Superstition (Education DC:20)

Heh, talk about one nasty beast. They are very rare, but very feared by anyone that has to travel by sea. I myself never seen one. Many folk think they don't exist and they are probably right. The legend say they destroy the boats and every one of the nine heads eats one person on the boat.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:15)

For more unbelievable these creatures are, they are real. They are large marine draconids with nine heads. They hibernate through hundred of years, and it is really hard to find one. When they are awake, they usually eat whales and can attack large boats. When in high seas, they probably will not attack but they lay their eggs on land, a rare phenomenon that happens every thousand years. When on land, they are very aggressive and can kill armies if you don't know how to fight it properly.

When you fight a hydra, be sure to have the right weapon. If you cut one head, be sure to do it with silver, meteorite or magic or two will grow on its place.

Vulnerabilities

Draconid Oil

Abilities

Amphibious

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

Independent heads

Each of the hydra's nine heads is independent from the others and gets its own turn. They can attack and move independently but are limited by their necks, that have 2 meters. If one head is cut off by methods different than silver, meteorite or magic, two grow on its place 2 turns after the cut.

Feral

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

Resistances

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

Necks

To cut the neck of an hydra, you can make a aimed blow with WA -5, and to cut it, you should do it more than 15 damage at once. Cut or not, the damage still goes to the hydra total HP. Consider the SPD of each head 5.

Skills

Athletics +8

Awareness +10

Brawling +7

Courage +8

Dodge /Escape +6

Endurance +8

Melee +5

Resist Magic +8

Stealth +6

Wilderness Survival +9

Loot

Draconid Scales (2d10)

Essence of Water (1d10)

Hydra Egg (1d6/3)

Weapons

Name	DMG	Effect	ROF
Claws	6d6	N/A	1
Bite	2d6	WA -2	1

Threat

Medium
Difficult

Bounty

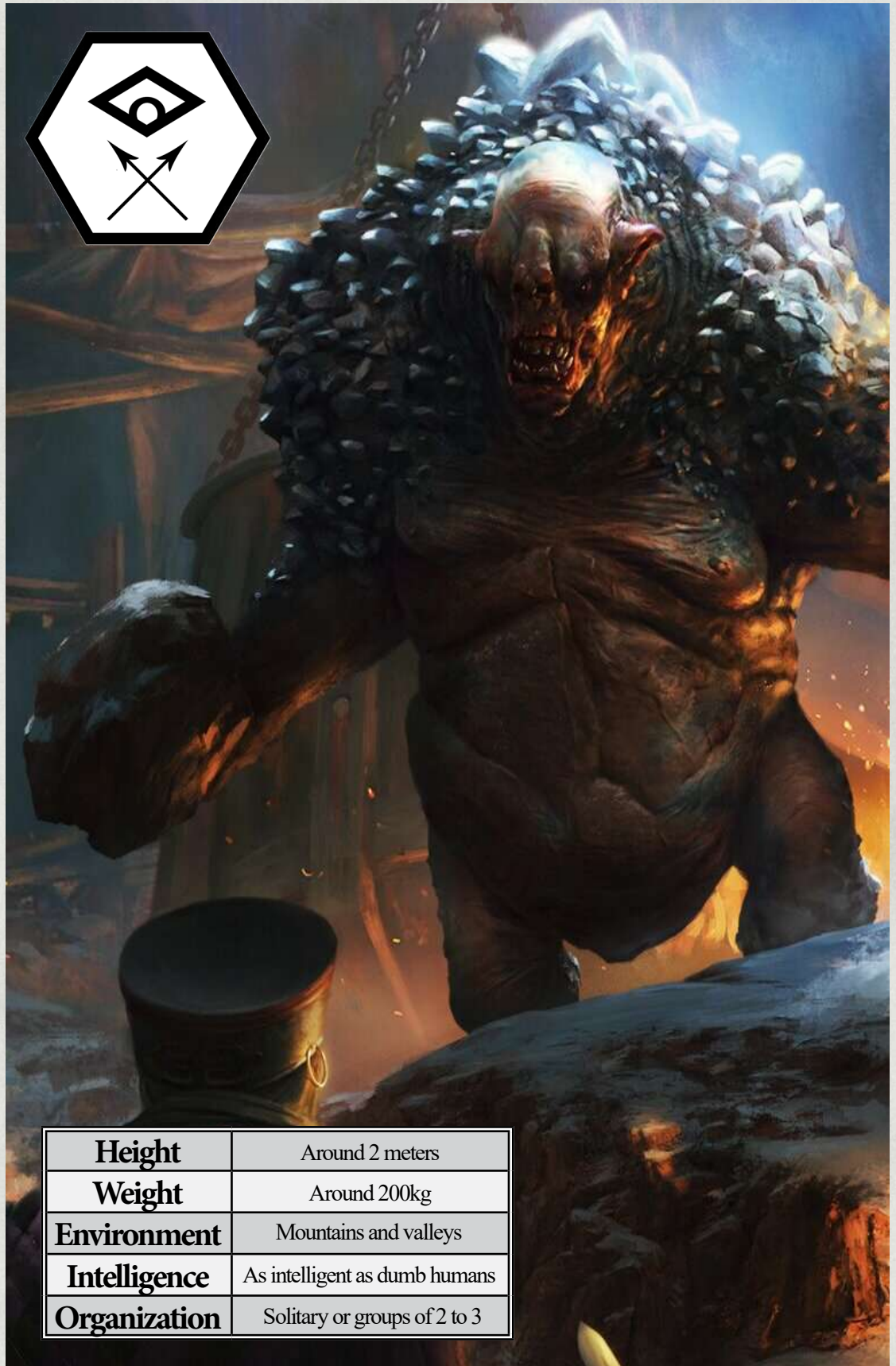
1000 Crowns

Armor

25

INT	3
REF	8
DEX	7
BODY	12
SPD	4
EMP	6
CRA	7
WILL	4
LUCK	0

STUN	8
RUN	12
LEAP	2
STA	40
ENC	120
REC	8
HP	80
VIGOR	0



Height	Around 2 meters
Weight	Around 200kg
Environment	Mountains and valleys
Intelligence	As intelligent as dumb humans
Organization	Solitary or groups of 2 to 3

Illustration by Devos Florian / Grosnez

Ice Trolls

Commoner Superstition (Education DC:16)

Climbing to the top of snow-covered peaks is never a safe endeavor. One can slip and fall into a ravine, be buried in an avalanche – or stumble across ice trolls. Unlike the rock trolls found at lower altitudes, these permafrost-dwelling monsters treat every man they encounter as a possible ingredient for a tasty meal.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:16)

Ice trolls are a breed of semi-intelligent troll species adapted for the cold regions of the Northern Realms and Skellige. Unlike their rock and normal brethren, they usually cannot speak the Common Speech. Ice trolls are crueler than their rocky kin. Though they use similar tactics in battle – tossing stones and swinging with their mighty fists – they are heartier and stronger than rock trolls and thus more dangerous. Like rock trolls, their backs are covered in thick protective armor, meaning one should never strike them from the rear. Meanwhile, their mass means that the Aard Sign cannot move them. Lastly, never think of attacking them during a blizzard. At such times, they draw power from the surrounding cold and fight with increased strength. Some rock trolls can actually be reasoned with, making it possible for a witcher to avoid a fight altogether; but this is not the case with ice trolls. If you're forced into a fight with one, cast Quen and apply ogroid oil to your silver blade before the fight. Trolls of both varieties are vicious fighters, and unfortunately must be fought head on. The armor of stone or ice on their backs armors them too well for flanking tactics. Running away from a troll does not guarantee safety, as they can throw stones with alarming speed and accuracy. The power and weight behind every punch thrown by a troll means that they cannot be parried. A witcher must be adept at evasion, striking when the opportunities appear, and then dodging the inevitable counter-attack. Ice trolls become noticeably more powerful during snow storms. If you can avoid fighting them during such weather, do so.

Weapons

Name	DMG	Effect	ROF
Punch	10d6	Ablating	2

Skills

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

Loot

Mundane Items (1d6)
Stone (2d10)
Troll Hide (1d6)
Troll Liver

Vulnerabilities

Ogroid Oil

Soft Spot

An ice troll's stomach has only 5 points of armor and does not have its damage resistances.

Abilities

Crushing Force

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

Thrown Boulders

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

Resistances

Rock trolls only take half damage from **piercing**, **bludgeoning**, and **slashing**.

Snow Storm

When in a snow storm, ice trolls get a +3 to all attack and defense rolls and get a 1d6 damage bonus to all attacks.

Threat

Easy
Simple

Bounty

30 Crowns

Armor

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



Height	Around 2 meters
Weight	Around 90kg
Environment	Lakes, rivers and swamps
Intelligence	About as intelligent as a fish
Organization	Solitary or in groups up to 3

Illustration by Hirooka Masaki

Ilyocoris

Commoner Superstition (Education DC:14)

An ilyocoris is a strange example of a crustacean. 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

Witcher Knowledge (Witcher Training DC:14)

The ilyocoris is an amphibious insectoid that 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 maneuverability whilst on dry land. When hunting ilyocoris, 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, an ilyocoris 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.

Vulnerabilities

Insectoid Oil

Limited Movement

On land, a ilyocoris halves its DEX and SPD.

Fire Vulnerability

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

Abilities

Eject Young

Ilyocoris can jet it's on juvenile larvae at a target within 5m. If a target fails its Defense check it must make a DC 16: Endurance check or suffer from **poison**, as the chemical soup that the larvae are housed in are absorbed through its skin. This costs 7 stamina.

Night Vision

Ilyocoris operate in areas of dim light with no penalties.

Amphibious

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

Natural Camouflage

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

Feral

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

Resistances

Ilyocoris take half damage from slashing.

Skills

Athletics +6

Awareness +5

Brawling +7

Courage +8

Dodge/Escape +6

Endurance +6

Intimidate +3

Melee +6

Resist Magic +3

Stealth +7

Wilderness Survival +7

Loot

Essence of Water (1d6/2)

Ilyocoris Meat (1d6)

Perl (1d6/2)

Weapons

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

Threat

Hard
Difficult

Bounty

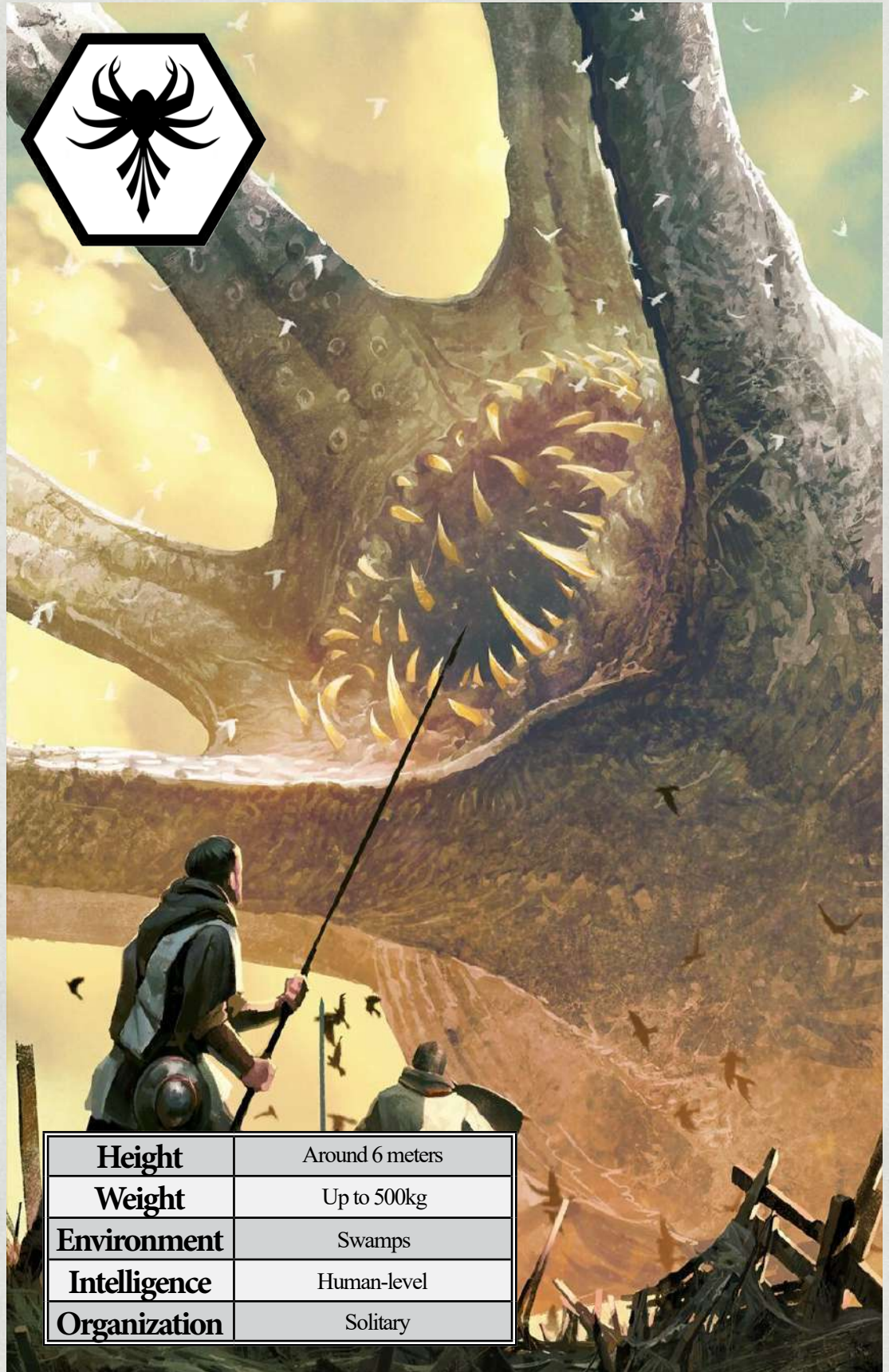
5000 Crowns

Armor

10

INT	7
REF	9
DEX	4
BODY	14
SPD	9
EMP	1
CRA	1
WILL	6
LUCK	0

STUN	10
RUN	27
LEAP	5
STA	50
ENC	140
REC	10
HP	100
VIGOR	0



Height	Around 6 meters
Weight	Up to 500kg
Environment	Swamps
Intelligence	Human-level
Organization	Solitary

Illustration by Bartłomiej Gawel

Kayran

Commoner Superstition (Education DC:XX)

NO COMMON FOLK KNOWS THIS MONSTER.

Witcher Knowledge (Witcher Training DC:30)

The kayran stands apart among all creatures, large and small, beautiful and horrible: it is unique, not alike any other being. Doubtless, it is a post-conjunction creature that appeared in our reality in the time when worlds intermingled. It took up residence in the Pontar's waters, where it lives to this day. The chronicles mention instances when the kayran appeared on the river's surface in various places over the ages. There is no certainty whether it is the same creature slowly moving up and down the river, or perhaps his progeny seen here and there. Over a hundred years ago, the kayran made its lair near the trading post of Flotsam. The folk of the nearby village call it the Old Man. People have grown used to the monster's presence. Until recently, they even considered harmless. Lately, however, the kayran awoke and now emerges from the water. It has become aggressive: it shatters ships, shreds nets, snatches people from the river banks and pulls them beneath the water. Even the military cannot handle this plague, for the kayran hides in the water, where it is impossible to fight. To defeat the kayran, one first needs to pull it onto dry land or drain the river meander where the monster lies in wait. If that trick works, it will be possible to approach the monstrosity. The creature defends itself with long, heavy tentacles - and ordinary man would die from a single blow, for these appendages weigh as much as a trebuchet arm and are covered in poisonous mucus. These tentacles should be cut off or immobilized during combat, for example using a special trap. Once the kayran is unable to shield itself, one should approach its trunk - but beware its venom! The monster spits its vile poison as skillfully as a street urchin. Its armor, tougher than that of any other creature - with the possible exception of dragons - is the final obstacle to overcome. One needs to find a way to pierce the carapace and get to the inner organs. Good luck! The kayran laughs at poisons, or it would laugh if it had a sense of humor. It might even fall over from laughter, and that would be the only way to knock it down, but it's not going to happen. If the creature had a circulatory system like humans do, it might be possible to bleed it to death. Unfortunately it is a monster that makes other monsters seem like house pets, thus oils reducing blood coagulation cannot harm it. It treats most traps as garbage strewn on the ground, but witchers may be able to construct traps to immobilize its tentacles.

Weapons

Name	DMG	Effect	ROF
Tentacles	4d6	Grappling, Poison (100%)	1-6
Bite	8d6	Bleed (50%), Poison (100%), Stun (-3)	1

Skills

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

Loot

Essence of Water (1d10)
Kayran Eyes (1d6)
Kayran Skin (1d6)

Vulnerabilities

Insectoid Oil

Abilities

Arms

Kayran have 6 arms that act independently from the main body and can exude a poisonous mucus.

Poisonous Mucus

Kayran can exude a poisonous mucus from their arms. A enemy that makes a mele attack has a 25% chance of being poisoned and a grappled enemy takes double poison damage and the effects **intoxicated** and **nausea**. It takes 1 turn to shake off these effects after being released.

Regeneration

A kayran regenerates 10 points of damage per round.

Poison Immunity

Kayran take no damage from poison.

Arms

As kayran except HP 30, SPD 5 and STA 20. Each one has a ROF of 1. Arms are 15m long. Amorphous for criticals.

Threat

Easy
Difficult

Bounty

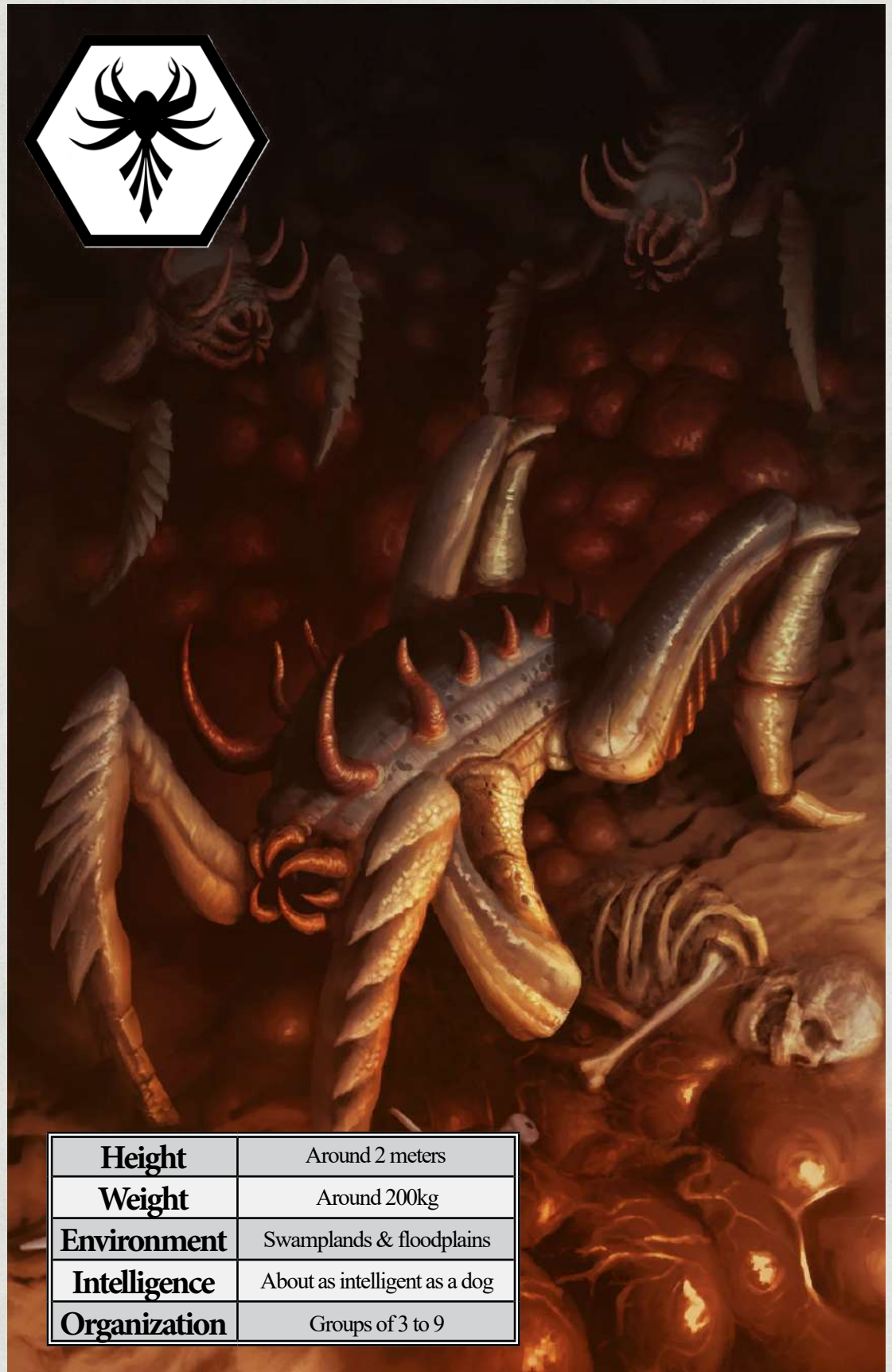
30 Crowns

Armor

8

INT	1
REF	6
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	35
VIGOR	0



Height	Around 2 meters
Weight	Around 200kg
Environment	Swamplands & floodplains
Intelligence	About as intelligent as a dog
Organization	Groups of 3 to 9

Illustration by Karol Bem

Kikimores

Commoner Superstition (Education DC:12)

Kikimore are not the most common insect infestation but sure is one of the worst. They are really hard to kill and can do serious damage to a house or a crop. The problem with these monsters is much like termites, you can't get rid of a colony without killing the queen and they are deep underground.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:10)

Kikimore are social monsters forming colonies underground. There is always one queen deep inside the colony accompanied by some warriors. The workers are the ones that dig the tunnels and gather food. Warriors protect the other members of the colony. The queen is the one that put the eggs and command the colony. They are completely blind and communicate via sound and smell.

If you fight a kikimore, you should be aware of their ability to spit acid from a distance. They are hard to damage with their thick armor. They do not cause much damage with their attacks, but they usually attack in numbers, which can make this fight dangerous.

Weapons			
Name	DMG	Effect	ROF
Claws	3d6	Poison (50%)	1

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

Loot
Chitin (1d6/2)
Kikimore Discharge (1d6)
Venom Extract (1d6/2)

Vulnerabilities

Insectoid Oil

Abilities

Pounce

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

Resistances

Kikimore only take half damage from **bleeding** & **slashing**.

Poison Immunity

Kikimores take no damage from **poison**.

Feral

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

Spit Acid

Kikimores can spit acid at one target up to 3m away and do 2d6 damage and 1d6/2 ablation to weapons and armor.

Blind

Kikimore are blind and communicate using sound and scent. Thus, they are not affected by visual effects, magic and blinding.

Sub-Species

Queen's Armor

A kikimore queen has a extra thick armor. They have 15 armor points and SPD 3 (RUN 15, LEAP 3). This armor also makes their STUN value 13.

Warrior's Fury

A kikimore warrior moves and attacks every turn when below 10 HP. They also regenerate 3 points of damage per turn.

Worker's Claws

A kikimore worker's claws are specially sharp from all the digging. They have a 25% chance to cause **bleeding**.

Threat

Hard
Complex

Bounty

2000 Crowns

Armor

0

INT	3
REF	9
DEX	4
BODY	14
SPD	7
EMP	1
CRA	1
WILL	6
LUCK	0

STUN	10
RUN	21
LEAP	4
STA	50
ENC	140
REC	10
HP	100
VIGOR	0



Height	Around 6 meters
Weight	Up to 500kg
Environment	High seas
Intelligence	As intelligent as dumb humans
Organization	Solitary

Illustration by Russell Marks

Krakens

Commoner Superstition (Education DC:20)

Talk about a feared monster. If you travel by sea enough, you will see one of them. They are probably the monster that causes most shipwrecks. Folk say they attack ships where there have been deaths by following the blood. Heh, you would be lucky finding a ship without any blood in the continent.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:20)

Krakens are deep sea creatures that sometimes come to the surface looking for food. They usually eat whales, dolphin packs, sharks and dracoturtles. They can sometimes confuse large ships with their large prey. They resemble giant octopuses, but are very aggressive. With eight arms they can destroy a ship very quickly. If your ship gets attacked by a kraken, you should try to cut the tentacles as fast as you can to try to preserve the ship. When attacked, they sometimes change the focus of their attack from the ship to the people on the ship. When attacking the people, they can grab them underwater to try to eat. Be careful with that.

Vulnerabilities

Relict Oil

Abilities

Arms

Krakens have 8 arms that act independently from the main body and take 1 turn to take people underwater.

Amphibious

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

Regeneration

A kraken regenerates 10 points of damage per round while underwater.

Feral

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

Arms

As kraken except HP 15, SPD 5 and STA 20. Each one has a ROF of 1. Arms are 10m long. Amorphous for criticals.

Skills

Athletics +2

Awareness +4

Brawling +10

Courage +4

Dodge/Escape +2

Endurance +10

Melee +2

Physique +10

Resist Magic +5

Wilderness Survival +8

Weapons

Name	DMG	Effect	ROF
Tentacles	2d6	Grappling	1-8
Bite	4d6	Poison (25%) WA -2	1

Loot

Essence of Water (1d10)

Kraken Poison (1d6)

Raw Meat (1d6)

Threat

Hard
Difficult

Bounty

2000 Crowns

Armor

15

INT	6
REF	14
DEX	14
BODY	11
SPD	12
EMP	6
CRA	5
WILL	8
LUCK	0

STUN	9
RUN	36
LEAP	7
STA	45
ENC	110
REC	9
HP	90
VIGOR	0



Height	Usual human heights
Weight	Usual human weights
Environment	Deserts
Intelligence	Human-level
Organization	Solitary

Lamias

Commoner Superstition (Education DC:18)

A woman in the middle of the Korath Desert? Better than an oasis.

—last words of an unknown traveler

Witcher Knowledge (Witcher Training DC:16)

Lamia is a monster which is most often encountered at night in deserts on the southern part of the continent. These creatures are resistant to iron and regarded by some as the variety of vampire. They have the ability polymorph or shapeshift and can transform themselves into beautiful "women". Perhaps "woman" is not the most accurate description as they appear as large snakes with female human heads with bloody faces and fangs.

Weapons			
Name	DMG	Effect	ROF
Claws	5d6+3	Armor Piercing, Bleed (25%), Poison (25%)	2
Bite	4d6+4	Improved Armor Piercing, Bleed (50%), Poison (100%)	1

Skills
Athletics +8
Awareness +10
Brawling +9
Charisma +7
Courage +9
Dodge/Escape +6
Endurance +5
Intimidation +10
Melee +10
Persuasion +9
Physique +6
Resist Coercion +9
Resist Magic +10
Seduction +10
Spell Casting +10
Stealth +4
Wilderness Survival +10

Loot
Abomination Lymph (1d6/3)
Essence of Death (2d6)
Lamia Venom (1d6)
Mundane Items (1d6)
Vampire Teeth (1d6/2)
Venom Extract (1d6)

Vulnerabilities

Vampire Oil

Black Blood Potion

Moondust Bombs

If affected by moondust bombs, lamias cannot transform.

Dimeritium Bombs

When caught in a area of a dimeritium bombs, lamias cannot use Hypnosis.

Blood Transference

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

Abilities

Resistances

Stun, bleeding and poison.

Transformation

Without taking an action, a lamia can disguise itself as a beautiful woman with no monstrous features. While disguised this way, a lamia is physically indistinguishable from a human. If the lamia uses any of it's abilities except for Telepathy, their magical disguise drops and they return to their natural form.

Invisible to Magical Scanning

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

Drain Blood

If a lamia's Bite attack deals damage to a target, the lamia drains 2d6 points of Health Points from the target and heals that number of Health Points.

Superior Night Vision

Lamias operate in areas of complete darkness with no penalties.

Hypnosis

A lamia is able to hypnotize its foes. Anyone who looks at the lamia's eyes must make a Resist Magic check against the lamia's Spell Casting or be **stunned**.

Telepathy

A lamia can telepathically communicate with any one character within 20m of them without taking an action.

Threat

Hard
Difficult

Bounty

Treasure

Armor

0

INT	14
REF	7
DEX	7
BODY	7
SPD	6
EMP	8
CRA	9
WILL	14
LUCK	0

STUN	10
RUN	18
LEAP	3
STA	50
ENC	70
REC	10
HP	50
VIGOR	0



Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere he wants
Intelligence	Human-level
Organization	Unique

GWENT
THE WITCHER CARD GAME

Illustration by Nemanja Stankovic

Man of Glass

Commoner Superstition (Education DC:25)

In brief, I give folk what they ask for. You might say I simply grant their wishes.

All who have learned my true name are now either dead, or have met an even worse fate.

–Gauter O'Dimm

Witcher Knowledge (Witcher Training DC:25)

"Looking for more information on O'Dimm, Geralt, thanks to Shani's help, eventually found the Professor Shakeslock in Oxenfurt Academy, where he had cloistered himself in his house out of fear of what he had discovered. He told the witcher that Olgierd had hired him to research O'Dimm's identity and to figure out how Olgierd might get rid of him. He had "pored over countless tomes, delved into obscure incidents and analyzed folk legends" and came to believe that, in short, O'Dimm was "Evil Incarnate." He further explained that O'Dimm was just one of many names belonging to the entity, a record of whose presence could be traced back thousands of years and across different cultures, and was a being who appeared to relish in meddling with human affairs, taking their souls, and sowing misfortune. However, O'Dimm had one weakness: he could be tempted into pacts where one's soul is at stake and he must always keep his end of the bargain. The professor revealed that simply studying about O'Dimm had caused him to go blind, which had in turn attracted the attention of O'Dimm himself. O'Dimm had then drawn the professor a magical circle of protection as a reward of sorts, telling him that he would be safe as long as he remained in the circle. However, he then made the ceiling brace above the circle weaken, creating a death trap for the professor should he leave the circle. Geralt managed to get the information he wanted out of the professor who proclaimed that he felt happy just to be useful again. This reaction corresponded to the failure of the ceiling brace, causing structural damage and shaking the walls with enough force to cause a bookcase to fall. Geralt managed to hold the bookcase upright but the professor tripped over a bottle as he backed away, causing him to fall outside the circle and to break his neck on a small pile of books, instantly killing him."

You are insignificant. You think you've defeated me, but you are wrong. I can't be killed, I will be back.

–Gauter O'Dimm

Vulnerabilities

Need to be Smarter

There is only one way to beat Master Mirror. You have to challenge him to a mental duel and he will accept. He can ask you to get some item in a limited period of time or to solve a riddle or both. If you win, he will give you anything you ask, including your freedom. Unfortunately, to interest him, you will probably have to wager your soul.

Abilities

Time Manipulation

Gauter O'Dimm is able to manipulate time at his will.

Granting Wishes

O'Dimm's power has limits but their are not very clear. Gauter can grant almost every wish you want. For a price. Usually your soul.

Not a Fighter

O'Dimm is not a fighter. His duels are with words and given his abilities you should try to avoid fighting.

Everywhere

O'Dimm has almost limitless knowledge and can be anywhere he wants.

Skills

Awareness +8

Business +7

Courage +10

Deceit +10

Deduction +9

Disguise +14

Intimidation +8

Persuasion +10

Resist Coercion +10

Tactics +9

Loot

O'Dimm Wooden Spoon

Relic Item

+Any Item Related to the Quest

Weapons

Name	DMG	Effect	ROF
Wooden Spoon	-	N/A	-

Threat

Medium
Complex

Bounty

500 Crowns

Armor

0

INT	3
REF	8
DEX	4
BODY	10
SPD	5
EMP	1
CRA	1
WILL	6
LUCK	0

STUN	8
RUN	15
LEAP	3
STA	40
ENC	100
REC	8
HP	80
VIGOR	0



Height	Around 4 meters
Weight	Up to 350kg
Environment	Swamps
Intelligence	As intelligent as dumb humans
Organization	Solitary

Illustration by Marcin Jakubowski

Mud Octopuses

Commoner Superstition (Education DC:14)

They are like the kraken of the land. Not as big or strong, but as dangerous. Heh, luckily they are very rare.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:14)

The mud octopus is a creature evolved from the normal sea octopus. Regressing sea level made it to adapt into swamps and bogs of the Yarra, though at least one specimen lived in the caverns beneath the Temple of Yrrhedes in Red Horn Massif. In combat, it can grab up to 4 opponents, but if it does so, it is then unable to protect itself from any attacks. If four of its arms are cut of, it escapes, otherwise, it fights to the death.



Illustration posted on pinterest by Anthony Argentin. Artist unknown

Vulnerabilities

Relict Oil

Abilities

Arms

Mud octopuses have 8 arms that act independently from the main body.

Amphibious

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

Regeneration

A mud octopus regenerates 5 points of damage per round while in swamp water.

Feral

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

Arms

As mud octopus except HP 10, SPD 10 and STA 20. Each one has a ROF of 1. Arms are 5m long. Amorphous for criticals.

Skills

Athletics +2

Awareness +4

Brawling +10

Courage +4

Dodge/Escap +2

Endurance +10

Melee +2

Physique +10

Resist Magic +5

Wilderness Survival +8

Weapons

Name	DMG	Effect	ROF
Tentacles	2d6	Grappling	1-8
Bite	4d6	Poison (25%) WA -2	1

Loot

Essence of Water (1d10)

Raw Meat (1d6)

Venom Extract (1d6)

Threat

Hard
Difficult

Bounty

2000 Crowns

Armor

10

INT	6
REF	14
DEX	14
BODY	11
SPD	12
EMP	6
CRA	5
WILL	8
LUCK	0

STUN	9
RUN	36
LEAP	7
STA	45
ENC	110
REC	9
HP	90
VIGOR	0



Height	Usual human heights
Weight	Usual human weights
Environment	Near settlements
Intelligence	Human-level
Organization	Solitary

Illustration by Sideshow Collectibles

Mulas

Commoner Superstition (Education DC:18)

A mula or moola is a type of intelligent vampire. Same as bruxae, alps and Higher Vampire it is immune to sun, and can be sometimes mistaken with the previous two.

–A Study of the Monstrous, Rivadi of Oxenfurt

Witcher Knowledge (Witcher Training DC:16)

Mula is a higher vampire. It's not afraid of daylight, but feeds in the night. They take male form.

Mula is a strong opponent and appears alone. It can get invisible for a while, to fool the opponent. It gets behind the victim and tries to suck the blood out.



Illustration from The Witcher 3 cut content

Weapons			
Name	DMG	Effect	ROF
Claws	4d6+4	Armor Piercing, Bleed (50%)	2
Bite	5d6+3	Improved Armor Piercing, Bleed (75%)	1

Skills

Athletics +8
Awareness +10
Brawling +9
Charisma +7
Courage +9
Dodge/Escape +6
Endurance +5
Intimidation +10
Melee +10
Persuasion +9
Physique +6
Resist Coercion +9
Resist Magic +10
Seduction +10
Social Etiquette +8
Stealth +4
Wilderness Survival +10

Loot

Abomination Lymph (1d6/3)
Essence of Death (2d6)
Mula Blood (1d6)
Mundane Items (1d6)
Naezan Salts (1d6/2)
Vampire Teeth (1d6/2)

Vulnerabilities

Vampire Oil

Black Blood Potion

Moondust Bombs

If affected by moondust bombs, mulas cannot transform.

Fire Vulnerability

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

Blood Transference

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

Abilities

Resistances

Stun, bleeding and poison.

Transformation

Without taking an action, a mula can transform its body to look identical to a human. If the mula uses any of its attacks or drains blood, they revert to their more bestial humanoid form. Alternatively, by taking its action, a mula can transform into a cloud of smoke. While in its smoke form, the mula can take its move action to move either horizontally or vertically and it is considered Incorporeal. If the mula attacks something, it returns to its standard form immediately.

Invisible to Magical Scanning

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

Drain Blood

If a mula's Bite attack deals damage to a target, the mula drains 2d6 points of Health Points from the target and heals that number of Health Points.

Superior Night Vision

Mulas operate in areas of complete darkness with no penalties.

Blood Fury

When a mula drinks blood, it enters a Fury state for 1d10 rounds.

Threat

Medium
Difficult

Bounty

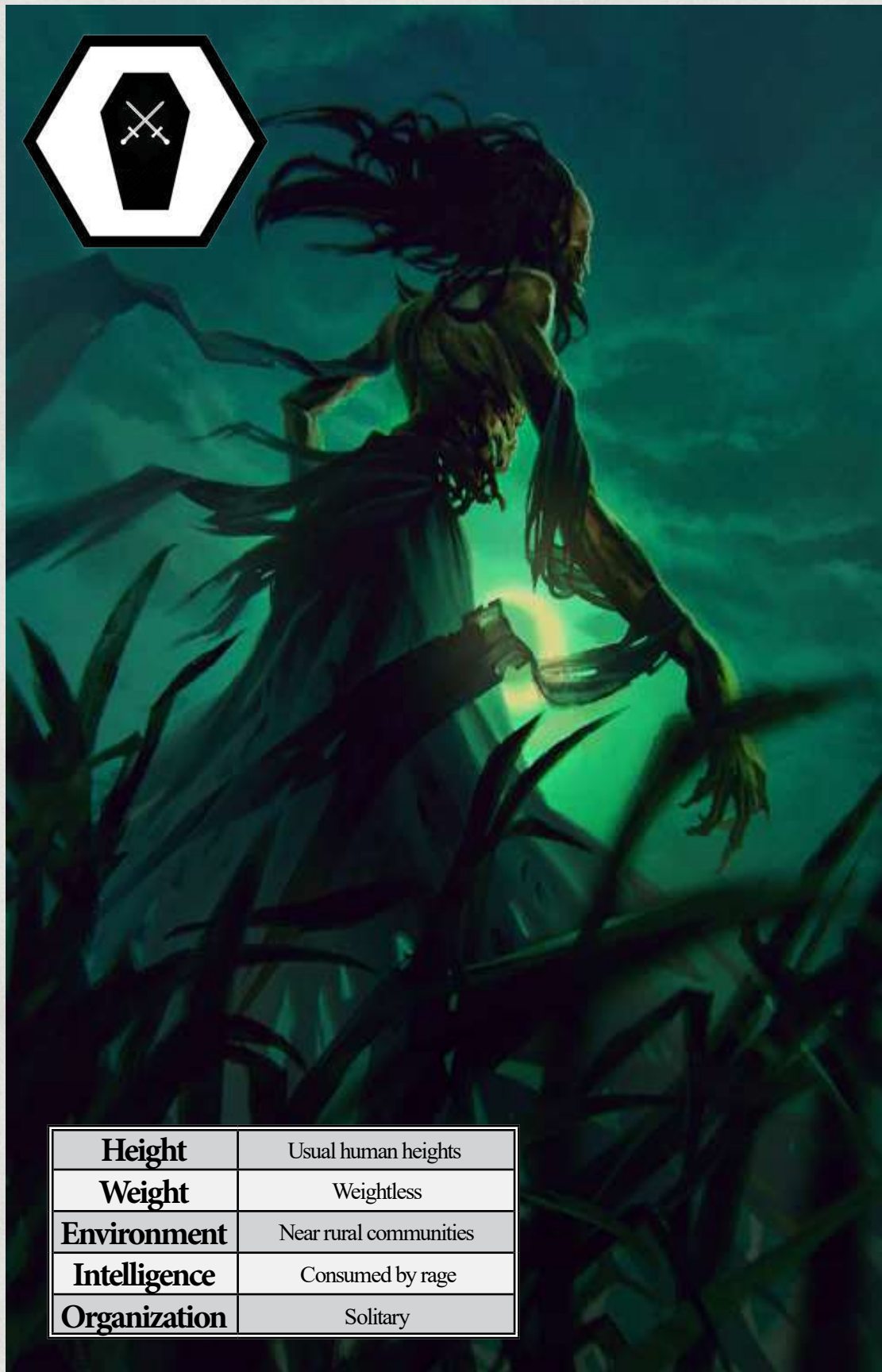
800 Crowns

Armor

0

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

STUN	8
RUN	18
LEAP	3
STA	40
ENC	70
REC	8
HP	80
VIGOR	0



Height	Usual human heights
Weight	Weightless
Environment	Near rural communities
Intelligence	Consumed by rage
Organization	Solitary

Nightwraiths

Commoner Superstition (Education DC:16)

Nightwraiths are born of moonlight, wind and the earth cooling after the heat of the day. They rise above the ground and whirl in a mad dance, which should not be seen by any mortal. If caught peeping, the mortal is blinded by moonlight, then taken into the circle and forced to dance until he expires, at times becoming a nightwraith himself.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:14)

Like noonwraiths, nightwraiths are only found in rural areas. Travelers fall victim to them most often, but if legends are to be believed they also sneak into huts at times and murder peasants in their sleep. When they attack, nightwraiths remain immaterial for most of the time, meaning physical blows pass right through them. They only take on more tangible form for the brief moments in which they strike. When weakened, they will create several projections of themselves which cannot attack directly but act as transmitters of sorts through which the nightwraith can sap her victim's vital energy. Nightwraiths can turn immaterial and are, at such times, very difficult to wound. In order to force one to take on corporeal form, trap it with the *Yrden* Sign or hit it with the blast of a Moon Dust bomb. Do not believe the old wife tales and think yourself completely safe from nightwraiths during the day. They appear under the light of the sun as well - but are much weaker then than after dusk. When weakened, a nightwraith can split into three copies of itself. Destroy these with all haste, during this state the nightwraith saps vital energy from nearby sources. Bombs and crossbow bolts can destroy nightwraith doppelgangers. Destroying the copies forces the real nightwraith to reveal itself.

Vulnerabilities

Specter Oil

Moondust & Yrden

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

Celestial Weakness

In sunlight, nightwraiths take a -2 to all actions.

Abilities

Fueled By Rage

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

Incorporeal

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

High Moon Dance

A nightwraith can create 3 copies that dance around, at least 5m away from their target. As long as one copy remains, this drains 3 points of health from the target each round to heal the nightwraith. Striking a copy will kill it.

Dust Devil

A nightwraith can use magic to swirl dust and dirt up into a target's face. This attack uses Spell Casting, and on a hit it blinds the target for 1d6 rounds. The target must be within 5m.

Skills

Athletics +4

Awareness +10

Brawling +7

Dodge/Escap +9

Endurance +7

Melee +8

Resist Magic +7

Spell Casting +8

Stealth +10

Wilderness Survival +5

Loot

Dark Essence (1d6/2)

Infused Dust (1d6)

Specter Dust (1d6)

Wraith Essence (1d6)

Weapons

Name	DMG	Effect	ROF
Claws	5d6	N/A	2

Threat

Hard
Difficult

Bounty

2000 Crowns

Armor

0

INT	8
REF	14
DEX	12
BODY	10
SPD	10
EMP	3
CRA	3
WILL	10
LUCK	0

STUN	10
RUN	30
LEAP	6
STA	50
ENC	100
REC	10
HP	100
VIGOR	0



Height	Around 2 meters
Weight	Around 115kg
Environment	Ruins, caves and near cities
Intelligence	Human-level
Organization	Solitary

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Illustration by Bartłomiej Gawel

Nosferats

Commoner Superstition (Education DC:20)

Nosferats are very much like katakans. Folk say while katakans seduce women, nosferats lurk in the shadows of alleys and sewers waiting the right opportunity to attack. Folk also say that when hungry they can lure people to these places using their shapeshifting abilities.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:19)

Nosferats or nekurats are a species closely related to katakans. Nosferats have also bat-like traits but are clearly different from their cousins. They tend to be more reclusive but don't hesitate to go out hunting. Like other intelligent vampire species, nosferats enjoy drinking blood in smaller or larger doses but don't mutilate their victims by shredding them apart, leaving only bite marks.

Fighting a nosferat is very much like fighting a katanan, but be aware, they are stronger and deadlier.

Weapons			
Name	DMG	Effect	ROF
Claws	10d6	Bleed (100%)	2
Bite	11d6+4	Bleed (100%)	1

Skills
Athletics +10
Awareness +10
Brawling +7
Courage +8
Dodge/Escape +10
Endurance +8
Intimidate +8
Melee +8
Resist Coercion +10
Resist Magic +8
Stealth +10
Wilderness Survival +8

Loot
Mundane Items (1d6)
Random Rune
Vampire Fangs (1d6/2)
Vampire Saliva (1d6)

Vulnerabilities

Vampire Oil

Black Blood Potion

Celestial Weakness

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

Fire Vulnerability

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

Blood Transference

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

Abilities

Regeneration

A nosferat regenerates 10 point of damage per round.

Invisibility

A nosferat can become invisible, granting it +10 to stealth and +5 to attack. It becomes visible when it attacks. Even if you make your awareness check to spot the nosferat, you take a -3 to attack and defense against it. *Yrden* can make a nosferat visible.

Invisible to Magical Scanning

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

Telepathy

Nosferats can telepathically communicate with any one creature within 20m of them as a free action.

Night Vision

Nosferats operate in areas of dim light with no penalties.

Threat

Medium
Simple

Bounty

50 Crowns

Armor

0

INT	8
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



Height	Usual human heights
Weight	Usual human weights
Environment	Depending on the type
Intelligence	Human-level
Organization	Solitary, pair or up to 5

Nymphs

Commoner Superstition (Education DC:14)

The best known nymph culture is ancient dryad realm of Brokilon. Formed primarily by dryads and hamadryads, it hosts also a number of naiads. Nereids, in turn, form an underwater society together with merpeople in the Great Sea. Many nymphs do not form large societies, instead living in small groups or solitary in the wild. Nymphs are humanoid races guarding and taking care of natural environments. Due to mutagenous substances such as the Water of Brokilon, they are exclusively female and may sometimes kidnap girls of different races to prolong the survivability of their own.

Witcher Knowledge (Witcher Training DC:12)

Nymphs are humanoid races guarding and taking care of natural environments. Due to mutagenous substentions such as the Water of Brokilon they are exclusively female and may sometimes kidnap girls of different races to prolong the survivability of their own. Most of the described nymphs are slender and rather of small build, but do not diverge from average short human or elf. Their skin may be mistaken to this of humans, but often shows tints of the environment they live in, for example dryads' one might be a bit greenish or chestnut while nereids' slightly bluish. All nymphs are physically fit and perfectly adjusted to their environment. They are considered to be attractive by many humans, some of whom may try to mate with them or to kidnap and keep them in zoos and aquaria as eye-catching attractions. While the Sources are rare amongst them, many nymphs are able of using magic and psionic abilities. Their powers are usually connected with their habitat.

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

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

Loot
Mundane Items (1d6/2)
Strange Items (1d6/2)
+Specific Loot

Vulnerabilities

Relict Oil

Abilities

Natural Attunement

Nymphs have a deep magical bond with nature itself. They do not disturb animals, meaning that any beast they encounter is considered friendly and will not attack unless provoked.

Nymphs Seduction

All nymphs are very attractive to humans and elves. Dryads, nereids and naiads have the Seduction skill equal +14 against any human and elf that is attracted to women.

Procreation

As they can be only female, nymphs use males of other humanoid races to procreate. Their strategies and approaches vary; naiads are known to seduce young men for one-time meetings spent on mutual pleasure, while dryads mate with visiting elves or kidnapped humans without forming any emotional bond. Many types of nymphs are known to kidnap girls of other races and raise them as their own. According to folk tales, naiads may kidnap an unattended child and replace it with an ugly replacement on the Saovine's eve. In truth, however, humans themselves may leave an unwanted, ill child near nymphs' habitat in hope of spreading disease; such children are however healed and, if possible, brainwashed and transformed into nymphs using mutagens such as the Water of Brokilon.

Dryads



Illustration by Aleksandra Wojtas

Skills

Archery +10
Healing Hands +7
Staff/Spear +7
Spell Casting +8
Trap Crafting +5

Weapons

Name	DMG	Effect	ROF
Long Bow	4d6	Bleed (100%)	2
Spear	3d6	Long Reach	1

Abilities

Shape Nature

Dryads can use the Shape Nature at normal STA cost and invoke any type of treant.

Loot

Long Bow or Spear

Nereids

Abilities

Amphibious

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

Kraken

Nereids can make a DC: 25 Spell Casting check to invoke a kraken when in ocean. It does not attack nereids or their friends.

Skills

Spell Casting +14

Loot

Essence of Water (1d6)



Illustration by samshank0453 on Deviantart

Naiads



Illustration by Mardigitalart on Deviantart

Loot

Essence of Water (1d6)

Abilities

Aquatic

Naiad can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater. But they cannot live out of the water for long.

Telepathy

Naiads are excellent telepaths and telepaths, basically immune to all kinds of mental attacks. They are also able to charm people and counter several offensive spells. The most powerful rusalki may command waters of their lake at will, causing miniature storms in which they drown their opponents.

Dryads on the Netflix show



Hamadryads



Illustration by Katarzyna Bekus

Skills

Archery +10
Healing Hands +13
Staff/Spear +7
Spell Casting +13
Trap Crafting +5

Weapons

Name	DMG	Effect	ROF
Long Bow	4d6	Bleed (100%)	2
Spear	3d6	Long Reach	1

Abilities

Shape Nature

Hamadryads can use the Shape Nature at normal STA cost and invoke any type of treant.

Loot

Long Bow or Spear

Leimoniads

Abilities

Telepathy

Leimoniads are excellent telepaths and telempaths, basically immune to all kinds of mental attacks. They are also able to charm people and counter several offensive spells.

Loot

Infused Dust (1d6)



Illustration by whisperastory on Tumblr

Oreads



Loot

Crystalized Essence (1d6)

Abilities

Telepathy

Oreads are excellent telepaths and telepaths, basically immune to all kinds of mental attacks. They are also able to charm people and counter several offensive spells.

Threat

Medium
Simple

Bounty

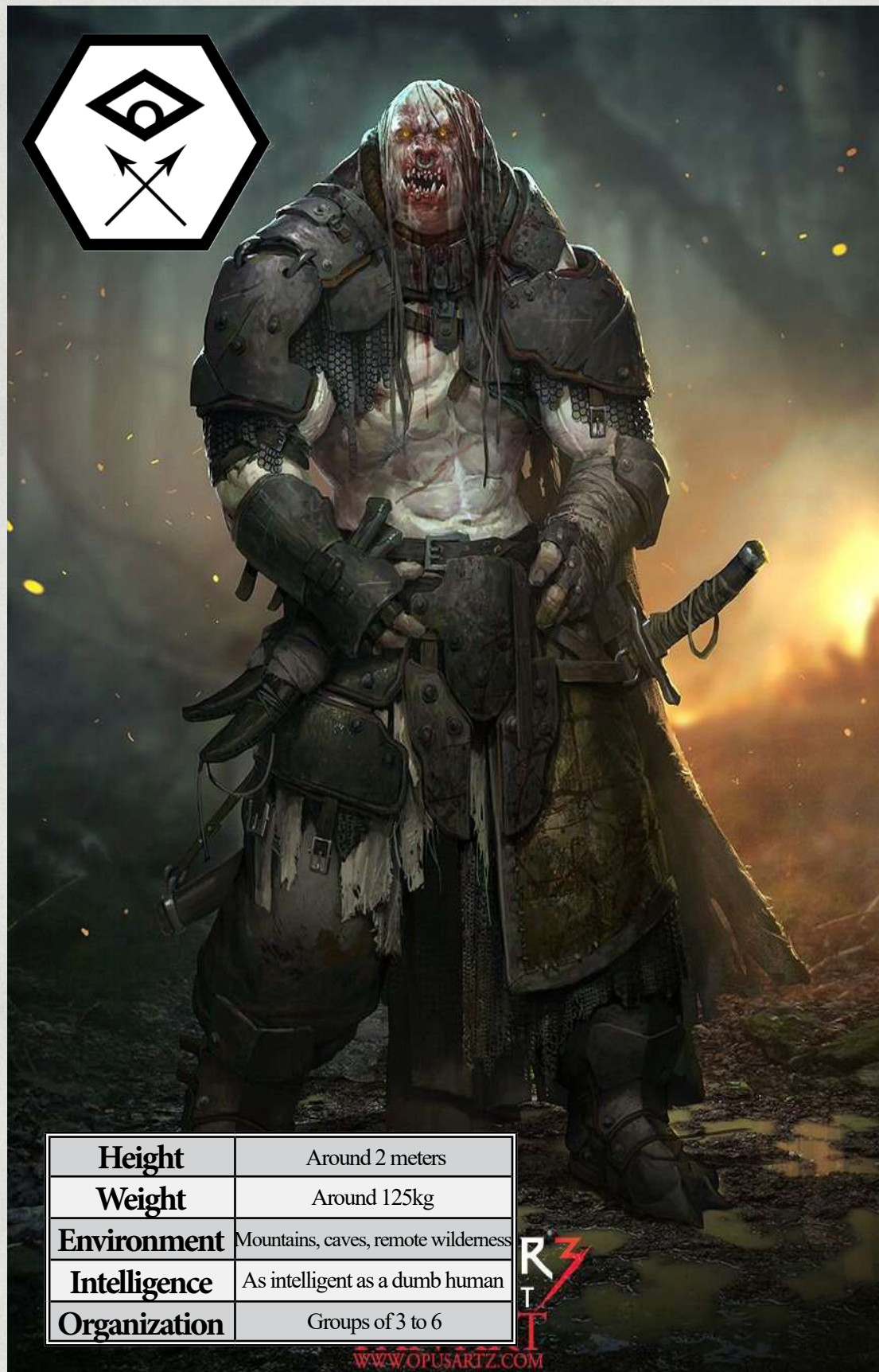
150 Crowns

Armor

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



Height	Around 2 meters
Weight	Around 125kg
Environment	Mountains, caves, remote wilderness
Intelligence	As intelligent as a dumb human
Organization	Groups of 3 to 6

WWW.OPUSARTZ.COM

Illustration by Bjorn Hurri

Ogres

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

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.

Vulnerabilities

Ogroid Oil

Light Blind

Ogres are adapted for life below the surface, they suffer a -3 penalty for daylight conditions.

Abilities

Power Physique

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

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.

Skills

Athletics +8

Awareness +7

Brawling +8

Courage +6

Dodge/Escape +7

Endurance +6

Resist Magic +5

Stealth +6

Swordsmanship +7

Wilderness Survival +7

Weapons

Name	DMG	Effect	ROF
Krigsverd	4d6+4	WA +2	1
Spear	3d6	Long Reach Range: 16m	1

Loot

Aedirnian Gambeson

Krigsverd

Mundane Items (1d6)

Threat

Easy
Difficult

Bounty

30 Crowns

Armor

0

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

STUN	5
RUN	15
LEAP	3
STA	25
ENC	50
REC	5
HP	25
VIGOR	0

Height	Usual human heights
Weight	Weightless
Environment	Battlefields and cemeteries
Intelligence	Consumed by emotion
Organization	Groups of 3 to 21

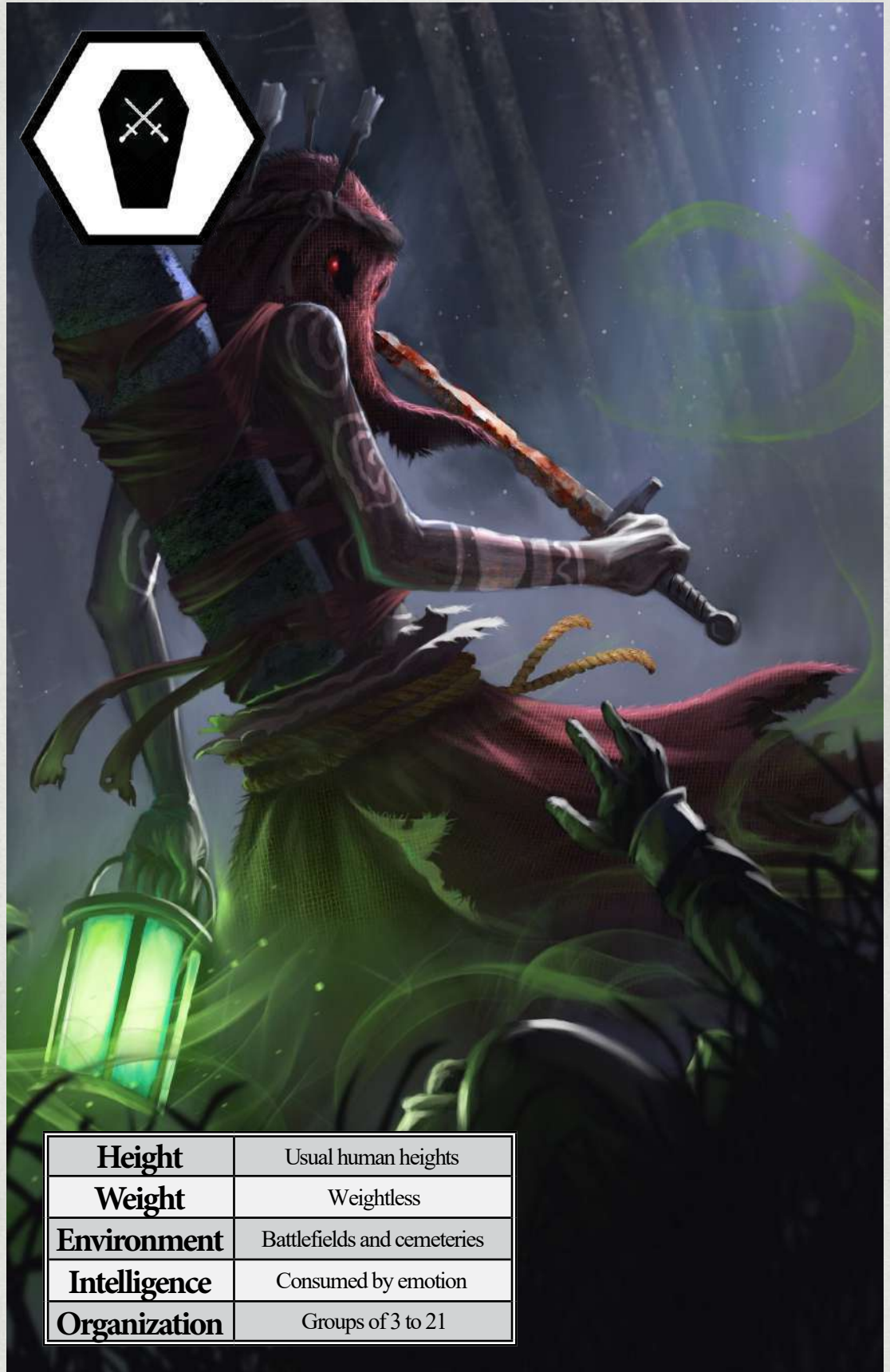


Illustration by Alfven Ato

Penitents

Commoner Superstition (Education DC:14)

Heh, this is a really scary monster right there. They are like wraiths, but they come after people that do bad things. They come with a thick fog and a kill wish. People that go inside this fog don't usually come out. They say that penitents whisper the name of those they come after.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:10)

Penitent is a rare type of wraith who only haunts people who have done bad deeds. Wherever this wraith haunts immediately becomes enveloped in thick fog and darkness, and those that wander into it usually never return. In order to defeat a penitent, one must remain in constant motion in order to avoid being struck by this agile creature, which can disappear and reappear in the blink of an eye to attack from behind. Most importantly of all, however, one must discover what keeps they monster bound to its haunting grounds and break that bond as soon as possible to prevent the penitents from coming back.

Penitents Haunting

Penitents haunt people and places where bad deeds happend. When they do, the place is involved in a fog and the skies seen from inside this fog are always black. To end this and to prevent penitents from getting back you must discover what bonds them and destroy that bond.

Weapons			
Name	DMG	Effect	ROF
Penitents sword	4d6	Bleed (25%)	1
Penitents lantern	3d6+4	Fire (25%)	1

Skills
Athletics +5
Awareness +8
Brawling +6
Dodge/Escape +6
Endurance +7
Melee +6
Resist Magic +6
Spell Casting +6
Stealth +9
Swordsmanship +7
Wilderness Survival +6

Loot
Infused Dust (1d6/2)
Specter Dust (1d6/2)
Penitents Essence (1d6/2)

Vulnerabilities

Specter Oil

Moondust & Yrden
If caught in the area of either a moondust bomb or Yrden circle, a penitent cannot become incorporeal or teleport.

Abilities

Fueled By Rage

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

Shift

A penitent can use Spell Casting as a defensive action to become incorporeal. If they succeed, they negate the attack and nothing physical can damage or affect them until next turn.

Teleportation

A penitent can use its move action to teleport 10m immediately. It will usually attack directly after this.

Night Vision

Penitents operate in areas of dim light with no penalties.

Penitents Weapons

A penitent's weapons are manifestation of their power created when the wraith is created. When a wraith dies, the lantern and sword evaporate with the rest of the body and thus cannot be looted.

ThreatMedium
Complex**Bounty**

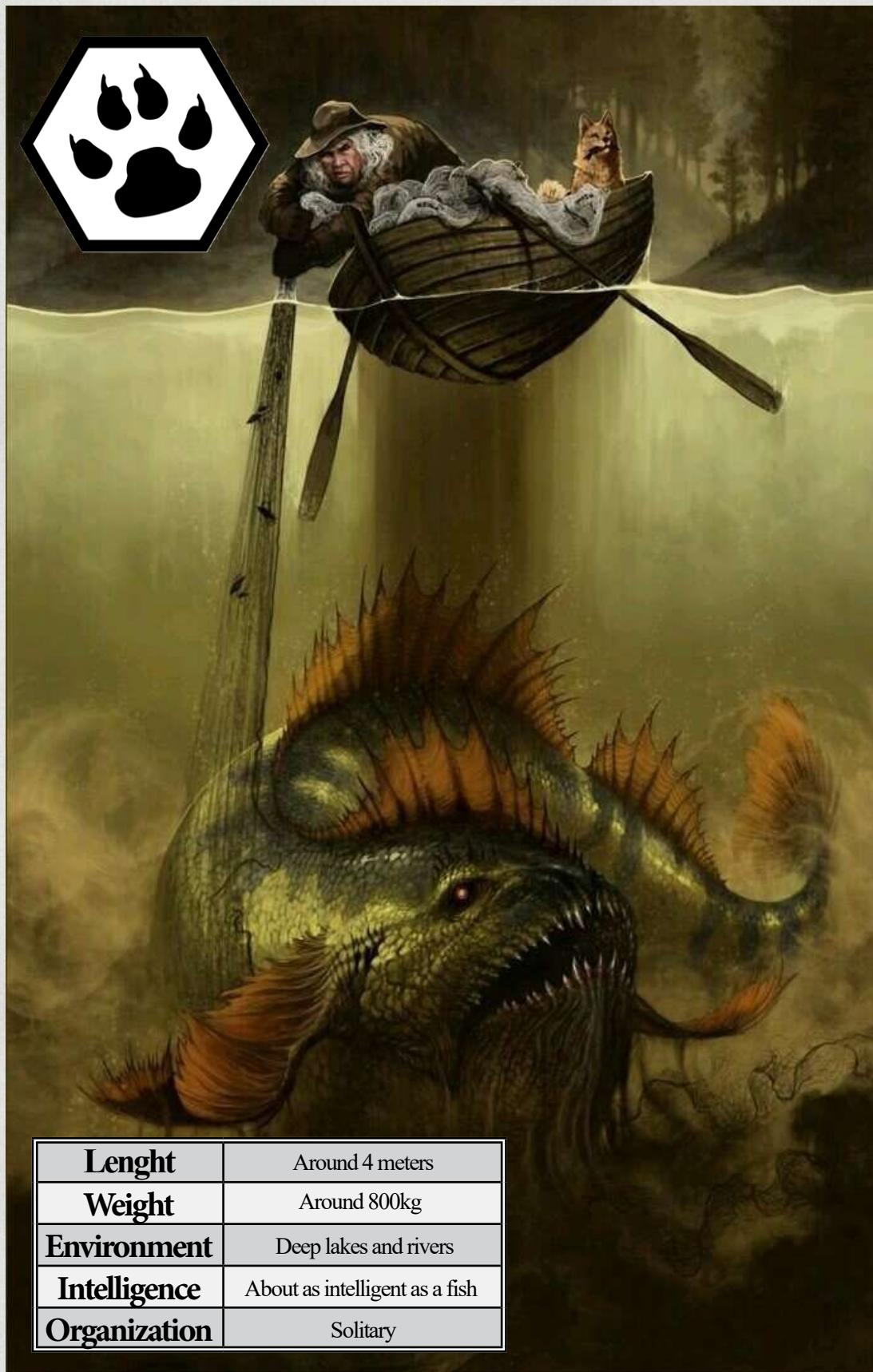
500 Crowns

Armor

5

INT	1
REF	8
DEX	9
BODY	10
SPD	7
EMP	1
CRA	1
WILL	4
LUCK	0

STUN	7
RUN	21
LEAP	4
STA	35
ENC	100
REC	7
HP	35
VIGOR	0



Lenght	Around 4 meters
Weight	Around 800kg
Environment	Deep lakes and rivers
Intelligence	About as intelligent as a fish
Organization	Solitary

Illustration by Scott Alex

Pikes

Commoner Superstition (Education DC:14)

A pike, or pickerel, is species of fish which can grow to be incredibly large. Common folk may often classify marauding pikes as monsters.

-Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:14)

The pike is an ambush predator; if its attack succeed, the target receive heavy wounds. When the pike itself is heavily wounded, it tends to retreat, unlike the barracuda. More gigantic breed of pike is called king pickerel. While considered extinct, few specimen can be found in the Pontar Delta.

Vulnerabilities

Beast Oil

Limited Movement

On land, a pike halves it's DEX and SPD.

Gills

Pikes breathe through gills and survive out of the water only for 5 minutes

Abilities

Camouflage

Pikes have a +10 to Stealth in their home terrain when they aren't moving.

Feral

For the purposes of awareness and wilderness Survival, instinct gives them an INT of 6.

Amphibious

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

Ramming

Pike attack boats ramming them, doing 4d6 damage to the vehicle.

Skills

Athletics +5

Awareness +6

Brawling +5

Courage +10

Dodge/Escape +8

Endurance +5

Melee +5

Resist Magic +9

Stealth +6

Wilderness Survival +4

Weapons

Name	DMG	Effect	ROF
Tail	3d6	N/A	1
Bite	4d6+2	Bleed (25%)	1

Loot

Beast Bones (1d6)

Essence of Water (1d6)

Pike Meat (1d6)

Threat

Hard
Difficult

Bounty

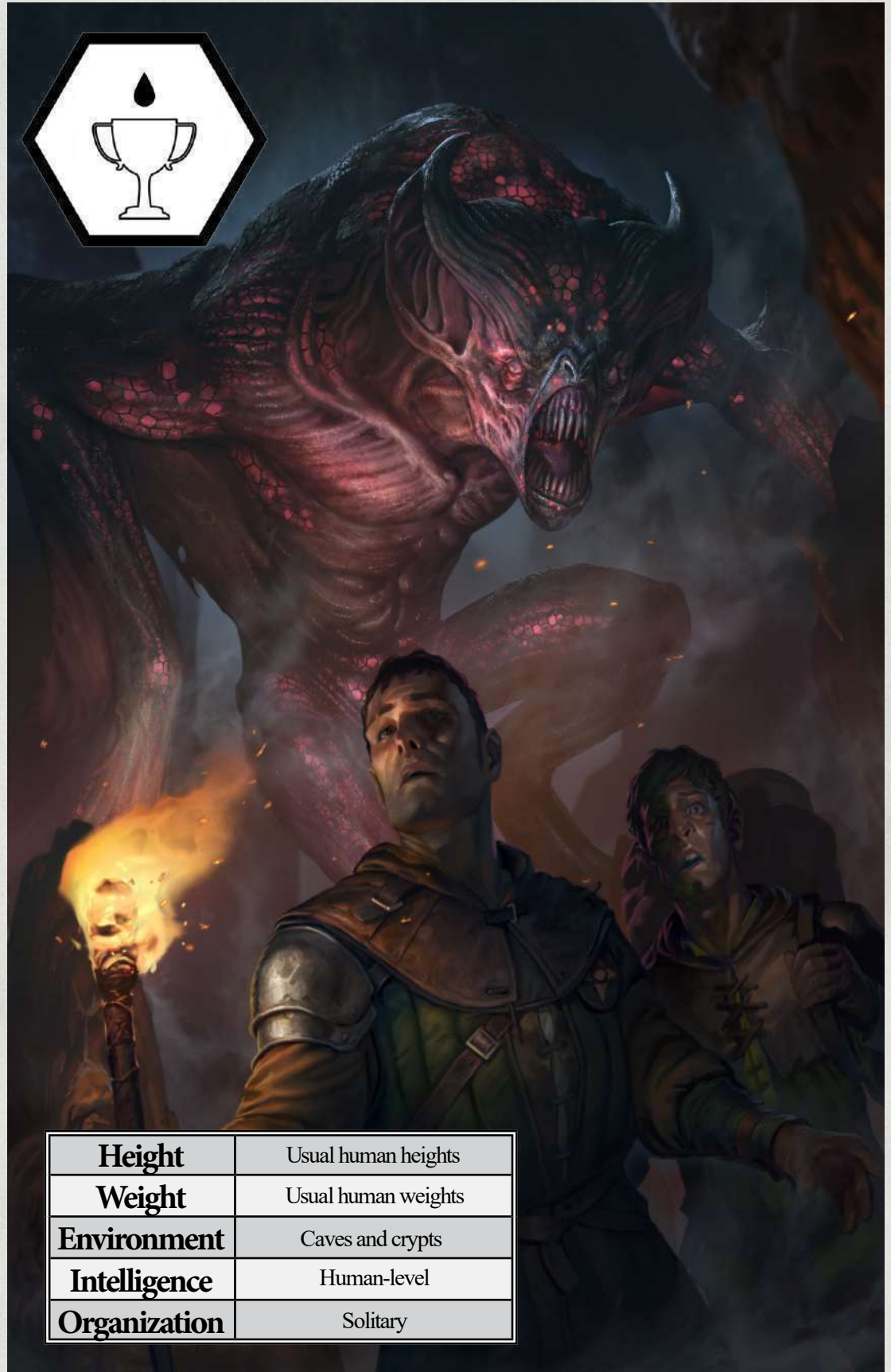
1500 Crowns

Armor

0

INT	6
REF	14
DEX	12
BODY	8
SPD	10
EMP	3
CRA	3
WILL	8
LUCK	0

STUN	8
RUN	30
LEAP	15
STA	40
ENC	80
REC	8
HP	80
VIGOR	0



Height	Usual human heights
Weight	Usual human weights
Environment	Caves and crypts
Intelligence	Human-level
Organization	Solitary

Illustration by Rudy Siswanto

Protofleders

Commoner Superstition (Education DC:20)

Limited to only one region of the Continent, scholars consider them critically endangered. Gods be praised...

—A Study of the Monstrous, Rivadi of Oxenfurt

Witcher Knowledge (Witcher Training DC:19)

Protofleders are relatives of fleders which came from the world of the higher vampires to our own during the Conjunction of the Spheres. The members of this species are characterized by their considerable strength and agility as well as the strange glow they emit, a trait most likely tied to their otherworldly nature. Protofleders have never had significant contact with the outside world, having spent their entire time on our planet in the Unseen Elder's cave, whose atmosphere is very similar to that of their home world.

Weapons			
Name	DMG	Effect	ROF
Claws	6d6	Bleed (50%)	2
Bite	7d6+2	Bleed (100%)	1

Skills

Athletics +10
Awareness +10
Brawling +7
Courage +8
Dodge/Escape +10
Endurance +8
Melee +8
Resist Coercion +10
Resist Magic +8
Stealth +10
Wilderness Survival +8

Loot

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

Vulnerabilities

Vampire Oil

Black Blood Potion

Celestial Weakness

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

Fire Vulnerability

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

Blood Transference

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

Abilities

Regeneration

A protofleder regenerates 5 point of damage per round.

Bounding Leaps

A protofleder'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.

Invisible to Magical Scanning

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

Climber

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

Night Vision

Protofleders operate in areas of dim light with no penalties.

Vestigial Wings

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

Threat

Easy
Difficult

Bounty

30 Crowns

Armor

0

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

STUN	5
RUN	18
LEAP	3
STA	25
ENC	60
REC	5
HP	25
VIGOR	0



Height	Around 1 meter
Weight	Around 50kg
Environment	Sewers and cities with catriona
Intelligence	About as intelligent as a dog
Organization	Groups of 3 to 6

Illustration by Oleg Bulakh

Pseudorats

Commoner Superstition (Education DC:14)

They look like rats. Except that they are really big. They don't usually get out of the sewers. They are naturally aggressive but can be even more aggressive if they are contaminated with catriona.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:10)

Pseudorats are giant mutated rats that live in sewers in larger cities. As zeulgs, they are adapted to living in big cities around humans.

Vulnerabilities

Beast Oil

Abilities

Catriona (Optional)

A pseudorat can be a vector of catriona. If you are bitten by it, you have a 25% chance of being infected with catriona. If you remain in a area with dead pseudorats or people for more than a hour, you have 10% chance of being infected.

Night Vision

Pseudorats operate in areas of dim light with no penalties.

Skills

Athletics +7

Awareness +7

Brawling +6

Courage +7

Dodge/Escape +6

Endurance +6

Melee +6

Resist Magic +4

Stealth +4

Wilderness Survival +6

Weapons

Name	DMG	Effect	ROF
Bite	3d6	Bleed (25%), Disease (25%)	2

Loot

Beast Bones (1d6)

Rat Ears (2)

Raw Meat (1d6)

ThreatHard
Difficult**Bounty**

2000 Crowns

Armor

15

INT	1
REF	12
DEX	12
BODY	12
SPD	9
EMP	1
CRA	1
WILL	8
LUCK	0

STUN	10
RUN	27
LEAP	5
STA	50
ENC	120
REC	10
HP	100
VIGOR	0



Height	Around 3 meters
Weight	Around 1200kg
Environment	Mountains and valleys
Intelligence	About as intelligent as a dog
Organization	Solitary or in pairs

Illustration by Tony Timperi

Royal Wyverns

Commoner Superstition (Education DC:16)

The female royal wyvern is smaller, but more cunning and venomous than her male counterpart. She can be aggressive towards both males and other females. She is a perfect example of how gender relations among humans have their source in the animal world. This is altogether not surprising.

–Master Dorgeray, Against the Institution of Marriage

Witcher Knowledge (Witcher Training DC:16)

A hunter who knows his prey's habits and behavior will rarely return from his hunt empty-handed. To know what forest paths deer are like to trod, to know in what muck boars will wallow, to guess when a hare will emerge from its burrow - that is half the battle. What most men do not know is that some monsters also possess such knowledge. For example, a royal wyvern from Velen had learned the danger of exposing itself to human eyes and arrows by flying high to pick out its prey from afar. Instead, it would lurk by the roadside and wait for military transports. In this way, it grew fat on salted pork and beer, expanding until it resembled a dragon more than other, lesser members of its own kind. The witcher thus knew this beast would be much stronger and more resilient than a normal wyvern. Even one blow from it could kill - which is why he would need to avoid its charge at all costs. He would also be wise to force it to the ground with his crossbow or a bomb whenever it tried to fly into the air and hurtle down in a deadly dive.

Skills

Athletics +8

Awareness +10

Brawling +7

Courage +8

Dodge/Escape +6

Endurance +8

Melee +8

Resist Magic +8

Stealth +6

Wilderness Survival +9

Weapons

Name	DMG	Effect	ROF
Claws	8d6	N/A	2
Bite	9d6	Poison (50%)	1
Tail barbs	7d6+2	Poison (100%)	1

Loot

Draconid Scales (1d10)

Royal Wyvern Egg (1d6/2)

Venom Extract (1d10)

Wyvern Eyes (1d6/2)

Vulnerabilities

Draconid Oil

Abilities

Flight

A royal wyvern can take flight as a movement. It can only be knocked out of the air by stunning it or doing more than 10 points of damage with an attack. If the royal wyvern 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.

Spit Venom

Royal wyverns can spit venom at one target up to 10m away and do 5d6 damage with a 100% chance of **poisoning**.

Resistances

Royal wyverns only take half damage from **piercing** and **slashing**.

Feral

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

Poison Immunity

Royal wyverns take no damage from **poison**.

Threat

Medium
Difficult

Bounty

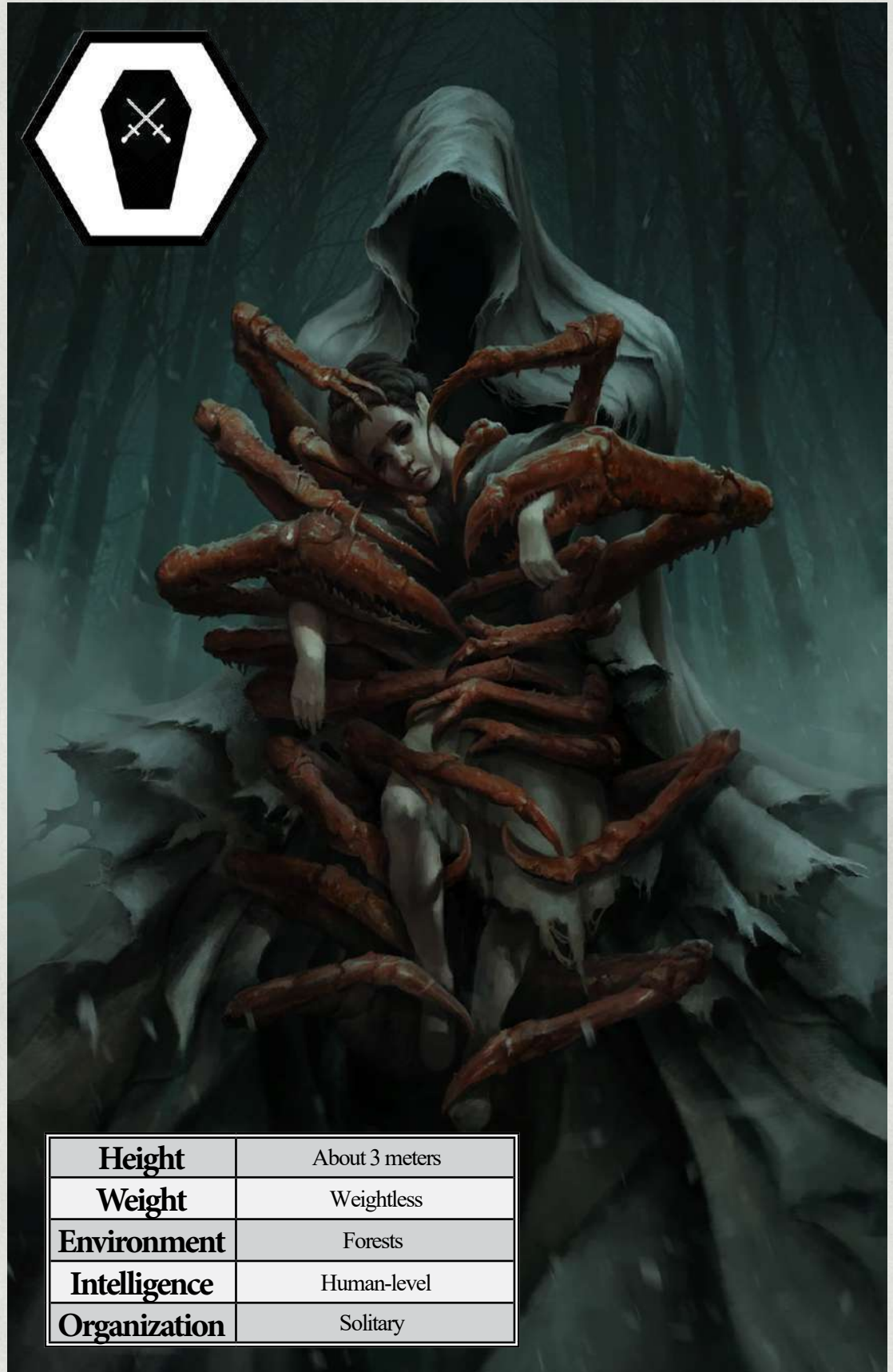
1000 Crowns

Armor

5

INT	8
REF	6
DEX	6
BODY	8
SPD	14
EMP	8
CRA	1
WILL	10
LUCK	0

STUN	9
RUN	42
LEAP	8
STA	45
ENC	80
REC	9
HP	45
VIGOR	0



Height	About 3 meters
Weight	Weightless
Environment	Forests
Intelligence	Human-level
Organization	Solitary

Illustration by Marta Dettlaff

Ruehins

Commoner Superstition (Education DC:25)

Ruehin are probably one of the worst monsters I have ever had the displeasure to see. They possess wanderers in forest by bewitching them. After that, they use the power they get from the body to take over the forest. Heh, the result is not pretty.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:25)

Ruehin are a specialized kind of demon. They haunt forests seeking a body to possess. They can possess humans and non-humans alike. They do so either by using magic to convince them or making a pact, persuading them to give something in return. Before the possession the ruehin is no more than a voice, a whisper in the dark. After the possession they have the form of a huge humanoid in a cloak, except for their insectoid-like legs that they can use to physically attack you. They are not that hard to fight, but they are very powerful. When they have a body they are able to take control of the forest. Everything starts being corrupted. Every remaining living cursed being is controlled by the ruehin. Every single beast, monster and plant is a corrupted thing possessed by a lesser demon that was invoked by the ruehin and linked to it. If you encounter a ruehin you should avoid fighting the monsters in the forest and find the ruehin cause if you defeat it, every demon possessing the forest creatures will be expelled and they will stop attacking you. After a few days, the forest will be back to normal.

Weapons			
Name	DMG	Effect	ROF
Claws	2d6	Disease (50%)	4

Skills
Athletics +6
Awareness +5
Deceit +10
Dodge/Escape +5
Endurance +7
Melee +6
Persuasion +8
Resist Coercion +7
Resist Magic +8
Spell Casting +9
Stealth +10
Wilderness Survival +6

Loot
Fifth Essence (1d6)
Infused Dust (1d6)
Specter Dust (1d6)

Vulnerabilities

Specter Oil

Need for a Body

Though powerful, ruehins can only use their powers and take corporeal form when possessing a body. While bodiless, they can talk and try to possess others. In this form they have a Resist Magic skill of +0

Abilities

Possession

Ruehin can use Spell Casting to forcibly possess someone (against their Resist Magic) or they can use Persuasion or Deceit to convince the person to be possessed willingly (against their Resist Coercion). In both cases, the possessed cannot undo the possession or escape in any way without external help.

Forest Control

When possessing a body ruehin can use this ability. They invoke legions of lesser demons to take control of every creature in the forest. The creatures in its control become as intelligent as the ruehin (assuming a INT value of 8) and do its bidding without the necessity of verbal orders.

Defeating a Ruehin

You can defeat a ruehin in two ways. You can make an exorcism, not needing to fight the ruehin and saving the possessed person or you can physically attack the ruehin, killing the possessed person. An exorcism will banish the ruehin to its original dimension, killing the host will not banish the ruehin, it will still be in the forest, vulnerable to an exorcism.

ThreatEasy
Difficult**Bounty**

50 Crowns

Armor

8

INT	1
REF	6
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	35
VIGOR	0



Height	Around 2.5 meters
Weight	Around 200kg
Environment	Ddiddiwedht Desert
Intelligence	About as intelligent as a dog
Organization	Groups of 3 to 9

Sandcrabs

Commoner Superstition (Education DC:XX)

NO COMMON FOLK KNOWS THIS MONSTER.

Witcher Knowledge (Witcher Training DC:30)

Sandcrabs are insectoids encountered in the Ddiddiwedht Desert. Sandcrabs are not particularly strong opponents. As it turns out, they are only dangerous in large quantities. An important fact is that sandcrabs can suddenly jump out of the ground in a similar fashion to giant centipedes. Sandcrabs have well-developed carapaces, and two pairs of legs and a pair of wings, even though it is unknown whether the creatures are able to fly. A most eye-catching feature is the very long horn on their heads.

Weapons			
Name	DMG	Effect	ROF
Claws	3d6	N/A	1

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

Loot
Chitin (1d6/2)
Sandcrab Wings (2)
Venom Extract (1d6)

Vulnerabilities

Insectoid Oil

Abilities

Pounce

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

Burrow

By taking its movement action, a sandcrab can burrow through the ground and come up 6m away. If the sandcrab takes its whole turn to move, it can move up to 18m. A sandcrab can burrow through sand, dirt, and hard packed ground, but it cannot burrow through solid stone.

Flight

A sandcrab can take flight as a movement. It can only be knocked out of the air by stunning it or doing more than 5 points of damage with an attack. If the sandcrab is knocked out of the air, it must make a DC:16 Athletics check or take falling damage based on how far it fell.

Resistances and Immunities

Sandcrabs only take half damage from **bleeding & slashing** and are immune to **poison**.

Feral

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

Threat

Easy
Simple

Bounty

10 Crowns

Armor

0

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

STUN	3
RUN	12
LEAP	2
STA	15
ENC	20
REC	3
HP	15
VIGOR	0



Height	Usual human heights
Weight	Usual human weights
Environment	Around ruins or mage towers
Intelligence	Incapable of thought
Organization	Bands of 3 to 15

Illustration by Markus Neidel

Skeletons

Commoner Superstition (Education DC:14)

Sometimes witches must put to rest ghosts who haunt the living. Skeletons appear near cemeteries or in homes they inhabited during their lives. They usually have no memories and are guided strictly by hatred towards the living. May they rest in peace.
 –Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:10)

The skeletons are always connected to the sites of their demise. They may protect their former homes, or they may seek vengeance. One may even find small groups of the wandering damned in crypts and catacombs or on battlefields. It is not true that they only appear at night. I can confirm, however, that one cannot communication with them, and that they have no fear of man or monster. They fight like a sluggish human.

Vulnerabilities

Specter Oil

Fire Vulnerability

Skeletons are vulnerable to fire damage, including damage from being on fire.

Abilities

Superior Night Vision

Skeletons operate in areas of complete darkness with no penalties.

Immunities

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

No Organs

Skeletons are immune to effects that affect organs, like **blinded**, **intoxicated**, **nausea** and **suffocated**.

Incapable of Thought

Skeletons are immune to spells that affect the mind or emotions and cannot be reasoned with.

Skills

Athletics +3

Brawling +5

Dodge/Escapes +4

Endurance +5

Melee +4

Physique +3

Resist Magic +4

Stealth +3

Swordsmanship +6

Wilderness Survival +5

Loot

Infused Dust (1d6)

Iron (1d6)

Strange Items
(1d6)

Weapons

Name	DMG	Effect	ROF
Rusted Sword	2d6	Disease (25%)	1

Threat

Medium
Difficult

Bounty

650 Crowns

Armor

5

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

STUN	8
RUN	30
LEAP	15
STA	40
ENC	50
REC	8
HP	80
VIGOR	0



Height	Around 1,25 meter
Weight	Around 125kg
Environment	Crypts
Intelligence	About as intelligent as a dog
Organization	Solitary

Strigas

Commoner Superstition (Education DC:16)

When a woman deals with devovels 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

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.

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)
Occult Items (1d6)
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

Strigas 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.

Threat

Hard
Difficult

Bounty

5000 Crowns

Armor

5

INT	9
REF	13
DEX	10
BODY	15
SPD	7
EMP	1
CRA	1
WILL	9
LUCK	0

STUN	10
RUN	21
LEAP	4
STA	60
ENC	150
REC	12
HP	120
VIGOR	0



Height	Around 3m at the shoulders
Weight	Around 1000kg
Environment	Skellige
Intelligence	Human-level
Organization	Unique

Illustration by Manuel Castañón

Svalblod

Commoner Superstition (Education DC:XX)

NO COMMON FOLK REMEMBERS SVALBLOD. THE CULT WAS FORBIDDEN IN SKELLIGE. ONLY REALLY OLD PEOPLE FROM SKELLIGE AND THE FOLLOWERS SOULD KNOW THIS.

Witcher Knowledge (Witcher Training DC:25)

Svalblod was an ancient deity worshipped by a cult cast out of the lands of Skellige many years ago. Even in a land of violence-orientated culture, the worship practiced bloody and cruel rituals that repulsed the minds of many Skelliger. Only a few Skeilligers remember its existence, among them were the Vildkaarls, or Berserker, under lead of fallen druid Artis.



Last Temple of Svalblod in Skellige from The Witcher 3

Immortal Deity

Svalblod is an entity and cannot be killed. What can be invoked is a corporeal manifestation and this can be destroyed.

Weapons

Name	DMG	Effect	ROF
Claws	6d6	N/A	2
Bite	8d6	Bleed (100%)	1
The Bear Claw (Sword)	10d6	Bleed (25%)	1

Skills

Athletics +5
Awareness +10
Brawling +8
Courage +10
Dodge/Escape +7
Endurance +7
Melee +9
Physique +10
Resist Magic +10
Stealth +1
Wilderness Survival +6

Loot

Infidels Bones
Svalblod Teeth (1d6)
The Bear Claw

Vulnerabilities

Relict Oil

Moondust Bombs

If Svalblod is caught in the area of a moondust bomb, it cannot regenerate for the duration of the bomb's effect.

Sacrifice Ritual

Svalblod needs a ritual to be invoked and it involves 3 sacrifices. If you prevent one, Svalblod loses 60 points of life and loses regeneration.

Abilities

Regeneration

Svalblod regenerates 10 points of damage per round.

Charge

If a target moves more than 10m away from the Svalblod, it can charge and make a powerful claw or sword attack at -4 which does extra 2d6 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.

Massive Bulk

Svalblod is immune to *Aard* or any effects that would knock them off their feet.

Worship

Svalblod's power comes from their worshipers. When invoked, they ask for blood. Every one killed by their worship, sacrifice or not, after the ritual kills, gives the Svalblod +1 to every attack roll.

Crushing Force

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

Threat

Medium
Simple

Bounty

500 Crowns

Armor

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	40
VIGOR	0

Height	Around 3 meters
Weight	Around 200kg
Environment	Forests and remote ruins
Intelligence	Human-level
Organization	Solitary

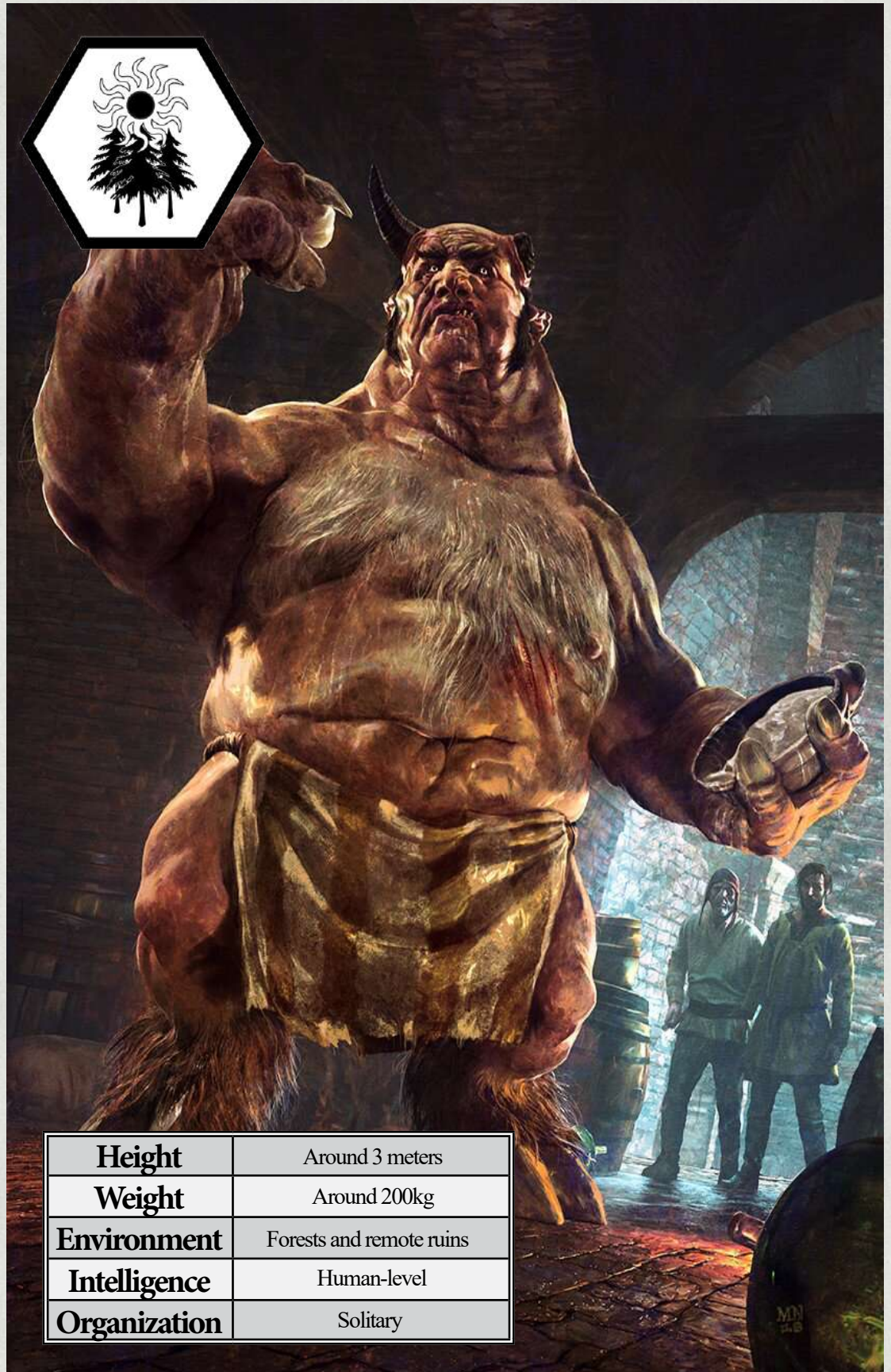


Illustration by Romain Leguay

Sylvans

Commoner Superstition (Education DC:15)

In the deepest forests, can be found a curious blend of man and beast known as devils. These tricksters are unable to tell an honest truth and can be easily recognized 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

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 behavior, 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.

Vulnerabilities

Relict Oil

Glutton

Sylvan are 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 armor.

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

For the purposes of Deceit, sylvans have a EMP of 10. 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.

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)

Random Rune

Strange Items (1d6)

Weapons

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

Threat

Hard
Complex

Bounty

2000 Crowns

Armor

10

INT	1
REF	10
DEX	6
BODY	13
SPD	4
EMP	1
CRA	1
WILL	4
LUCK	0

STUN	8
RUN	12
LEAP	2
STA	-
ENC	130
REC	8
HP	80
VIGOR	0



Height	Around 2 meters
Weight	Around 750kg
Environment	Invoked by demonologists
Intelligence	Incapable of thought
Organization	Solitary

The Caretakers

Commoner Superstition (Education DC:20)

There are more things in heaven and earth than are dreamt of in philosophy.

–Bartolomeo Darez, after trying to contact creatures from another plane and landing in an insane asylum

Witcher Knowledge (Witcher Training DC:25)

The Caretaker served with the indifference of a golem, and proved as fierce in battle as it was diligent in its labors. It felt no pain – in fact, each blow it received seemed to give it strength, as did each blow it landed on Geralt with the spade it wielded as a weapon. What is more, the Caretaker was able to summon powerful spirits from the graves it had dug and could heal itself by absorbing them. The witcher had a hard time evading the devastating strikes of its weapon, and his only chance at wounding the creature came when it would stick its spade in the ground to draw on otherworldly energy in an attempt to petrify its foes with fright. The being known as the Caretaker had been summoned to the von Everec estate from another realm, making "demon" its most accurate designation. The Caretaker had been forced into servitude by magic. Its tasks - to care for the house and protect it from intruders. It performed these pedantically, tending the flowers, repairing the fences, tidying the yard... and murdering all intruders who set foot on the grounds, then burying their corpses in neat rows on untended land just beyond the manor garden's bounds.

Weapons			
Name	DMG	Effect	ROF
Punch	10d6+4	Ablating	1
The Caretaker's spade	6d6+4	Long Reach	1

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

Loot
Fifth Essence (1d6)
Occult Items (1d6)
Random Rune

Vulnerabilities

Relict Oil

Abilities

Crushing Force

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

Charge

If a target moves more than 10m away from the caretaker, it can charge and make a powerful attack at a -4 which does 10d6 damage and knocks the target back 8m. If they strike anything while flying back, the target takes appropriate damage as if from a horse.

Constructed

A caretaker 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 STA.

Resistances

Caretakers only take half damage from **piercing** & **slashing**.

Life Theft

Caretakers gain points of life equal to the damage they cause. They can also take a turn to invoke 1d6 specters with 5 HP, which they will attack. These specters cannot defend themselves and are considered stunned.

Threat

Hard
Difficult

Bounty

3000 Crowns

Armor

0

INT	6
REF	7
DEX	7
BODY	8
SPD	6
EMP	4
CRA	5
WILL	6
LUCK	0

STUN	7
RUN	18
LEAP	3
STA	35
ENC	80
REC	7
HP	35
VIGOR	25



Height	Usual human heights
Weight	Usual human weights
Environment	Unknown
Intelligence	Human-level
Organization	Unique

Illustration from The Witcher 2

The Guardian

Commoner Superstition (Education DC:XX)

ALL VRAN SHOULD KNOW THIS MAGE, BUT HE IS NOT KNOWN TO MOST OF THE PEOPLE.

Witcher Knowledge (Witcher Training DC:25)

The Guard is a vran mage entrusted with the protection of the forgotten vran sword hidden in an ancient crypt under Loc Muinne. To do so, the Guard wield a powerful staff which helps him with teleportation, raining fireballs, creating defensive shields and summoning wraiths.

Abilities
<p>Teleportation The Guardian can use the teleportation spell.</p>
<p>Defensive Shield The Guardian can cast a magical shield with a 20 SP and range of 2m. This costs 15 stamina points and costs extra 6 per round to maintain active. The shield is of magical nature and can stop spells as well as physical attacks.</p>
<p>Fireball The Guardian is able to cast fireballs from his staff. This spell costs 5 points of stamina. The ball of fire does 5d6 damage and has a 75% chance of lighting the target on fire.</p>
<p>Wraiths The Guardian can use 15 points of stamina to summon 3 wraiths. He can maintain up to 9 wraiths at the same time.</p>
<p>Immunities The Guardian is immune to poison and weapon oils.</p>

Skills
Athletics +6
Awareness +7
Brawling +4
Courage +7
Dodge/Escape +6
Endurance +6
Melee +6
Physique +4
Resist Coercion +8
Resist Magic +10
Spell Casting +10
Staff/Spear +10
Stealth +8
Wilderness Survival +9

Weapons			
Name	DMG	Effect	ROF
Cristal Staff	2d6+2	Focus (3), Greater Focus, Long Reach	2

Loot
Cristal Staff
Forgotten Vran Sword
Random Rune (2)
Venom Extract (1d6)

Threat

Hard
Difficult

Bounty

3000 Crowns

Armor

0

INT	7
REF	7
DEX	7
BODY	8
SPD	6
EMP	4
CRA	5
WILL	8
LUCK	0

STUN	8
RUN	18
LEAP	3
STA	40
ENC	80
REC	8
HP	40
VIGOR	25



Height	Usual human heights
Weight	Usual human weights
Environment	Unknown
Intelligence	Human-level
Organization	Unique

Illustration by Bryan Sola

The Operator

Commoner Superstition (Education DC:XX)

ALL VRAN SHOULD KNOW THIS MAGE, BUT HE IS NOT KNOWN TO MOST OF THE PEOPLE.

Witcher Knowledge (Witcher Training DC:25)

The Operator, hidden in the chambers beneath Loc Muinne, is a vran mage vested by his kind with operating a prized artifact. He was also supposed to reward those proclaimed Chosen Ones. The Operator's past is shrouded in mystery. Due to him being "from a bygone era", it is apparent he was enhanced in order to live longer.

Abilities
Teleportation The Operator can use the teleportation spell.
Defensive Shield The Operator can cast a magical shield with a 30 SP and range of 2m. This costs 15 stamina points and costs extra 6 per round to maintain active. The shield is of magical nature and can stop spells as well as physical attacks.
Fireball The operator is able to cast fireballs from his staff. This spell costs 5 points of stamina. The ball of fire does 6d6 damage and has a 100% chance of lighting the target on fire.
Gargoyles The Operator can use 15 points of stamina to summon a gargoyle. He can maintain up to 3 gargoyles at the same time.
Immunities The Operator is immune to poison and weapon oils.

Skills
Athletics +8
Awareness +7
Brawling +4
Courage +7
Dodge/Escape +7
Endurance +9
Melee +8
Physique +4
Resist Coercion +8
Resist Magic +10
Spell Casting +14
Staff/Spear +14
Stealth +8
Wilderness Survival +9

Weapons			
Name	DMG	Effect	ROF
Operator's Staff	3d6	Focus (5), Greater Focus, Long Reach	2

Loot
Operator's Staff
Random Rune (2)
Strange Items (1d6)
Venom Extract (1d6)

Time and Space

The Operator is able to manipulate time and space with magic, but hardly does it in battle.

Threat

Medium
Complex

Bounty

500 Crowns

Armor

8

INT	6
REF	8
DEX	8
BODY	7
SPD	9
EMP	1
CRA	3
WILL	5
LUCK	0

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



Height	Around 2.5 meters
Weight	Around 136kg
Environment	Forests or near settlements
Intelligence	Human-level
Organization	Solitary

THE WITCHER CARD GAME

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Illustration by Diego de Almeida Peres

Therianthropes

Commoner Superstition (Education DC:17)

Folk know werewolves very well. Which many people don't know is they are not the only human-best monster in the continent. The curse that inflict werewolves can inflict people a little differently. Instead of half wolf, they can be half bear, cat or rat.

Despite different, they are all as dangerous.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:17)

A therianthrope is a human or a member of another humanoid race who, due to a curse, magical ritual or another circumstance, is affected by a therianthropy: a magical "disease" which changes the "contaminated" into an animal or human-animal hybrid. While in this form, the therianthrope is not able to control themselves and may be lethally dangerous for those nearby. Despite the folk tales, being bitten by a therianthrope very rarely results in acquiring the illness. An important difference between therianthropes and other Cursed Ones is that the therianthropy is hereditary. Those who have inherited it from one of their parents however are fully able to control their abilities and might change between one or three forms whenever they want.

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

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

Loot
Random Items (1d6)
Werewolf Saliva (1d6)
Wolf Hide

Vulnerabilities

Cursed Oil

Moondust Bombs

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

Abilities

Regeneration

A therianthrope regenerates 5 points of damage per round.

Scent Tracking

A therianthrope can track a creature without visual or audible clues with no penalty.

Night Vision

Therianthropes operate in areas of dim light with no penalties.

Becoming A Therianthrope

A character afflicted with Therianthropy has a 30% chance of changing into a therianthrope every night, when the moon rises. In their monster form, they are a vicious predator with a human's cunning and an urge to kill. If the character is a player character, they are taken over by the GM until the sun rises. While in their beast state, the therianthrope has all of the monster's weapons, armor, and abilities. The character also adds a bonus to four of their statistics.

Therianthrope Bonuses

Reflex+2 | Body+3

Speed+4 | Empathy-5



Illustration by Marek Madej

Werewolves

The statistics above are the statistics of the werewolf from the Core Rulebook. The other forms are modification of these statistics.

Werebears

Weapons			
Name	DMG	Effect	ROF
Claws	10d6	Bleed (25%)	1
Bite	7d6	Bleed (75%)	1

Loot
Bear Hide (1d6/2)
Random Items (1d6)
Werebear Saliva (1d6)

INT	6
REF	5
DEX	5
BODY	10
SPD	7
EMP	1
CRA	3
WILL	6
LUCK	0

STUN	8
RUN	21
LEAP	4
STA	40
ENC	100
REC	8
HP	80
ARMOR	15

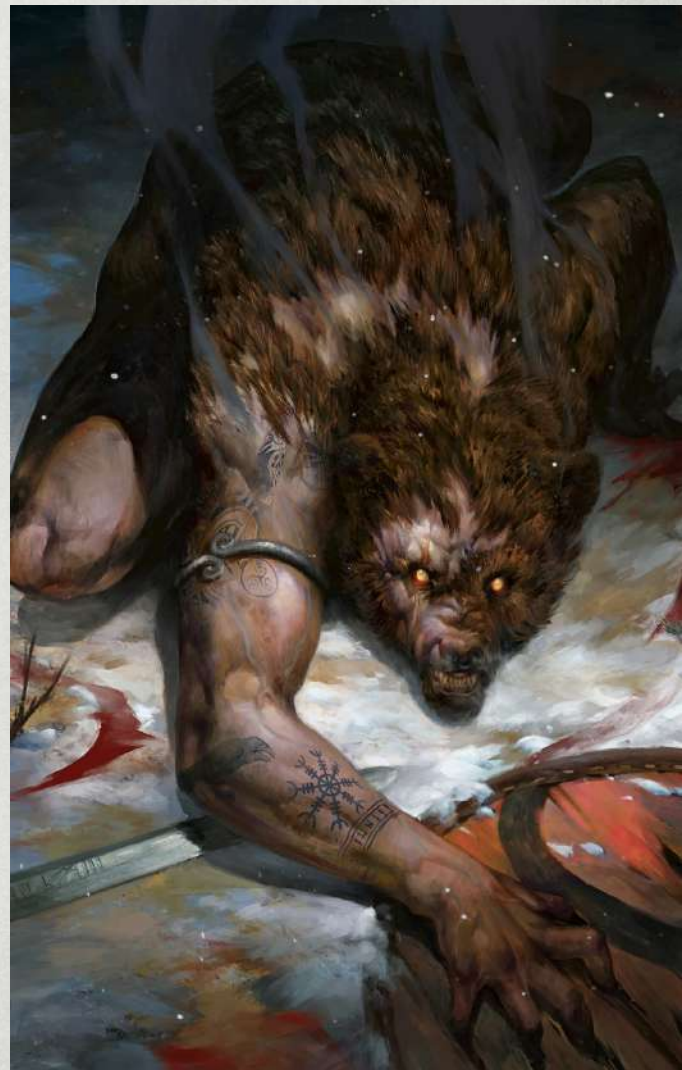


Illustration by Valeriy Vegera

Werecats

Weapons			
Name	DMG	Effect	ROF
Claws	2d6	Bleed (50%)	4
Bite	3d6	Bleed (100%)	2

Loot
Panther Hide (1d6/3)
Random Items (1d6)
Werecat Saliva (1d6)

INT	6
REF	11
DEX	11
BODY	4
SPD	14
EMP	1
CRA	3
WILL	4
LUCK	0

STUN	4
RUN	42
LEAP	8
STA	20
ENC	40
REC	4
HP	40
ARMOR	5



Illustration by Anna Podedworna



Illustration by Angelika Kruczek

Wererats

Weapons			
Name	DMG	Effect	ROF
Claws	4d6+2	Bleed, Poison (25%)	2
Bite	5d6	Bleed, Poison (50%)	1

Loot
Random items (1d6)
Rat Ears (2)
Wererat saliva (1d6)

INT	8
REF	9
DEX	9
BODY	7
SPD	10
EMP	1
CRA	3
WILL	5
LUCK	0

STUN	6
RUN	30
LEAP	6
STA	30
ENC	70
REC	6
HP	60
ARMOR	6

Threat

Hard
Simple

Bounty

1200 Crowns

Armor

20

INT	1
REF	10
DEX	6
BODY	13
SPD	4
EMP	1
CRA	1
WILL	4
LUCK	0

STUN	8
RUN	12
LEAP	2
STA	-
ENC	130
REC	8
HP	80
VIGOR	0



Height	Around 3 meters
Weight	Around 900kg
Environment	Around druid ruins
Intelligence	Incapable of thought
Organization	Solitary

Illustration by Diego de Almeida Peres

Treants

Commoner Superstition (Education DC:16)

Treants are similar to golens, but they are not made from rocks, they are trees awoken by magic. They are even rarer than golens. Unlike golens, treeants are created by druids and dryads.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:14)

Treants can be incredibly dangerous if you are not prepared for the fight. They can be invoked by druids and dryads through complex invocations. Though similar to golens, treeants are slightly more powerful. Treeants can have some alternative forms with different abilities.

If you have to fight a treeant, you better have some dimeritium bombs. They don't block all the powers but they make the treeant way less powerful. They aren't affected by most effects and their attacks can't be blocked so you should be careful dealing with their attacks.

Shape Nature +

You can use the Shape Nature invocation with a STA cost of 14 for the regular treeant and 16 for the alternative types.

Weapons			
Name	DMG	Effect	ROF
Punch	8d6+4	Ablating	1

Skills

Athletics +2
Awareness +8
Brawling +5
Dodge/Escape +4
Physique +10
Resist Magic +10
Stealth +2
Wilderness Survival +4

Loot

Random Rune
Timber (2d10)
Treant Heart

Vulnerabilities

Elementa Oil

Electricity Vulnerability

Treants are vulnerable to electricity, which may disrupt them. If they take more than 10 points of damage, they must roll a Stun save under 7.

Dimeritium Bombs

When struck by a dimeritium bomb, a treeant becomes disrupted and sluggish. They are incapable of using their Crushing Force or Charge 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, a treeant cannot be parried and does double ablation damage to weapons, shields, or armor.

Charge

If a target moves more than 10m away from the treeant, it can charge and make a powerful attack at -4 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 from a horse.

Constructed

A treeant 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 STA.

Resistances

Treants only take half damage from **piercing & slashing**.

Weeping Willow



Illustration by Bartłomiej Gawel

Weapons			
Name	DMG	Effect	ROF
Punch	8d6	Ablating	1

Abilities
<p>Swarm of Wasps Weeping willows have enormous wasp hives in them. They can use this ability to make a swarm of wasps attack a target in 10m. The swarm is immediately destroyed by fire. The swarm attacks for 3 turns giving 1d6 damage through armor. Each turn the target has a 25% chance of poison.</p>

Loot
Sweets (1d6)



Illustration by Diego de Almeida Peres

Treeant Fiend

Weapons			
Name	DMG	Effect	ROF
Claws	6d6	Ablating	2
Bite	7d6	Bleed (50%), Ablating	1
Horns	8d6	WA -1, Ablating	1

For this monster, consider Melee +5

Treeant Mantis

Weapons			
Name	DMG	Effect	ROF
Arm tip	7d6	Improved Armor Piercing, Ablating	1
Arm	6d6	Grappling, Ablating	1
Bite	8d6	WA -1, Ablating	1

For this monster, consider Melee +5



Illustration by Lorenzo Mastroianni



Illustration by Bogna Gawrońska

Treeant Boar

Weapons			
Name	DMG	Effect	ROF
Tusks	6d6	Ablating	4

For this monster, consider Melee +5

Abilities

Fury

When Treeants Boar are brought below 15 HP, they enter a fury in which they move every round, attack every round, and regenerate 3 points of damage per turn.

Forest Protector

Vulnerabilities

Designated Protector

Forest protectors are designated to protect a 50x50 meter area and cannot leave this area.

Abilities

Root Strike

By taking its full turn, a forest protector can dig its hands into the ground and command the roots to strike in a 2m radius area within 20m of the forest protector. Anything in that area must make a reposition check (DC:17).

If the reposition action would not cover enough ground to get out of the area, the defense fails. Alternatively, they can block with a shield at the same DC. If they fail to defend, the target takes 6d6 damage to the torso and is knocked back 4m. If the target successfully blocked, they must make a DC:18 Physique check or still be knocked back 4m. Dimeritium Bombs negate this ability.

Command Animals

By taking an action, a forest protector can command animals within 30m of it. Any animal that lives within the forest of the protector immediately obeys its commands and will fight to the death for it. Any animal brought into the forest must make a Resist Magic check (DC:18) or risk coming under the protector's command. The command is released when the protector dies or the animal moves more than 30m from it. When the animal comes back within 30m of it, they must resist again. Secondly, by taking their full turn, a forest protector can summon 3 wolves to act as its servants. These wolves enter the scene immediately and act after the protector. Dimeritium Bombs negate this ability.

Threat

Hard
Complex

Bounty

1500 Crowns

Armor

20

INT	7
REF	9
DEX	9
BODY	12
SPD	5
EMP	4
CRA	2
WILL	10
LUCK	0

STUN	10
RUN	25
LEAP	5
STA	55
ENC	120
REC	11
HP	110
VIGOR	0

Illustration from Gwent:
The Witcher Card Games



Skills

Athletics +2

Awareness +10

Brawling +8

Dodge/Escape +6

Physique +10

Resist Magic +10

Stealth +2

Wilderness Survival +8

Loot

Random Rune (2)

Timber (2d10)

Treeant Heart

Height

Around 4 meters

Weight

Around 100kg

Environment

Guarding forests

Intelligence

Incapable of thought

Organization

Solitary

Weapons

Name	DMG	Effect	ROF
Arm Claws	2d6	N/A	4
Leg Claws	7d6	Bleed (50%)	2

Oakcritters



INT	1
REF	10
DEX	13
BODY	3
SPD	10
EMP	1
CRA	1
WILL	7
LUCK	0

STUN	5
RUN	30
LEAP	6
STA	25
ENC	10
REC	5
HP	25
VIGOR	0

Illustration from Gwent:
The Witcher Card Games

Vulnerabilities

Finger Addiction

Oakcritters are treated as addicted to eating fingers. They suffer a -3 penalty on any social interaction involving bribery with either of these.

Abilities

Perfect Spies

Oakcritters have a +10 to Stealth in forests and take no penalties to use a Move Action to claim over any surface. They also don't need to make any rolls to succeed the claiming.

Distant Communication

Oakcritters can use a Full Round Action to telepathically communicate with the one that invoked it.

Height	Around 0,7 meters
Weight	Around 10kg
Environment	Around druid ruins
Intelligence	Incapable of thought
Organization	Solitary or small groups

Skills

Athletics +13
Awareness +13
Brawling +5
Dodge/Escape +13
Physique +3
Resist Magic +10
Stealth +13
Wilderness Survival +8

Threat

Hard
Simple

Bounty

1200 Crowns

Weapons

Name	DMG	Effect	ROF
Claws	1d6	N/A	2
Bite	2d6	Bleed (25%)	1

Loot

Random Rune (2)
Timber (1d6)
Treant Heart

Armor

15

Threat

Hard
Complex

Bounty

650 Crowns

Armor

10

INT	4
REF	8
DEX	7
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



Height	Usual human heights
Weight	Usual human weights
Environment	Seas and shores
Intelligence	Human-level
Organization	Solitary

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illustration : すらなき

Illustration from Mobius Final Fantasy

Triton Knights

Commoner Superstition (Education DC:12)

Merpeople are a race of intelligent underwater humanoids in the Great Sea. Males are called mermen or tritons, while females are known as mermaids.

Witcher Knowledge (Witcher Training DC:13)

Merpeople are a race resembling a half-human (male or female) with fins and a fish's tail in appearance. The females are similar to nymphs and are very beautiful. So beautiful, in fact, that their graces are a subject of many sailor songs. They are described as having flowing celadon-green hair, light green nipples, and long fishtails covered in scales. They are able to breathe air, but can stay above water only for short periods of time because the sun hurts their skin. Merpeople are often confused for siren/nixa; a vicious monster. A notable difference though is that sirens have large, bat-like wings while merpeople are far more peaceful and always wingless.

Weapons			
Name	DMG	Effect	ROF
Poniard	2d6+2	Bleed (25%), WA+1	1
Vicovarian blade	5d6+4	Balanced	1
Pole axe	4d6+2	Long Reach	1

Skills
Awareness +5
Brawling +8
Courage +8
Dodge/Escape +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

Loot
Arrows/Bolts (20)
Crowns (4d10)
Essence of Water (1d6)
Gnomish Chain
Mundane Items (1d6)
One Weapon

Vulnerabilities

Hybrid Oil

Abilities

Amphibious

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

The Kraken

Triton knights can also make a DC: 25 Spell Casting check to invoke a kraken when in ocean. It does not attack him or his allies.

Trained Soldiers

Triton 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

Triton knights don't need to make Control, checks after using the Ramming action when on hippocampus-back. Also, when mounted and in full armor, they gain +3 to Intimidation checks.

Transformation

Tritons can change form on land and take no penalties for movement on land.

Threat

Hard
Complex

Bounty

3000 Crowns

Armor

0

INT	8
REF	8
DEX	10
BODY	12
SPD	14
EMP	10
CRA	3
WILL	12
LUCK	0

STUN	10
RUN	42
LEAP	8
STA	60
ENC	120
REC	12
HP	120
VIGOR	0



Height	Around 3 meters
Weight	Around 800kg
Environment	Usually far from people
Intelligence	Human-level
Organization	Groups up to 3

Illustration by Anna Podedworna

Unicorns

Commoner Superstition (Education DC:10)

Unicorns are horse-like animals with a horn on their head. They are very fearful with humans 'cause they were hunted for many years. Nowadays they are really rare and only approach virgins. That is why only virgins can capture them.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:15)

What one can perceive as an unicorn or one-horns is in fact a member of a race of sentient multi-dimensional beings who are able to traverse the Multiverse. They are known to observe doings of less advanced species. They look like horses with a single, often spiral horn in the middle of their foreheads. They use telepathy to communicate with each other and sometimes with other races. Unicorn horns are universal antidotes to poison and can be used to detect poisons as well. They also change color with age. Unicorns tend to communicate via simple communicates like "confirmation" or "negation" and refer to members of less advanced races as "Beings". They vehemently despise those who use Power and usually kill those who they perceive as the most dangerous. There are however cases when they help or guide lesser beings in fulfilling the Destiny, though the reasons they do it are usually unknown. One such event occurred when a black unicorn led Viduka to the rock where he would later found his capital. Unicorns greatly dislike the Aen Elle who forced them to open the gates between worlds so that they might massacre humans from other worlds. They can move between parallel realities, and they may also move through time (fourth and fifth dimensions). The legends that suggest unicorns can only be captured by virgins are false. In reality, they simply despise evil and so, avoid it. They usually appear to people with a good heart.

Weapons

Name	DMG	Effect	ROF
Hooves	5d6	Silver (4d6)	1
Horn	7d6	Bleed (50%) Armor Piercing	1

Skills

Athletics +7
Awareness +8
Brawling +6
Courage +10
Dodge/Escape +8
Endurance +6
First Aid +8
Intimidation +7
Melee +8
Resist Magic +9
Spell Casting +12
Stealth +6
Wilderness Survival +7

Loot

2 Random Rune
Beast Bones (1d10)
Quintessence (1d6)
Raw Meat (1d10)
Unicorn Horn
+Any Gear They Have

Vulnerabilities

Relict Oil

Abilities

Charge

If a target moves more than 10m away from an unicorn, it can take a full round to charge and make a powerful ramming attack at -2 which does 9d6 and knocks the target back 3m. If they strike anything while flying back, the target takes appropriate ramming damage as if from a horse.

Telepathy

Unicorns can telepathically communicate with any one creature within 20m of them without taking an action.

Multiversal Travel

Some beings of Elder Blood, like Ciri, unicorns and Wild Hunt Navigators are able to traverse worlds via their innate portal abilities. They do this using a modified version of the Standing Portal spell. It is a mixed element master spells with a 27 STA Cost. This spell opens a portal to a known world or with a object from the world to channel the spell.

Threat

Hard
Difficult

Bounty

1500 Crowns

Armor

10

INT	1
REF	9
DEX	6
BODY	13
SPD	5
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	9
RUN	15
LEAP	3
STA	45
ENC	130
REC	9
HP	90
VIGOR	0



Height	Around 3 meters
Weight	Around 800kg
Environment	Swamplands & floodplains
Intelligence	About as intelligent as a dog
Organization	Solitary

Illustration from the Witcher 3 game

Venomous Arachasae

Commoner Superstition (Education DC:15)

Barley nicked me, I'll be fine.

–Last words of an unknown hunter

Witcher Knowledge (Witcher Training DC:16)

Though all arachasae are highly venomous, this breed produces an especially strong toxin. A few drops are enough to kill a grown man – unless that man is a witcher, whose mutations will neutralize small amounts of this venom. Large quantities, however, will kill anything they touch, with mutations only prolonging an inevitable and painful death in such instances. Venomous arachasae produce colossal amounts of this toxin and deploy it during combat in many ways. Before striking, a venomous arachas will cover its pincers and teeth with a thick coating of the deadly liquid. It will then squirt the venom at its opponent to weaken it, and once locked in direct combat, will continue spraying the noxious ooze all around itself, meaning every breath brings its victim closer to death. Like other members of this species, venomous arachasae use prehensile feelers to grab and immobilize their prey. When attempting to fight such a creature a witcher should drink Golden Oriole, which will reduce his body's vulnerability to poison, and then attack from a safe distance with crossbow or bombs before dealing the finishing blows with a silver sword enhanced with a coating of insectoid oil.

The poison a venomous arachas secretes during combat is so toxic, simply breathing the fumes around it is enough to kill the average man and threaten the life of a witcher. Fighting this variety of arachasae up close requires Golden Oriole. Venomous arachasae are best engaged from afar, leveraging bombs and the highest quality crossbow bolts to weaken the threat. Engage with a silver sword only when the gas bag on the back of the arachas is emptied to avoid a spray of poison.

Weapons

Name	DMG	Effect	ROF
Claws	5d6	Poison (100%)	2

Skills

Athletics +5
Awareness +6
Brawling +5
Courage +10
Dodge/Escape +8
Endurance +5
Melee +5
Resist Magic +9
Stealth +6
Wilderness Survival +4

Loot

Arachas Chitin (1d6)
Arachas Eyes (1d6/2)
Arachas Venom (2d6)
Venom Extract (2d6)

Vulnerabilities

Insectoid Oil

Soft Spot

A venomous arachas' back has no armor and does not have its damage resistances.

Abilities

Pounce

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

Resistances

Venomous arachasae only take half damage from **bleeding, slashing, and piercing**.

Poison Immunity

Venomous arachasae take no damage from **poison**.

Camouflage

Venomous arachasae have a +10 to Stealth in their home terrain when they aren't moving.

Webbing

If an enemy gets more than 8m from the arachas, it will shoot webbing at a range of 10m with Athletics. If it hits, the target is grappled until they can make a DC:16 Physique check or do 10 points of damage to the webbing.

Feral

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

Powerful Venom

The poison of a venomous arachas is more powerful than of a regular one. When poisoned by a venomous arachas, you suffer 6 points of damage and you must make a DC:16 Endurance check to shake it off. Every turn you spend within 4m distance of the arachas, you have a 25% chance of being poisoned.

Threat

Easy
Complex

Bounty

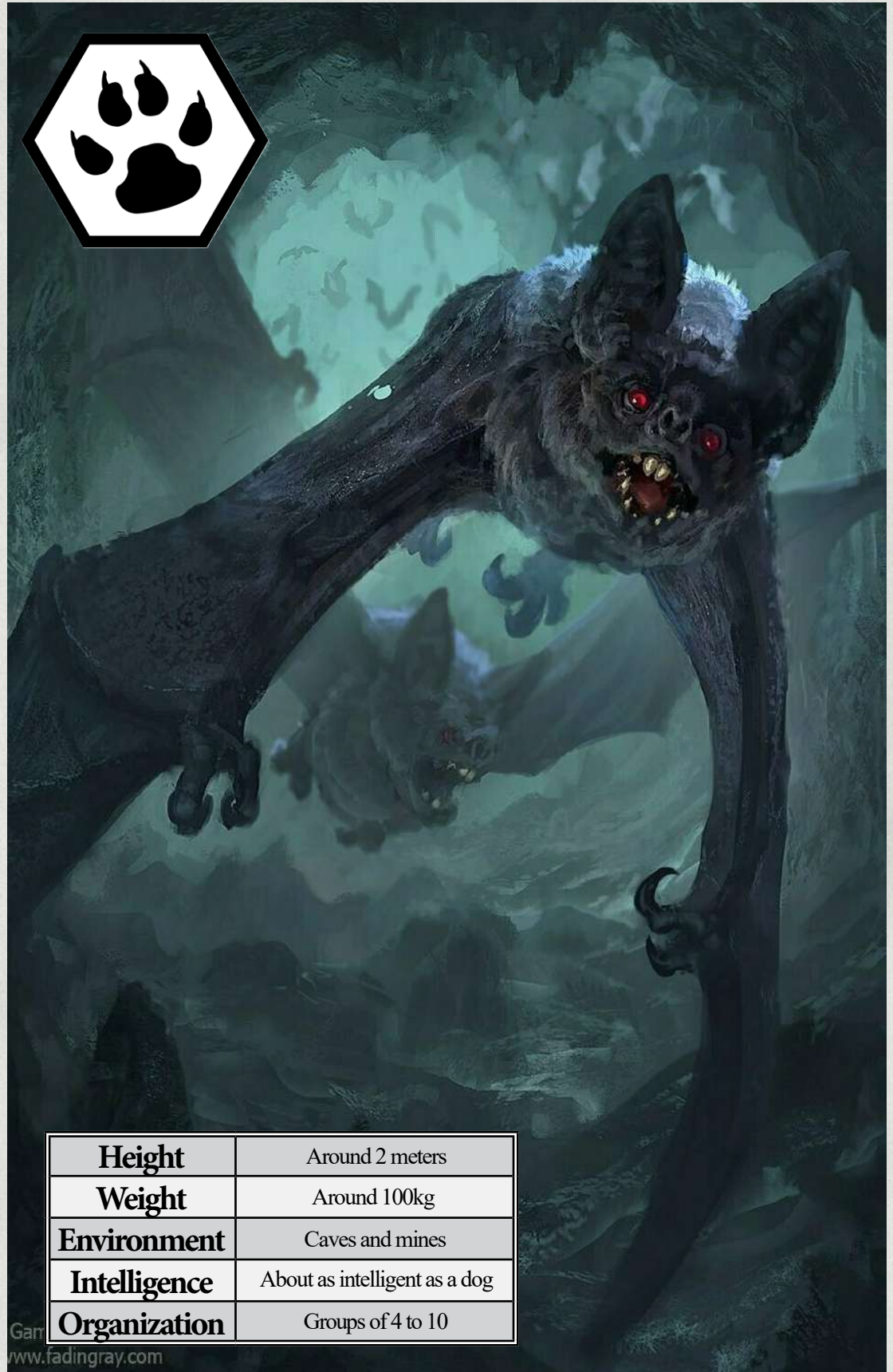
50 Crowns

Armor

0

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

STUN	6
RUN	21
LEAP	4
STA	30
ENC	80
REC	6
HP	30
VIGOR	0



Height	Around 2 meters
Weight	Around 100kg
Environment	Caves and mines
Intelligence	About as intelligent as a dog
Organization	Groups of 4 to 10

Gam
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Illustration by Lukasz Jaskolski

Vespertyls

Commoner Superstition (Education DC:14)

They are one of the most strange beasts I've heard of. Vespertyl are giant bat-like creatures. Some folk believe they are controlled by higher vampires or they are the true form of higher vampires. Other even believe they are a form of bestial non-intelligent vampire. What I know is I don't want to find out what and how they eat.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:14)

Vespertyl are a hybrid monster that look like giant bats. They eat barbegazi in their caves, but sometimes they go out to eat other insectoids. Attacks on human are very rare and are usually provoked.

If you get attacked by a vespertyl, be sure to keep them on the ground, 'cause they are fast and fighting them on the air can be tricky. They can use their claws and bite you but, using their claws can be tricky for them while on the ground.

Vulnerabilities

Beast Oil

Abilities

Echolocation

Vespertyls can orient themselves via sound exclusively.

Flight

A vespertyl can take flight as a movement. They can only be knocked out of the air by stunning it or doing more than 10 points of damage with an attack. If the vespertyl is knocked out of the air, it must make a DC:16 Athletics check or take falling damage based on how far it fell.

Night Vision

Vespertyls operate in areas of dim light with no penalties.

Feral

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

Skills

Athletics +8

Awareness +10

Brawling +5

Courage +8

Dodge/Escape +6

Endurance +6

Melee +8

Resist Magic +6

Stealth +6

Wilderness Survival +9

Weapons

Name	DMG	Effect	ROF
Bite	4d6	N/A	1
Claws	3d6	WA -3	2

Loot

Beast Bones (1d10)

Raw Meat (1d10)

Vespertyl Fangs (2)

Threat

Medium
Simple

Bounty

5

Armor

0

INT	1
REF	8
DEX	8
BODY	8
SPD	14
EMP	1
CRA	1
WILL	6
LUCK	0

STUN	7
RUN	42
LEAP	8
STA	35
ENC	80
REC	7
HP	35
VIGOR	0



Height	Around 1 meter
Weight	Around 80kg
Environment	No natural habitat
Intelligence	About as intelligent as a dog
Organization	Solitary or pairs

Vigilosaur

Commoner Superstition (Education DC:16)

It's just a fancy guard dog...

–Last words of an unknown burglar

Witcher Knowledge (Witcher Training DC:16)

Vigilosaur is a magically mutated lizard, specially created for guarding and protection. The creature is the result of the experiments done at Rissberg castle. Individuals are about the size of a large dog and they run similarly as wyverns do, on two legs. Pyral Pratt was in possession of one that he used for fighting entertainment, though this one was considered an obsolete model.

Vulnerabilities

Draconid Oil

Abilities

Pounce

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

Resistances and Immunities

Vigilosaur only take half damage from **piercing** and **slashing**. Vigilosaur are also immune to **poison**.

Night Vision

Vigilosaur operate in areas of dim light with no penalties.

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 8.

Skills

Athletics +8

Awareness +10

Brawling +7

Courage +8

Dodge/Escapes +6

Endurance +5

Melee +8

Resist Magic +14

Stealth +6

Wilderness Survival +9

Weapons

Name	DMG	Effect	ROF
Claws	3d6	N/A	2
Bite	4d6	Poison (25%)	1

Loot

Draconid Scales (1d6)

Venom Extract (1d6)

Vigilosaur Marrow (1d6)

Threat

Medium
Simple

Bounty

350 Crowns

Armor

0

INT	6
REF	4
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



Height	Usual human heights
Weight	Usual human weights
Environment	Forests and hills
Intelligence	Human-level
Organization	Solitary

Vilas

Commoner Superstition (Education DC:15)

Vilas are tricky monsters. They look like the usually calm and friendly naiads, but are very different. They are vicious and hungry beasts that lure victims with their singing.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:12)

Vilas, or samovilas, are beautiful female creatures similar to a fairy or nymph. These mystical creatures live in the hills and forests, often near cherry trees in particular and love to pass their time singing and dancing. The witcher Eskel mentioned having saved a farmer from the hypnotic dance of a samovila. Despite being freed from her control, the man fell in love with the creature and tried to hire Eskel to trap her. After the witcher declined, the man tried to catch the samovila by himself with a fishing net.

Vulnerabilities

Relict Oil

Abilities

Hypnosis

A vila can take a turn to hypnotize its foes. Anyone hearing the vila must make a Resist Magic check against the vila's Spell Casting or take a -4 to defense or attack rolls against the vila for 5 rounds and have a 25% chance of being in love with the vila.

Amphibious

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

Skills

Athletics +5

Awareness +10

Brawling +8

Courage +10

Dodge/Escape +7

Endurance +7

Melee +9

Resist Magic +10

Spell Casting +15

Stealth +5

Wilderness Survival +6

Weapons

Name	DMG	Effect	ROF
Claws	2d6	Bleed (25%)	1

Loot

Essence of Water (1d6)

Mundane Items (1d6/2)

Strange Items (1d6/2)

ThreatEasy
Complex**Bounty**

35 Crowns

Armor

4

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

STUN	4
RUN	18
LEAP	3
STA	20
ENC	30
REC	4
HP	20
VIGOR	0



Height	Usual human heights
Weight	Usual human weights
Environment	Seas, shores and deep lakes
Intelligence	Human-level
Organization	Groups up to 4-10

Vodyanoy

Commoner Superstition (Education DC:17)

Vodyanoy, also known as the fishpeople or fish-eyed creatures, are an intelligent race living in underwater cities at the bottom of the Great Sea, where their civilization is most advanced, as well as the Pontar river and its tributaries. They share the ocean with nereids and merpeople, the latter of which they treat with the utmost respect and occasionally fight.

Witcher Knowledge (Witcher Training DC:16)

Vodyanoy are scaly humanoids with muscular legs that allow them to run nimbly even on dry land. They have spherical bulging eyes described as iridescent and cold, betraying no emotion. On the other hand, their immensely broad maws full of conical teeth tend to resemble a cruel smile. Vodyanoy also have huge combs on their heads which make them look larger. Living deep underwater, vodyanoy absorb oxygen through gills which get dilated when exposed to air. To survive on the surface for longer than few minutes the vodyanoy wear breathing masks. Inhabiting entirely different conditions, vodyanoy developed an advanced civilization unlike any other. They know the arcana of metalworking, utilizing them to forge swords, spears, axe-like weapons and helmets. Vodyanoy are also fairly efficient masons capable of not only building cities but also vast steps which lead to them. They worship many deities and take religion very seriously. Two of such deities were the powerful Lady of the Lake and her enemy Dagon, a cruel being awoken and killed in 1270. Land dwellers know little about the majority of these cults and what is known inspires fear in them. Vodyanoy hold their priests, capable of using magic which they believe to come from deities of the deep, in high esteem. Vodyanoy are also worshipped themselves as the Water Lords by a small human cult.

Weapons			
Name	DMG	Effect	ROF
Claws	3d6	N/A	2
Spear	3d6	Long Reach	1

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

Loot
Gambeson
Mundane Items (1d6/2)
Strange Items (1d6)
Vodyanoy Breathing Mask

Vulnerabilities

Ogroid Oil

Water Breather

Vodyanoy are not able to breath air and require a mask to leave the water. If they leave the water without the mask, they start suffocating.

Abilities

Amphibious

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

Neurotoxin

A vodyanoy naturally secretes a toxin from its claws. If a target is attacked by Claws by a vodyanoy, they must make a DC: 16 Endurance check or suffer a -1 penalty to REF, DEX and INT for 1d10 rounds.

Night Vision

Vodyanoy operate in areas of dim light with no penalties.

Priest

A vodyanoy priest is respected and can give orders. They also have the ability to use an action to heal all vodyanoy in 3m radius for 5HP with a 7 stamina cost.

ThreatEasy
Complex**Bounty**

35 Crowns

Armor

8

INT	3
REF	6
DEX	5
BODY	5
SPD	4
EMP	3
CRA	4
WILL	4
LUCK	0

STUN	4
RUN	12
LEAP	2
STA	20
ENC	50
REC	4
HP	40
VIGOR	0



Height	Usual human heights
Weight	Usual human weights
Environment	Near vran cities
Intelligence	About as intelligent as a dumb human
Organization	Groups of 3 to 6

Vran Warriors

Commoner Superstition (Education DC:17)

Vrans, also called lizard men or lizard-folk, are a race of nearly extinct reptilian humanoids inhabiting the Continent.

Vulnerabilities

Draconid Oil

Witcher Knowledge (Witcher Training DC:16)

The typical vran is tall, covered in scales with characteristic ruby-red eyes which cover half of their face and give them infravision: an ability to see heat sources even in absolute darkness. They have venomous fangs which can be used to make their weapon toxic. A typical vran female is distinguished from a man by voice timbre and being slightly shorter. There is also an entirely separate sub-race or breed called "Vran Warriors", who have smaller eyes, much more intimidating posture and large tails, making them more similar to vigilosaurs than common humanoid-like, bipedal vrans. They are sometimes shown on vran monuments.

Abilities

Fury

When vran warriors 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

Vrans operate in areas of dim light with no penalties.

Skills

Athletics +8

Awareness +7

Brawling +4

Courage +7

Dodge/Escape +6

Endurance +4

Melee +8

Physique +4

Resist Coercion +5

Resist Magic +8

Stealth +8

Wilderness Survival +9

Weapons

Name	DMG	Effect	ROF
Claws	3d6	Poison (25%)	2
Bite	2d6	Poison (75%)	1

Loot

Halfling Protective Doublet

Mundane Items (1d6/2)

Strange Items (1d6)

Venom Extract (1d6)

Threat

Medium
Complex

Bounty

450 Crowns

Armor

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



Height	Around 1,75 meter
Weight	Around 80kg
Environment	Rivers, swamps and shores
Intelligence	Human-level
Organization	Solitary

Illustration by Adrian Smith

Water Hags

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

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, ilycoris. They can command these creatures to do their bidding and will often use them to defend their nests or attack their foes.

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/Escape +6
Endurance +8
Melee +8
Resist Coercion +10
Resist Magic +9
Stealth +8
Wilderness Survival +9

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

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 Defense.

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 Defense 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.

Rain-drenched

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

Command the Drowned

Instead of attacking, a water hag can give a command to each drowner or ilycoris 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'.

Threat

Medium
Simple

Bounty

50 Crowns

Armor

5

INT	4
REF	8
DEX	7
BODY	6
SPD	7
EMP	3
CRA	4
WILL	6
LUCK	0

STUN	6
RUN	21
LEAP	4
STA	30
ENC	60
REC	6
HP	30
VIGOR	0



Height	As short as a small human
Weight	As heavy as a light human
Environment	Often near cities or main roads
Intelligence	Human-level
Organization	Bands of 3 to 8

Illustration by Nahelus on Deviantart and modified in the Witcher Fandom

Werebbubb Bandits

Commoner Superstition (Education DC:14)

Werebbubbs, bobolaks or bogeymen are a nonhuman race of short stature, covered in fur. Despite the name, they aren't shapeshifters. Once spread across the highlands between the rivers Sylte and Tango, werebbubbs were almost wiped out. Only a few had been assimilated and by the 1250s, many retreated to Mahakam or more remote hills and ravines.

Witcher Knowledge (Witcher Training DC:10)

Slightly taller than a dwarf, werebbubbs are of a tiny figure. Their bodies are covered in thick fur, brown or black, gradually turning white or ashen with advanced age. Concealed in the furry face are pointed teeth and two small, glittering eyes. Less efficient sight is compensated by perfect hearing. Sharp claws on werebbubb hands can serve as weapons. Physically stronger than humans, werebbubbs have metabolism abiding by utterly unique rules. It allows them to endure even the gravest wounds by monstrosities like koshchey, although finding a medic outside their own can prove difficult. Moving with the agility of an ape, werebbubbs make excellent trackers and hunters. The race values courage. Werebbubbs are proud of being different from humans and fond of rocky massifs. They are kindred of dwarves and gnomes in this regard, though unlike the two races they do not extract the earth's riches. Their attempt to stop humans from doing so within werebbubbs' mountain homes was what sparked the conflict that nearly got them exterminated. Overall, werebbubbs are a calm and industrious folk, living off of what nature gives them and repaying in kind.

Weapons			
Name	DMG	Effect	ROF
Iron long sword	2d6+2	N/A	1
Dagger	1d6	N/A	1
Hand crossbow	2d6+2	RNG: 50m Slow Loading	1

Skills
Athletics +6
Awareness +6
Brawling +6
Courage +14
Crossbow +5
Dodge/Escape +8
Endurance +6
Resist Magic +6
Resist Coercion +5
Small Blades +5
Stealth +5
Swordsmanship +6
Wilderness Survival +8

Loot
Aedirnian Gambeson
Bolts (20)
Crowns (3d10)
Double Woven Hood
Mundane Items (1d6)
Padded Trousers

Vulnerabilities

Ogroid Oil

Abilities

NONE

Levels of Bandits

Bandits come in a lot of different skill levels. The bandit presented here is a basic thug, the type of warrior you'd find guarding a criminal's warehouse or ambushing travelers on the road. If you want, you can alter the bandits' stats to make them more or less threatening. If you want an average peasant or low-level thug, bring their REF & DEX down to 5 and their HP down to 25. Keep in mind that these bandits won't be much of a challenge for combat-oriented characters. If you want a more veteran warrior, bring their REF & DEX up to 9 or 10 and raise their HP to 50. As you change the Combat Level stats, you can also change skills and gear to augment them further.

Threat

Medium
Complex

Bounty

450 Crowns

Armor

0

INT	7
REF	8
DEX	10
BODY	5
SPD	7
EMP	4
CRA	8
WILL	7
LUCK	0

STUN	6
RUN	21
LEAP	4
STA	30
ENC	50
REC	6
HP	60
VIGOR	0



Height	Around 1,75 meter
Weight	Around 80kg
Environment	Deserts and abandoned cemeteries
Intelligence	Human-level
Organization	Solitary

Illustration by Eryk Szczygiel

Wights

Commoner Superstition (Education DC:14)

Undead monster resistant to steel, occurring in deserts and cemeteries. It looks roughly like a human, but with dried flesh flaking from its bones, pointy teeth and sharp claws. One could say it looks like a mummy without the bandages. But which mummy can walk and has radiant, glowing eyes? During an attack, wights sink into their prey like vampires, but instead of blood, they feed on the life essence. Intelligent beings who become victims of wights are not infrequently changed into wights themselves, though they remain under the control of their killer. Wights are also repelled by sunlight, although it isn't harmful to them, they try to hide from it as quickly as possible.

-A Study of the Monstrous, Rivadi of Oxenfurt

Witcher Knowledge (Witcher Training DC:18)

Though wights are ghastly and threatening in appearance, one should not approach them with sword drawn or attack them unprovoked. Left alone, they present no serious danger to anyone and are far more interested in mixing noxious brews in cauldrons than in fighting. This species mainly lives around ancient burial sites, though they have also been spotted near more recently-founded cemeteries and wherever mass graves can be found. Wights spend the winter months in a state of lethargy very similar to human sleep. They live strictly solitary lives -- in fact, it is practically unheard of for these creatures to appear in groups. Yet, when they fear their territory is threatened (and it is enough for one to step foot in a wight's territory for it to feel threatened), wights transform into dangerous foes and even abandon their solitary ways to summon other monsters to their aid. It is a certainty that if a wight finds itself in danger, it will immediately spew out an ectoplasmic solution which near instantaneously transforms into barghests. These beasts obey the wight and attack anyone it deems a foe. If one of them is killed, the wight tries to replace it at once. The best strategy when fighting such a wight is to take out the monsters guarding it with the Axii sign before attacking the wight itself. Wights are resistant to poison, but vulnerable to silver.

Vulnerabilities

Necrophage Oil

Fire Vulnerability

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

Abilities

Night Vision

Wights operate in areas of dim light with no penalties.

Ectoplasmic Spit

Wight can take an action to spit an ectoplasmic solution which turns into a barghest.

Spotted Wights

Spotted wights were a subspecies of wight which the witchers drove to extinction. They were larger than their unspotted kin and owed their names to their numerous blotches and effusions. Spotted wights would most often dwell in derelict cemeteries and empty wildernesses, yet at times took to living in abandoned human domiciles. There they would indulge in their greatest passion: creating brews from their own emissions.

Skills

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

Loot

Dark Essence (1d6/2)
Occult Items (1d6)
Strange Items (1d6)
Wight Saliva* (1d6)

Weapons

Name	DMG	Effect	ROF
Claws	5d6	N/A	2
Bite	6d6	N/A	1

INT	9
REF	8
DEX	10
BODY	8
SPD	7
EMP	6
CRA	8
WILL	8
LUCK	0

STUN	8
RUN	21
LEAP	4
STA	40
ENC	80
REC	8
HP	40
VIGOR	0

*Spotted Wight Saliva (1d6)

Threat

Hard
Simple

Bounty

1250 Crowns

Armor

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	100
VIGOR	0



Height	Around 6 meters
Weight	Around 500kg
Environment	Sewers, occasionally swamps
Intelligence	About as intelligent as a fish
Organization	Solitary

Illustration by Atanas Lozanski

Zeugls

Commoner Superstition (Education DC:14)

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

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 muck 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 defenseless. 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.

Tentacles

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

Weapons

Name	DMG	Effect	ROF
Tentacles	4d6	Disease (25%)	1-4
Bite	8d6+2	Disease (100%)	1

Skills

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

Loot

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

Vulnerabilities

Insectoid Oil

Soft Flesh

A Zeugl's main body has no armor 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

Zeugls 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**.

Resistances and Immunities

Zeugls only take half damage from **fire**, **bludgeoning** and **slashing**. They are also immune to **poison** and diseases.

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.



**Exceptional
Difficult**

Intelligence
Sapient

Senses
Night Vision

INT	10
REF	15
DEX	14
BODY	20
SPD	12
EMP	8
CRA	5
WILL	12

STUN	10
RUN	36
LEAP	14
STA	90
ENC	500
REC	17
HP	160

Height	15m
Weight	4000kg
Environment	Mountains & forests
Organization	Solitary

Skill Base	
Athletics	23
Awareness	20
Brawling	22
Charisma	17
Courage	22
Deceit	16
Education	20
Endurance	28
Human Perception	17
Intimidation	20
Persuasion	17
Physique	30
Resist Coercion	22
Resist Magic	22
Stealth	15
Wilderness Survival	19

Armor	25
Regeneration	—

Resistances
Piercing, Slashing, Bludgeoning, Stun, Fire
Immunities
Bleeding, Knock-Down, Fire

Susceptibilities
Draconid Oil

Dodge Base	25
Reposition Base	23
Block Base	24

Bounty
10000

Loot
Dragon Tears (x2d10)
Dragon Teeth (x4d10)
Dragon Blood (x5d10)
Dragon Tail (x2d10)
Golden Dragon Scale (x2d10)
The Dragon's Horde

Golden Dragons

Commoner Superstition (Education DC:20)

A golden dragon (Scholar: Draconis Aurum nobilis) is a legendary creature considered by most of the experts as myth. It is uncertain whether they form a separate race or are just rare, sterile mutations among more common variants. The legends attribute them several miraculous attributes, of which unquestionably are their magical abilities and changing their forms into any living being. They belch destructive fire and hot steam. The largest specimens reach 20 meters in length.

—Rodolf Kazmer

*Use the golden dragon as the type in the true dragon lifepath

Attacks							
Name	ATK Base	Type	DMG	Rel.	RNG	Effect	ROF
Bite	24	P	11d6	20	—	Crushing Force, Long Reach, Armor Piercing, Ablating	1
Claw Slash	24	S	9d6	20	—	Crushing Force, Long Reach, Bleed (75%), Knock-Down (50%), Ablating	3
Wing Buffet	24	B	6d6+4	15	—	Crushing Force, Long Reach, Knock-Down (75%), Stun (-2)	2

Pounce

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

Telepathy

A golden dragon can communicate telepathically with any character it can see within a mile of itself. This telepathy crosses language barriers and allows the target to respond in their mind if they choose.

Flight

As long as its wings remain, a golden dragon can take its movement action to move 30m either horizontally or vertically. While in the air, a golden dragon must use repositions to defend. The golden 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 golden dragon is knocked out of the air, it must make a DC:25 Athletics check or take falling damage based on how far it fell. While flying, a golden dragon can split its movement, allowing it to fly a certain number of meters, make its attack, and then move the remaining number of meters in its movement.

Breath

By taking its full turn, a golden dragon can breath a 10m cone of magical fire. Anyone in this area must make a reposition roll (if they are able to either move behind cover, or get out of the area) against the dragon's attack roll, which has a base 25. If a person in that area has a pavise, they can use a block defense to deploy their pavise as cover. However, the pavise takes 2d10 ablation damage. If anyone in the area of the golden dragon's fire fails to defend against the fire breath, they are lit on fire and take 9d6 damage to all body locations. Even if armor soaks this damage, the armor is ablated by 4 points. Once the golden dragon has used its Fire Breath Ability it must cool down and cannot use this ability again for 5 rounds.

Transformation: Mutable Form

Without taking an action, a golden dragon can transform its body to look identical to any creature it wants, including humanoid form. If the golden dragon uses any of its attacks, they revert to their dragon humanoid form. While in this form, the golden dragon can only use the Telepathy ability.

Skill Base	
Athletics	27
Awareness	21
Brawling	25
Charisma	17
Courage	22
Deceit	17
Endurance	21
Intimidation	22
Persuasion	17
Physique	22
Resist Coercion	20
Resist Magic	22
Seduction	18
Social Etiquette	19
Stealth	21
Wilderness Survival	20

Armor	12
Regeneration	20

Resistances	
Magical Charms	
Immunities	
Silver, Magical Scanning, Fire	

Susceptibilities	
Vampire Oil, Black Blood Potion	

Dodge Base	26
Reposition Base	27
Block Base	25

Bounty	
10000	

Loot	
Abomination Lymph (x1d6/2)	
Naezan Salts (x1d10)	
Unseen Elder Nail (x1d10)	
Essence of Death (x3d10)	



**Exceptional
Difficult**

Intelligence
Sapient

Senses
*Night Vision
Scent Tracking*

INT	11
REF	16
DEX	17
BODY	14
SPD	12
EMP	8
CRA	7
WILL	10

STUN	12
RUN	36
LEAP	7
STA	60
ENC	140
REC	14
HP	120

Height	1.8m
Weight	75kg
Environment	Settlements
Organization	Solitary

Unseen Elders

Commoner Superstition (Education DC:XX)

NO COMMON FOLK KNOWS THIS MONSTER.

*Follow the higher vampire lifepath, choosing 2 abilities. Unseen elders can also summon any vampire they want at any time. Treat their age as Elder, granting 7 major events and 35 Pick Up Skills Points to spend.

Attacks							
Name	ATK Base	Type	DMG	Rel.	RNG	Effect	ROF
Bite	25	P	8d6	15	—	Bleed (100%), Improved Armor Piercing, Drain Blood	1
Claw Slash	25	P/S	7d6+3	15	—	Bleed (75%), Balanced	4

Vulnerability: Fire Magic

Unseen elders are not immune to fire spells and take damage normally from any source of fire that was generated by magic. Damage resulting from the fire condition never effects a higher vampire.

Vulnerability: No Reflection or Shadow

An unseen elder's reflection doesn't appear in mirrors. Similarly, an unseen elder doesn't cast a shadow when lit by any form of illumination.

Vulnerability: Aversely Affected By Blood

If a vampire drains more than 20 points of blood from any number of targets within 1 hour, they become **intoxicated** for the next hour.

Ability: Immortal

As well as its standard regeneration, an unseen elder can regenerate from critical wounds and even death. At the beginning of every round, the unseen elder heals 20 points of damage and also heals 1 round worth of critical wounds. It takes 1 turn for an unseen elder to heal a Simple Critical Wound, 2 turns for a Complex Critical Wound, 4 rounds for a Difficult Critical Wound, and 6 rounds to heal a Deadly Critical Wound. The unseen elder must apply its regeneration to one critical wound at a time, starting with the simple wounds. On the first round regeneration is applied to a wound, it is considered stabilized.

If an unseen elder is killed by someone other than another higher vampire, they return to life a number of weeks later equal to the number of negative Health Points they have when they die. A second higher vampire can cut this time in half by feeding they corpse their blood once a day.

Ability: Drain Blood

If an unseen elder's Bite attack deals damage to a target, the unseen elder drains 3d6 Health Points from the target and heals the same number of Health Points.

Ability: Superior Invisibility

By taking its action, an unseen elder can turn invisible. This grants the vampire +10 to Stealth and +5 to attack and defense. Even if you make your Awareness check to spot the vampire, the vampire still gains a +3 to attack and defense. Yrden or a Moondust Bomb can make a vampire semi-visible, reducing its Stealth bonus to +5 and its attack bonus to +3. Striking the vampire forces it to become visible.

Transformation: Mutable Form

Without taking an action, an unseen elder can transform its body to look identical to a human. If the unseen elder uses any of its attacks or drains blood, they revert to their more bestial humanoid form. Alternatively, by taking its action, an unseen elder can transform into a cloud of smoke or a giant bat.

While in its smoke form, the unseen elder can take its move action to move either horizontally or vertically and it is considered Incorporeal. If the unseen elder attacks something, it returns to its standard form immediately.

While in its bat form, the unseen elder can still take its move action to move either horizontally or vertically but is not considered Incorporeal. Additionally, the unseen elder loses its Superior Invisibility Ability but treats its Armor Stopping Power as 20.

Ability: Magical Influence

By taking its action, an unseen elder can influence the mind of anyone who can hear them. The target of the unseen elder's influence must make a Resist Magic check against the unseen elder's attack at base of 25. If the target fails, they agree with the unseen elder and feel the way the unseen elder wants them to. This effect lasts for 10 minutes or until the target is able to make a Resist Magic check that beats the unseen elder's original roll by taking an action.

Humanoid Enemies

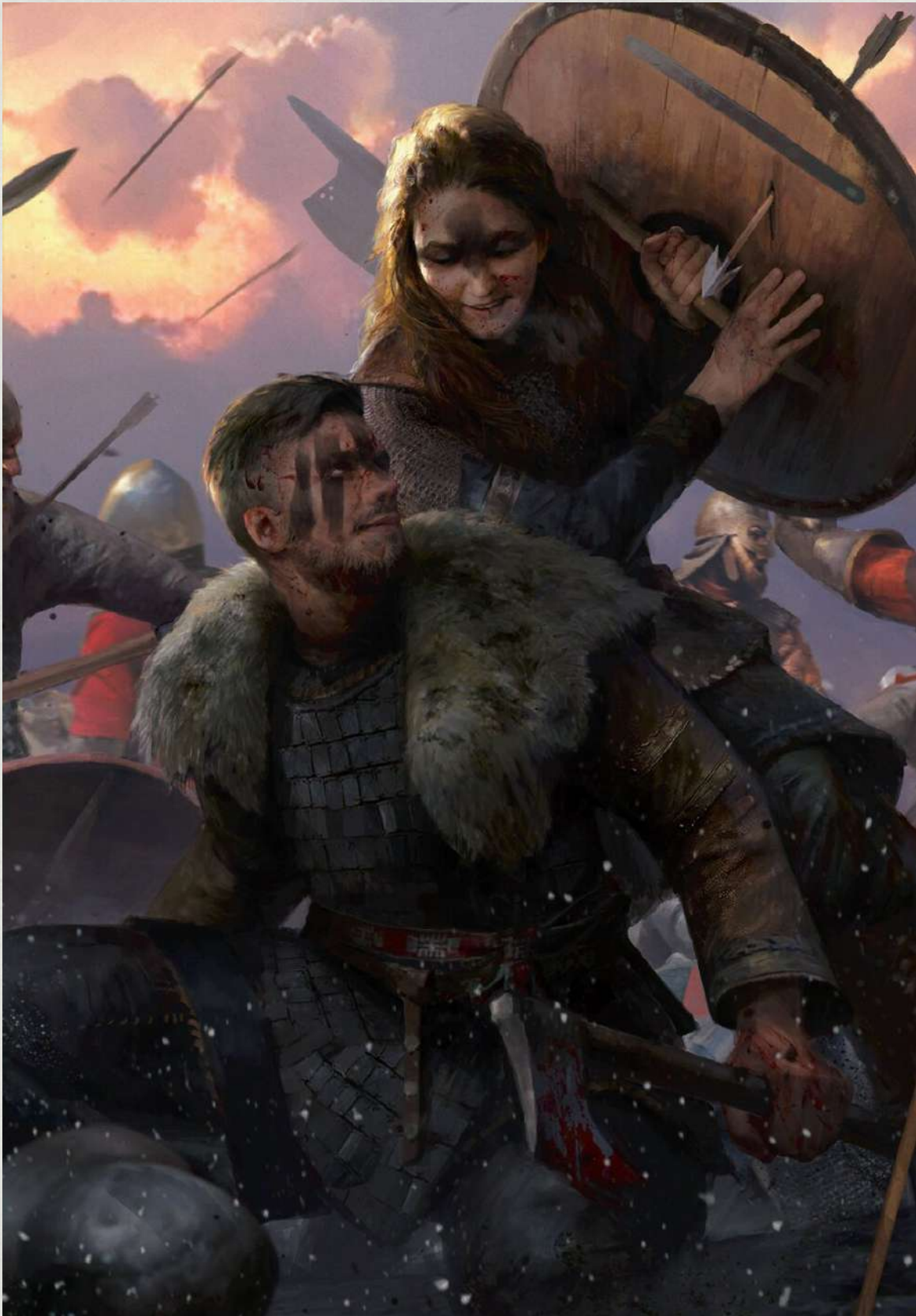


Illustration from Gwent: The Witcher Card Game

Conscripts



Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere
Intelligence	Human-level
Organization	Groups of any number

Weapons			
Name	DMG	Effect	ROF
Short Bow	3d6+3	Range:100m	1
Arming Sword	2d6+4	N/A	1
Spear	3d6	Long Reach	1

INT	4	STUN	5
REF	6(5)	RUN	15
DEX	6(5)	LEAP	3
BODY	6	STA	25
SPD	5	ENC	60
EMP	3	REC	5
CRA	2	HP	25
WILL	5	VIGOR	0
LUCK	0		

Illustration by Lorenzo Mastroianni

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

Loot
Armored trousers
Arrows/Bolts (20)
Crowns (1d10)
Heavy Brigandine
Mundane Items (1d6)
Spectacle Helm

Vulnerabilities

Hanged Man's Venom

Abilities

Poor F**king Infantry

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

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.

Threat

Easy
Complex

Bounty

30 Crowns

Armor

12

Highwaymen

Vulnerabilities

Hanged Man's Venom

Abilities

Hit-and-run

When making a Maneuver 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)

Threat

Easy
Complex

Bounty

40 Crowns

Armor

12

INT	4	STUN	6
REF	6	RUN	15
DEX	7	LEAP	3
BODY	6	STA	30
SPD	5	ENC	60
EMP	6	REC	6
CRA	4	HP	30
WILL	6	VIGOR	0
LUCK	0		

Illustration by Zhang Bo

Skills

Archery +5
Athletics +5
Awareness +6
Brawling +6
Courage +7
Dodge/Escap +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

Armored Trousers
Arrows/Bolts (20)
Brigandine
Crowns (2d10)
Double Woven Hood
Mundane Items (1d6)



Height	Usual human heights
Weight	Usual human weights
Environment	Roads, rural areas
Intelligence	Human-level
Organization	Groups of any number

Weapons

Name	DMG	Effect	ROF
Longbow	4d6	Range: 100m	1
Dagger	1d6+2	N/A	1
Arming Sword	2d6+4	N/A	1
Spear	3d6	Long Reach	1

Mercenaries



Illustration by Timofey Stepanov on DeviantArt, Background by Song Min

Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere
Intelligence	Human-level
Organization	Groups of any number

Weapons			
Name	DMG	Effect	ROF
Crossbow	4d6+2	Range:100m, Slow Reload, WA+1	1
Arming Sword	2d6+4	N/A	1
Poniard	2d6+2	Bleed (25%), WA+1	1

INT	4	STUN	6
REF	7(6)	RUN	18
DEX	7(6)	LEAP	3
BODY	6	STA	30
SPD	6	ENC	60
EMP	6	REC	6
CRA	4	HP	30
WILL	7	VIGOR	0
LUCK	0		

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

Loot

Armored trousers
Bolts (20)
Crowns (3d10)
Double Woven Hood
Heavy Brigandine
Mundane Items (1d6)
Steel Buckler

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.

Bought & Paid For

Mercenaries are usually either found individually for hire or organized 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.

Threat

Easy
Complex

Bounty

35 Crowns

Armor

14

Pirates

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.

Highwaymen Tactics

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.

Threat

Easy
Complex

Bounty

45 Crowns

Armor

5

INT	4	STUN	5
REF	6	RUN	21
DEX	7	LEAP	4
BODY	7	STA	25
SPD	7	ENC	50
EMP	6	REC	5
CRA	4	HP	25
WILL	4	VIGOR	0
LUCK	0		

Illustration by Zhang Bo

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

Loot

Archer's Hood
Arrows/Bolts (20)
Crowns (1d10)
Light Gambeson
Mundane Items (1d6)
Padded Trousers



Height	Usual human heights
Weight	Usual human weights
Environment	Rivers, lakes and shores
Intelligence	Human-level
Organization	Groups of any number

Weapons

Name	DMG	Effect	ROF
Short Bow	3d6+3	Range: 100m	1
Poniard	2d6+2	Bleed (25%), WA+1	1
Battle Axe	5d6	N/A	1

Infantry



Illustration by Bruno Biazotto / Steppen Wolf

Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere the army sends them
Intelligence	Human-level
Organization	Groups of any number

Weapons			
Name	DMG	Effect	ROF
Steel Kite Shield	1d6+4	N/A	1
Esboda	5d6	WA+1	1
Poleaxe	4d6+2	Long Reach	1

INT	4	STUN	6
REF	7(4)	RUN	15
DEX	7(4)	LEAP	3
BODY	7	STA	30
SPD	5	ENC	60
EMP	6	REC	6
CRA	4	HP	30
WILL	5	VIGOR	0
LUCK	0		

Skills

Athletics +7
Awareness +6
Brawling +6
Courage +7
Dodge/Escape +6
Endurance +5
Melee +7
Intimidation +3
Leadership +4
Resist Coercion +5
Resist Magic +4
Staff/Spear +8
Stealth +5
Swordsmanship +8
Tactics +4
Wilderness Survival +4

Loot

Arrows/Bolts (20)
Crowns (2d10)
Mundane Items (1d6)
Plate Armor
Plate Greaves
Steel Kite Shield
Temerian Armet

Vulnerabilities

Hanged Man's Venom

Abilities

Strict Discipline

If engaged with the same enemy, Infantrymen fighting together get +1 to Defence and Courage checks.

Threat

Easy
Complex

Bounty

110 Crowns

Armor

20

Secret Service Agents

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.

Threat

Easy
Difficult

Bounty

250 Crowns

Armor

8

INT	7	STUN	6
REF	8	RUN	21
DEX	8	LEAP	4
BODY	5	STA	30
SPD	7	ENC	50
EMP	8	REC	6
CRA	6	HP	30
WILL	8	VIGOR	0
LUCK	0		

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

Arrows/Bolts (20)

Crowns (5d10)

Disguise Kit

Double Woven Gambeson

Double Woven Hood

Double Woven Trousers

Forgery Kit

Intelligence/Orders

Mundane Items (1d6)

Thieves' Tools



Illustration by Bruno Biazotto / Steppen Wolf

Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere
Intelligence	Human-level
Organization	Usually solitary

Weapons

Name	DMG	Effect	ROF
Hand Crossbow	2d6+2	Range: 50m, Slow Reload	1
Stiletto	1d6	Concealment, WA+2	1
Brack Knuckles	1d6	Brawling	1
Orion	1d6	Range: 20m	1

Knights



Illustration by Grafit Studio

Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere
Intelligence	Human-level
Organization	Groups of any number

Weapons			
Name	DMG	Effect	ROF
Poniard	2d6+2	Bleed (25%), WA+1	1
Vicovarian Blade	5d6+4	Balanced	1
Poleaxe	4d6+2	Long Reach	1

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

Skills

Awareness +5
Brawling +8
Courage +8
Dodge/Escape +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

Loot

Arrows/Bolts (20)
Crowns (4d10)
Mundane Items (1d6)
Nilfgaardian Greaves
Nilfgaardian Helm
Nilfgaardian Plate

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 armor, Knights gain +3 to Intimidation checks.

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)

Threat

Hard
Complex

Bounty

650 Crowns

Armor

30

Cavalry

Vulnerabilities

Hanged Man's Venom

Abilities

Trained Soldiers

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, Cavalry don't take the -2 penalty for swampy, overgrown or rough conditions.

Light Cavalry

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)

Threat

Medium
Complex

Bounty

450 Crowns

Armor

16

INT	3	STUN	7
REF	8	RUN	12
DEX	8	LEAP	2
BODY	8	STA	35
SPD	4	ENC	80
EMP	5	REC	7
CRA	2	HP	35
WILL	7	VIGOR	0
LUCK	0		

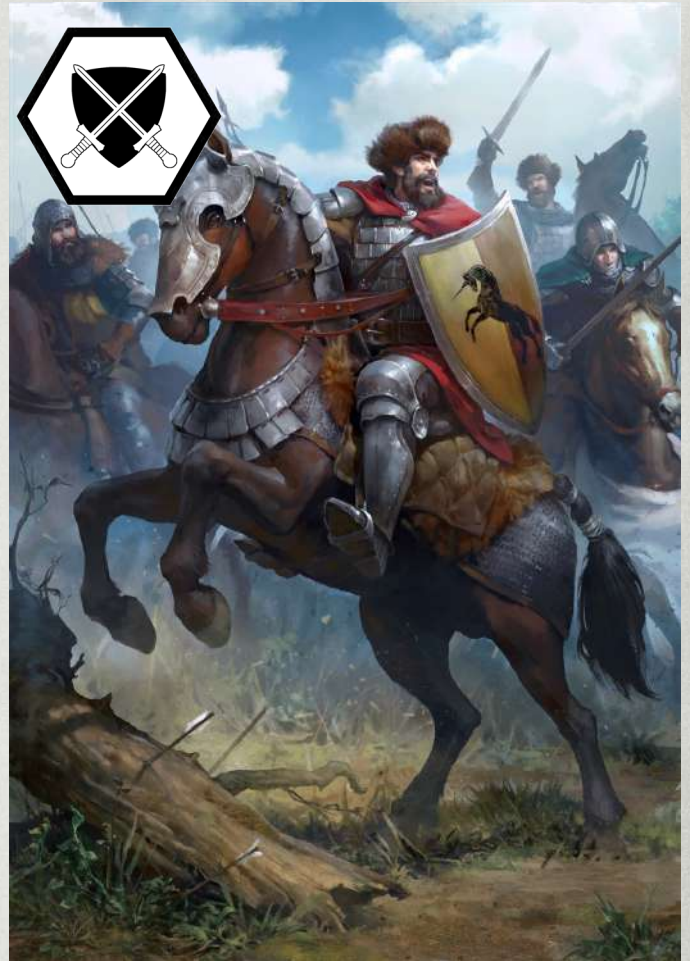
Illustration by Graft Studio

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
Swordsmanship +9
Tactics +3
Wilderness Survival +6

Loot

Crowns (4d10)
Lyrian Leather Jacket
Lyrian Leather Trousers
Mundane Items (1d6)
Racing Blinders
Temerian Armet



Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere
Intelligence	Human-level
Organization	Groups of any number

Weapons

Name	DMG	Effect	ROF
Kaedweni Shield	1d6+4	N/A	1
Iron Long Sword	2d6+2	N/A	1
Highland Mauler	6d6+2	Meteorite, Stun (-2)	1

Assassins



Illustration by Marta Dettlaff

Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere
Intelligence	Human-level
Organization	Solitary or small groups

Weapons			
Name	DMG	Effect	ROF
Crossbow	4d6+2	Range:100m, Slow Reload, WA+1	1
Kord	5d6	Bleeding (25%)	1
Poniard	2d6+2	Bleed (25%), WA+1	1

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

Skills

Athletics +8
Awareness +7
Brawling +8
Courage +6
Crossbow +6
Dodge/Escape +5
Endurance +5
Intimidation +5
Leadership +4
Resist Coercion +6
Resist Magic +5
Small Blades +7
Stealth +8
Swordsmanship +7
Tactics +6
Trap Crafting +8
Wilderness Survival +5

Loot

Armored Hood
Armored Trousers
Arrows/Bolts (20)
Crowns (2d10)
Lyrian Leather Jacket
Mundane Items (1d6)

Vulnerabilities

Hanged Man's Venom

Abilities

Trained Soldiers

Assassins 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.

Special Operations

Assassins 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.

Threat

Medium
Difficult

Bounty

300 Crowns

Armor

16

Scoia'tael Veterans

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.

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)

Threat

Medium
Complex

Bounty

500 Crowns

Armor

20

INT	4	STUN	6
REF	7	RUN	24
DEX	9	LEAP	4
BODY	5	STA	30
SPD	8	ENC	50
EMP	6	REC	6
CRA	4	HP	30
WILL	7	VIGOR	0
LUCK	0		

Illustration by Grait Studio



Skills

Archery +9
Athletics +7
Awareness +9
Brawling +6
Courage +6
Dodge/Escapes +8
Endurance +4
Leadership +3
Resist Coercion +5
Resist Magic +4
Riding +6
Stealth +8
Swordsmanship +8
Tactics +6
Wilderness Survival +8

Loot

Arrows/Bolts (20)
Crowns (2d10)
Elven Burrowers (1d6)
Mundane Items (1d6)
Scoia'tael Armor

Height

Usual human heights

Weight

Usual human weights

Environment

Rural areas, woods and roads

Intelligence

Human-level

Organization

Groups of any number

Weapons

Name	DMG	Effect	ROF
Elven Travel Bow	4d6	Range:200m, WA+1	1
Elven Messer	3d6+4	WA+2	1
Elven Glaive	4d6+3	Long Reach, Bleed (25%), WA+2	1

Mahakam Defenders



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

Illustration by Lorenzo Mastroianni

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

Loot

Arrows/Bolts (20)
Crowns (2d10)
Dwarven Impact Bolts (1d6)
Mahakam Pavise
Mundane Items (1d6)
Plate Armor
Plate Greaves
Spectacle Helm

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 armor.

Height	Usual dwarven heights
Weight	Usual dwarven weights
Environment	Mahakam
Intelligence	Human-level
Organization	Groups of any number

Weapons

Name	DMG	Effect	ROF
Dwarven Heavy Crossbow	5d6	Range: 300m, Slow Reload, WA+3	1
Mahakam Martell	5d6	Armor Piercing	1
Dwarven Axe	5d6+3	WA+2	1
Mahakam Pavise	1d6+8	See Side Bar in page 84 of core rulebook	1

Threat

Medium
Complex

Bounty

600 Crowns

Armor

20

ThreatHard
Complex**Bounty**

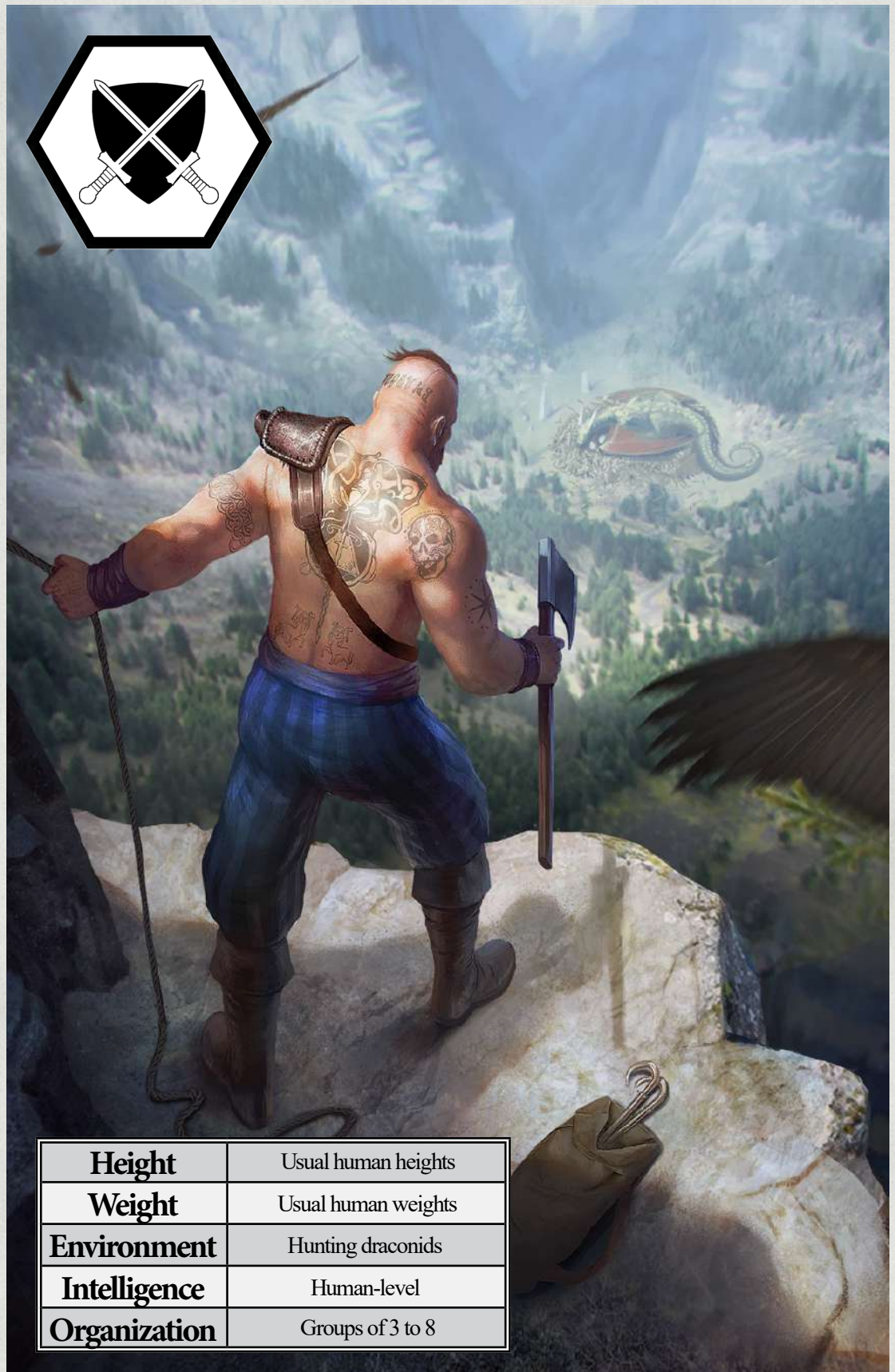
500 Crowns

Armor

5

INT	4
REF	8
DEX	7
BODY	10
SPD	5
EMP	6
CRA	7
WILL	8
LUCK	0

STUN	9
RUN	15
LEAP	3
STA	45
ENC	100
REC	9
HP	90
VIGOR	0



Height	Usual human heights
Weight	Usual human weights
Environment	Hunting draconids
Intelligence	Human-level
Organization	Groups of 3 to 8

Illustration by Nemanja Stankovic

Crinfrid Reavers

Common Opinion (Education DC:15)

The Crinfrid Reavers were a group of mercenaries from Crinfrid specialized in fighting dragons and draconids and active throughout the second half of the 13th century.

–Rodolf Kazmer

Vulnerabilities

Hanged Man's Venom

Abilities

Experienced Hunters

Reavers get inspired when hunting for dragons and other draconids. When hunting, they get a +3 to all attack and defense rolls against all enemies.

Academic Knowledge (Education DC:20)

Originally they were only three - Kennet, Gar and their leader Boholt and they joined many hunts, like the one Myrgtabrakke, a dragon who lived outside Barefield, organized by King Niedamir. However, after Boholt lost his memory, the remaining two beast hunters decided it would be wise to recruit. Around 1271, they took a first apprentice called Newboy, and a few years later they had entire bands of men like Jamor and Auwry, which they dispatched to countries as far as Toussaint. The Crinfrid Reavers wiped out all of the dracolizards and forktails in Redania. They also killed three red dragons and one black dragon.



Skills

Athletics +7
Awareness +6
Brawling +8
Courage +14
Crossbow +6
Dodge/Escape +7
Endurance +5
Melee +8
Resist Coercion +8
Resist Magic +6
Riding +5
Staff/Spear +8
Stealth +7
Swordsmanship +8
Tactics +8
Trap Crafting +6
Wilderness Survival +7

Illustration by Bartłomiej Gawel

Weapons

Name	DMG	Effect	ROF
Hunter's Falchion	3d6	Silver (2d6)	2
Berserker's Axe	6d6	Ablating, Bleed (25%)	1
Spear	3d6	Long Reach, Silver (1d6)	1
Monster Hunter's Crossbow	6d6	Slow Reload, Armor Piercing	1

Loot

Bolts (20)
Crowns (5d10)
Draconid Leather (1d6)
Draconid Scales (2d6)
Mundane Items (1d6)
Padded Trousers

ThreatHard
Complex**Bounty**

500 Crowns

Armor

15

INT	4
REF	8
DEX	7
BODY	10
SPD	5
EMP	6
CRA	7
WILL	8
LUCK	0

STUN	9
RUN	15
LEAP	3
STA	45
ENC	100
REC	9
HP	90
VIGOR	0



Height	Usual human heights
Weight	Usual human weights
Environment	Hunting witches and mages
Intelligence	Human-level
Organization	Groups of 3 to 8

Witch Hunters

Common Opinion (Education DC:10)

Who are the witch hunters? Scoundrels and fanatics, for the most part, though after the foul deeds perpetrated by the Lodge of Sorceresses, many a decent men, outraged to the hilt, joined their ranks....

–Rodolf Kazmer

Academic Knowledge (Education DC:15)

Witch Hunters are harsh, cruel, and fanatical members of an inquisitorial synod dedicated to the persecution and eradication of magic in Novigrad, Oxenfurt, and Velen during the witch hunts. Equipped with swords, crossbows, dimeritium bombs and shackles they were well prepared to fight both amateur and professional mages. They became even more formidable when the Order of the Flaming Rose was disbanded by Radovid V, resulting in some of the knights joining the witch hunters. Though officially without any allegiance, their operations are sanctioned by the Church of the Eternal Fire and monarchs occasionally supported them with gold and firewood for the pyres. They are known as being intimidating as well as overzealous in their cause. During this time, absolute loyalty and humility were required of sorcerers, but some of them were accustomed to a different kind of treatment, thus this did not sit well with most of them. This, combined with one of Ithlinne's prophecies being wrongly interpreted, contributed to many deaths at the stakes and by torture, including several members of the Lodge of Sorceresses.

Vulnerabilities

Hanged Man's Venom

Abilities

Experienced Hunters
Witch hunters get inspired when hunting for witches and mages. When hunting, they get a +3 to all attack and defense rolls against all enemies.

Dimeritium Bombs
Witch hunters can use an action to throw a dimeritium bomb at 8m range. This bomb negates the use of magic in the area for 20 rounds.

Skills

Athletics +7
Awareness +6
Brawling +8
Courage +14
Crossbow +8
Dodge/Escape +7
Endurance +5
Melee +8
Resist Coercion +8
Resist Magic +9
Small Blades +8
Staff/Spear +8
Stealth +7
Swordsmanship +8
Tactics +8
Trap Crafting +8
Wilderness Survival +9

Loot

Bolts (20)
Crowns (5d10)
Dimeritium (1d6)
Mundane Items (1d6)
Padded Trousers
Redanian Halberdier's Armor

Weapons

Name	DMG	Effect	ROF
Kord	5d6	Bleed (25%)	2
Stiletto	1d6	Concealment, WA+2	1
Crossbow	4d6+2	Slow Reload, WA+1	1
Battle Axe	5d6	N/A	2

Svalblod Cult



Illustration by Bartłomiej Gawel

Svalblod priests



Illustration by Grafit Studio

Height	Usual human heights
Weight	Usual human weights
Environment	Skellige
Intelligence	Human-level
Organization	Solitary or in pairs

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

INT	3	STUN	4
REF	6	RUN	12
DEX	5	LEAP	2
BODY	5	STA	20
SPD	4	ENC	50
EMP	3	REC	4
CRA	4	HP	20
WILL	4	VIGOR	16
LUCK	0		

Skills
Athletics +4
Awareness +6
Brawling +6
Courage +7
Dodge/Escape +4
Endurance +5
Hex Weaving +7
Resist Coercion +5
Resist Magic +4
Ritual Crafting +14
Small Blades +5
Spell Casting +6
Wilderness Survival +5

Loot
Aedirnian Gambeson
Crowns (3d10)
Dagger
Double Woven Hood
Mundane Items (1d6)
Padded Trousers

Vulnerabilities

Hanged Man's Venom

Abilities

Invocations

A priest is capable of using the invocations:
Berserker's Soul
Boiling Blood
Blessing of Healing
Primal Reservoir
Song of the Sky

Rituals

A priest is capable of casting these rituals:
Spell jar
Ritual of magic
Invocation (Svalblod)

Hexes

A priest is capable of casting these hexes:
The Eternal Itch
The Hex of Shadows

Threat

Medium
Simple

Bounty

30 Crowns

Armor

5

Svalblod priestesses

Vulnerabilities

Hanged Man's Venom

Abilities

NONE

INT	3	STUN	4
REF	8	RUN	12
DEX	5	LEAP	2
BODY	5	STA	20
SPD	4	ENC	50
EMP	7	REC	4
CRA	4	HP	20
WILL	4	VIGOR	0
LUCK	0		

Illustration by Karol Bem

Skills

Athletics +4
Awareness +6
Brawling +6
Charisma +14
Courage +7
Disguise +14
Dodge/Escape +4
Endurance +5
Resist Coercion +5
Resist Magic +4
Seduction +14
Small Blades +9
Wilderness Survival +5

Loot

Aedirnian Gambeson
Crowns (3d10)
Dagger
Double Woven Hood
Mundane Items (1d6)
Padded Trousers

Threat

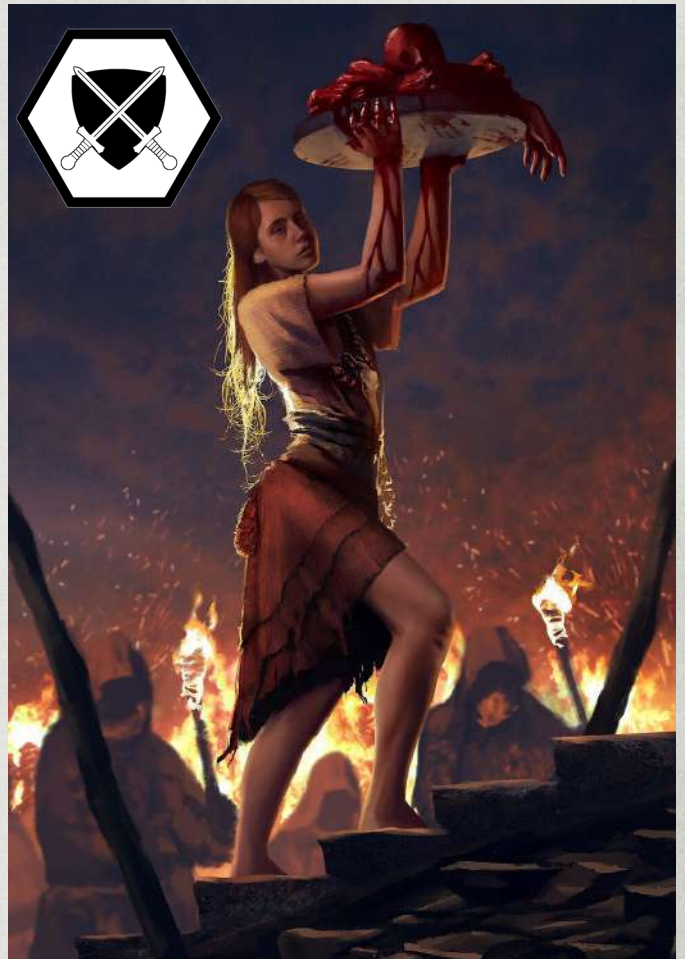
Medium
Simple

Bounty

30 Crowns

Armor

5



Height	Usual human heights
Weight	Usual human weights
Environment	Skellige
Intelligence	Human-level
Organization	Solitary or in pairs

Weapons

Name	DMG	Effect	ROF
Dagger	1d6	N/A	2

Svalblod fanatics



Illustration by Bogna Gawrońska

INT	6	STUN	8
REF	5	RUN	21
DEX	5	LEAP	4
BODY	10	STA	40
SPD	7	ENC	100
EMP	1	REC	8
CRA	3	HP	80
WILL	6	VIGOR	0
LUCK	0		

Vulnerabilities

Cursed Oil

Moondust Bombs

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

Abilities

Regeneration

A werewolf regenerates 5 points of damage per round.

Scent Tracking

A werewolf can track a creature without visual or audible clues with no penalty.

Night Vision

Werewolves operate in areas of dim light with no penalties.

Skills

Athletics +8

Awareness +10

Brawling +8

Courage +10

Dodge/Escap +8

Endurance +8

Melee +9

Resist Coercion +10

Resist Magic +9

Stealth +9

Wilderness Survival +9

Threat

Medium
Complex

Bounty

500 Crowns

Armor

8

Height	Around 2.5 meters
Weight	Around 136kg
Environment	Skellige
Intelligence	Human-level
Organization	Groups of up to 3

Weapons

Name	DMG	Effect	ROF
Claws	10d6	Bleed (25%)	1
Bite	7d6	Bleed (75%)	1

Loot

Random Items (1d6)

Werewolf Pelt

Werewolf Saliva (1d6)

Vabjorn

Vulnerabilities

Hanged Man's Venom

Abilities

Trained Soldier

Vabjorn is a trained combatant. He can use special attacks by spending stamina. He can also make either Fast Strikes or a Strong Strike by spending 3 stamina, as per an extra action.

Fanatic Soldier

When fighting for his god, Vabjorn gains a +3 to all of his actions.

Threat

Medium
Complex

Bounty

500 Crowns

Armor

10

INT	4	STUN	7
REF	8	RUN	12
DEX	6	LEAP	2
BODY	8	STA	35
SPD	4	ENC	80
EMP	6	REC	7
CRA	6	HP	35
WILL	6	VIGOR	0
LUCK	0		

Illustration by Sławomir Maniak

Skills

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

Loot

Aedirnian Gambeson
Armored Trousers
Crowns (5d10)
Dwarven Axe
Mundane Items (1d6)
Strange Items (1d6/2)



Height	Usual human heights
Weight	Usual human weights
Environment	Skellige
Intelligence	Human-level
Organization	Unique

Weapons

Name	DMG	Effect	ROF
Dwarven axe	5d6+3	WA+3	1

Artis



Height	Usual human heights
Weight	Usual human weights
Environment	Skellige
Intelligence	Human-level
Organization	Unique

Weapons			
Name	DMG	Effect	ROF
Dagger	1d6	N/A	2

INT	5
REF	6
DEX	5
BODY	5
SPD	4
EMP	6
CRA	6
WILL	10
LUCK	0

STUN	7
RUN	12
LEAP	2
STA	35
ENC	50
REC	7
HP	35
VIGOR	16

Illustration by Maciej Łaskiewicz

Skills
Athletics +4
Awareness +8
Brawling +6
Courage +14
Dodge/Escape +6
Endurance +6
Hex Weaving +9
Resist Coercion +14
Resist Magic +8
Ritual Crafting +14
Small Blades +8
Spell Casting +9
Wilderness Survival +7

Loot
Aedirnian Gambeson
Crowns (5d10)
Dagger
Double Woven Hood
Mundane Items (1d6)
Padded Trousers

Vulnerabilities

Hanged Man's Venom

Abilities

Invocations

Artis is capable of using the invocations:
Berserker's Soul
Boiling Blood
Blessing of Healing
Primal Reservoir
Song of the Sky

Rituals

Artis is capable of casting these rituals:
Spell jar
Ritual of magic
Invocation (Svalblod)

Hexes

Artis is capable of casting these hexes:
The Eternal Itch
The Hex of Shadows

Threat

Medium
Complex

Bounty

500 Crowns

Armor

5

Knut the Callous

Vulnerabilities

Hanged Man's Venom

Abilities

Trained Soldier

Knut is a trained combatant. He can use special attacks by spending stamina. He can also make either Fast Strikes or a Strong Strike by spending 3 stamina, as per an extra action.

Fanatic Soldier

When fighting for his god, Knut gains a +3 to all of his actions.

Dual Wielding

Knut can attack with one weapon or with dual wielding.

Threat

Hard
Difficult

Bounty

1000 Crowns

Armor

16

INT	8
REF	10
DEX	9
BODY	11
SPD	8
EMP	8
CRA	6
WILL	9
LUCK	0

STUN	10
RUN	24
LEAP	4
STA	50
ENC	80
REC	10
HP	100
VIGOR	0

Illustration by Manuel Castañón

Skills

Athletics +8
Awareness +6
Brawling +10
Courage +9
Dodge/Escapes +8
Endurance +10
Melee +8
Resist Coercion +14
Resist Magic +4
Stealth +4
Swordsmanship +10
Tactics +10
Wilderness Survival +8

Loot

Crowns (10d10)
Dwarven Cloak
Mundane Items (1d6)
Red Halberd
Strange Items (1d6/2)
Vrihedd Cavalry Sword



Height	Usual human heights
Weight	Usual human weights
Environment	Skellige
Intelligence	Human-level
Organization	Unique

Weapons

Name	DMG	Effect	ROF
Red Halberd	6d6+3	Long Reach	2
Vrihedd Cavalry Sword	4d6+4	Bleed (25%)	2

Sigvald



Illustration by Lorenzo Mastroianni

Height	Around 2.5 meters
Weight	Around 136kg
Environment	Skellige
Intelligence	Human-level
Organization	Unique

Weapons			
Name	DMG	Effect	ROF
Claws	11d6	Bleed (25%)	1
Bite	8d6	Bleed (75%)	1

INT	6	STUN	9
REF	8	RUN	21
DEX	7	LEAP	4
BODY	11	STA	45
SPD	7	ENC	110
EMP	3	REC	9
CRA	3	HP	90
WILL	7	VIGOR	0
LUCK	0		

Skills

Athletics +9
Awareness +10
Brawling +8
Courage +14
Dodge/Escape +10
Endurance +8
Melee +10
Resist Coercion +10
Resist Magic +9
Stealth +9
Wilderness Survival +9

Berserker

Sigvald is a Werebear (Berserker) and tries to fight in this form. If not transformed, use the statistics of a bandit from the bestiary without weapons.

Loot

Armored Trousers
Crowns (10d10)
Strange Items (1d6)

Vulnerabilities

Cursed Oil

Moondust Bombs

When Sigvald is caught in the area of a moondust bomb, he cannot regenerate for the duration of the bomb's effect.

Abilities

Regeneration

Sigvald regenerates 8 points of damage per round.

Scent Tracking

Sigvald can track a creature without visual or audible clues with no penalty.

Blind

Sigvald takes no penalties from visual effects and orients himself by scent and sound alone.

Threat

Hard
Difficult

Bounty

1000 Crowns

Armor

10

The Wild Hunt



Illustration by Bartłomiej Gawel

Wild Hunt Soldiers



Illustration by Marta Dettlaff

Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere the Hunt sends them
Intelligence	Human-level
Organization	Small groups

Weapons			
Name	DMG	Effect	ROF
Wild Hunt Sword	8d6	Bleed (50%), WA+3	1

INT	4	STUN	6
REF	7	RUN	15
DEX	7	LEAP	3
BODY	7	STA	30
SPD	5	ENC	60
EMP	6	REC	6
CRA	4	HP	30
WILL	5	VIGOR	0
LUCK	0		

Skills

Athletics +7
Awareness +6
Brawling +6
Courage +7
Dodge/Escape +6
Endurance +5
Melee +7
Intimidation +3
Leadership +4
Resist Coercion +5
Resist Magic +4
Staff/Spear +8
Stealth +5
Swordsmanship +8
Tactics +4
Wilderness Survival +4

Loot

Crowns (4d10)
Mundane Items (1d6)
Wild Hunt Armor
Wild Hunt Sword

Vulnerabilities

Hanged Man's Venom

Abilities

Strict Discipline

If engaged with the same enemy, wild hunt soldiers fighting together get +1 to Defense and Courage checks.

Resistances

Armor makes them take only half damage from **piercing**, **bludgeoning**, **poison** and **slashing**.

Threat

Hard
Complex

Bounty

750 Crowns

Armor

20

Wild Hunt Hounds

Vulnerabilities

Elementa Oil

Susceptible to Fire
Hounds 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.

Dimeritium Bombs

When struck by a dimeritium bomb, a hound becomes disrupted and sluggish. They are incapable of using their **ice spikes**.

Abilities

Scent Tracking

A hound can track a creature without visual or audible clues with no penalty.

Night Vision

Hounds operate in areas of dim light with no penalties.

Ice Spikes

A hound can use a Spell Casting roll to create a wall of ice spikes in front of him. These spikes do 6d6 damage and remains until destroyed. It can be destroyed by doing 20 points of damage to it.

Threat

Easy
Complex

Bounty

40 Crowns

INT	1	STUN	4
REF	4	RUN	21
DEX	6	LEAP	4
BODY	5	STA	20
SPD	7	ENC	50
EMP	1	REC	4
CRA	1	HP	20
WILL	4	VIGOR	0
LUCK	0		

Illustration by Marek Madej

Armor

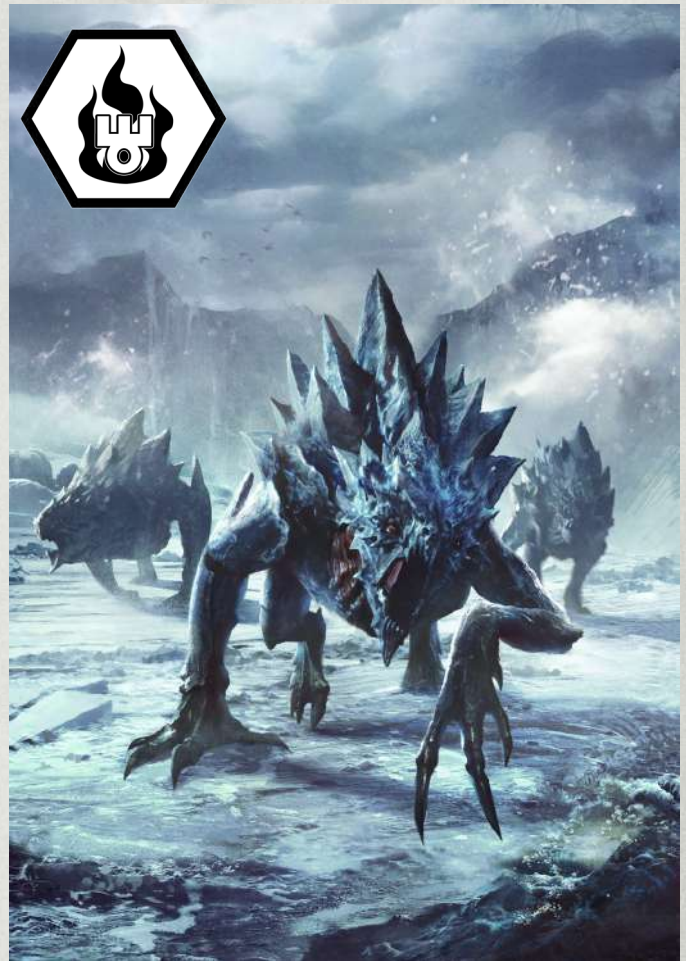
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Skills

Athletics +6
Awareness +6
Brawling +6
Courage +6
Dodge/Escapes +6
Endurance +5
Melee +6
Resist Magic +2
Spell Casting +6
Stealth +6
Wilderness Survival +9

Loot

Beast Bones (1d6)
Fifth Essence (1d6)
Infused Dust (1d6)
Stones (1d10)



Height	Around 0,8 meters
Weight	Around 100kg
Environment	Anywhere the Hunt sends them
Intelligence	About as intelligent as a dog
Organization	Packs of 3 to 6

Weapons

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

Wild Hunt Navigator



Illustration by Diego de Almeida Peres

Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere the Hunt sends them
Intelligence	Human-level
Organization	Solitary or in pairs

Invoking Hounds

Navigators can use the Standing Portal (Multiversal) to invoke 1d6 Wild Hunt Hounds.

Weapons

Name	DMG	Effect	ROF
Wild Hunt Staff	4d6+4	Long Reach, Focus (3), Greater Focus, WA+2	1

INT	4	STUN	6
REF	7	RUN	15
DEX	7	LEAP	3
BODY	7	STA	30
SPD	5	ENC	60
EMP	6	REC	6
CRA	4	HP	30
WILL	5	VIGOR	27
LUCK	0		

Armor

20

Skills

Athletics +7

Awareness +6

Brawling +6

Courage +7

Dodge/Escape +6

Endurance +5

Hex Weaving +8

Resist Coercion +5

Resist Magic +10

Ritual Crafting +8

Staff/Spear +8

Spell Casting +10

Wilderness Survival +4

Loot

Crowns (4d10)

Mundane Items (1d6)

Wild Hunt Armor

Wild Hunt Staff

Vulnerabilities

Hanged Man's Venom

Abilities

Spells

A navigator is capable of using the spells:

Carys' Hail

Ice Slick

Rhewi

Merigold's Hailstorm

Tryferi Gaeaf

Standing Portal (Multiversal)

Rituals

A navigator is capable of casting these rituals:

Spell jar

Ritual of magic

Hexes

A navigator is capable of casting these hexes:

The Hex of the Beast

The Hex of Shadows

The White Frost

A navigator can take a turn to invoke the white frost. This ability consumes 20 points of STA and acts like the spells *Waves of the Naglfar*, *Dormyn's fog*, *Downpour* at the same time.

Resistances

Armor makes them take only half damage from **piercing**, **bludgeoning**, **poison** and **slashing**.

Threat

Medium
Complex

Bounty

110 Crowns

Imlerith

Vulnerabilities

Hanged Man's Venom

Abilities

Charge

If a target moves more than 8m away from Imlerith, it can charge and make a powerful attack at -4 which does 10d6 damage, knocks the target back 4m and knocks them prone. If they strike anything while flying back, the target takes appropriate ramming damage as if from a horse.

Resistances

Armor makes them take only half damage from **piercing, bludgeoning, poison, slashing, fire and bleeding.**

Crushing Force

Due to the incredible force with which he punches, Imlerith cannot be parried and does double ablation damage to weapons, shields, or armor.

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

STUN	10
RUN	12
LEAP	2
STA	55
ENC	120
REC	11
HP	110
VIGOR	3

Illustration by Marek Madej

Skills

Athletics +7
Awareness +6
Brawling +8
Courage +10
Dodge/Escape +3
Endurance +10
Melee +7
Intimidation +8
Leadership +8
Resist Coercion +14
Resist Magic +8
Staff/Spear +8
Stealth +3
Swordsmanship +8
Tactics +8
Wilderness Survival +4

Loot

Crowns (8d10)
Imlerith's Weapons
Mundane Items (1d6)
Wild Hunt General Armor

Threat

Hard
Difficult

Bounty

5000 Crowns

Armor

30



Height	Around 2,1 meters
Weight	Usual human weights
Environment	Anywhere the Hunt sends him
Intelligence	Human-level
Organization	Unique

Weapons

Name	DMG	Effect	ROF
The Death Star (Bludgeon)	8d6	Stun (-2), Long Reach, WA+3	1
The Skeleton Plate (Shield)	1d6+10	Full Cover	1

Nithral



Illustration by Marta Dettlaff

Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere the Hunt sends them
Intelligence	Human-level
Organization	Unique

Invoking Hounds

Nithral can use the Standing Portal (Multiversal) to invoke 1d6 Wild Hunt Hounds. When Nithral does this he can also invoke an 40 SP, 20 HP shield and regenerate 5 HP every round, but stand still until every hound is killed.

Weapons

Name	DMG	Effect	ROF
The Blood Eater (Axe)	8d6+2	Long Reach, Focus (4), Greater Focus, WA+3	1

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

STUN	7
RUN	18
LEAP	3
STA	35
ENC	80
REC	7
HP	70
VIGOR	30

Armor

30

Skills

Athletics +6

Awareness +6

Brawling +6

Courage +9

Dodge/Escape +3

Endurance +8

Hex Weaving +8

Melee +8

Resist Coercion +9

Resist Magic +12

Ritual Crafting +8

Spell Casting +12

Wilderness Survival +4

Loot

Crowns (8d10)

Mundane Items (1d6)

The Blood Eater

Wild Hunt General Armor

Vulnerabilities

Hanged Man's Venom

Abilities

Spells

Nithral is capable of using the spells:

Carys' Hail

Ice Slick

Rhewi

Merigold's Hailstorm

Tryferi Gaeaf

Standing Portal (Multiversal)

Rituals

Nithral is capable of casting these rituals:

Spell jar

Ritual of magic

Hexes

Nithral is capable of casting these hexes:

The Hex of the Beast

The Hex of Shadows

The White Frost

Nithral can take a turn to invoke the white frost. This ability consumes 20 points of STA and acts like the spells *Waves of the Naglfar*, *Dormyn's fog*, *Downpour* at the same time.

Resistances

Armor makes him take only half damage from **piercing**, **bludgeoning**, **poison**, **slashing**, **fire** and **bleeding**.

Threat

Hard
Difficult

Bounty

5000 Crowns

Eredin

Vulnerabilities

Hanged Man's Venom

Abilities

Charge

If a target moves more than 8m away from Eredin, it can charge and make a powerful attack at -4 which does 11d6 damage, knocks the target back 4m and knocks them prone. If they strike anything while flying back, the target takes appropriate ramming damage as if from a horse.

Resistances

Armor makes them take only half damage from **piercing**, **bludgeoning**, **poison**, **slashing**, **fire** and **bleeding**.

Crushing Force

Due to the incredible force with which he punches, Eredin cannot be parried and does double ablation damage to weapons, shields, or armor.

Threat

Hard
Difficult

Bounty

7000 Crowns

Armor

36

INT	8	STUN	10
REF	12(8)	RUN	21
DEX	12(8)	LEAP	4
BODY	12	STA	60
SPD	7	ENC	120
EMP	6	REC	12
CRA	4	HP	145
WILL	12	VIGOR	3
LUCK	0		

Illustration by Lorenzo Mastroianni

Skills

Athletics +8
Awareness +6
Brawling +8
Courage +10
Dodge/Escape +5
Endurance +10
Melee +8
Intimidation +10
Leadership +14
Resist Coercion +14
Resist Magic +14
Staff/Spear +8
Stealth +3
Swordsmanship +8
Tactics +8
Wilderness Survival +6

Loot

Crowns (8d10)
The White Frost
Mundane Items (1d6)
King of the Hunt Armor



Height	Around 2,1 meters
Weight	Usual human weights
Environment	Anywhere
Intelligence	Human-level
Organization	Unique

Weapons

Name	DMG	Effect	ROF
The White Frost (Sword)	9d6	Bleed (100%), Long Reach, WA+3	1

Caranthir



Illustration by Marek Madej

Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere the Hunt sends them
Intelligence	Human-level
Organization	Unique

Invoking

Caranthir can use the Standing Portal (Multiversal) to invoke 1d6 Wild Hunt Hounds or an Ice Elemental.

Weapons

Name	DMG	Effect	ROF
The Snowstorm (Staff)	4d6	Long Reach, Focus (5), Greater Focus, WA+2	2

INT	6
REF	9(8)
DEX	9(8)
BODY	10
SPD	6
EMP	6
CRA	4
WILL	10
LUCK	0

STUN	10
RUN	18
LEAP	3
STA	100
ENC	100
REC	10
HP	100
VIGOR	30

Armor

30

Skills

Athletics +6

Awareness +6

Brawling +6

Courage +9

Dodge/Escape +3

Endurance +8

Hex Weaving +8

Resist Coercion +9

Resist Magic +12

Ritual Crafting +8

Spell Casting +12

Staff/Spear +10

Wilderness Survival +4

Loot

Crowns (8d10)

Mundane Items (1d6)

The Snowstorm

Wild Hunt General Armor

Vulnerabilities

Hanged Man's Venom

Abilities

Spells

Caranthir is capable of using the spells:

Carys' Hail

Ice Slick

Rhewi

Merigold's Hailstorm

Tryferi Gaeaf

Standing Portal (Multiversal)

Rituals

Caranthir is capable of casting these rituals:

Spell jar

Ritual of magic

Hexes

Caranthir is capable of casting these hexes:

The Hex of the Beast

The Hex of Shadows

The White Frost

Caranthir can take a turn to invoke the white frost. This ability consumes 20 points of STA and acts like the spells *Waves of the Naglfar*, *Dormyn's fog*, *Downpour* at the same time.

Resistances

Armor makes him take only half damage from **piercing**, **bludgeoning**, **poison**, **slashing**, **fire** and **bleeding**.

Threat

Hard
Difficult

Bounty

5000 Crowns

The Salamandra



Illustration from Gwent: The Witcher Card Game

Mutant Hounds



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

STUN	7
RUN	24
LEAP	4
STA	35
ENC	80
REC	7
HP	35
VIGOR	0

Illustration from Gwent:
The Witcher Card Game

Vulnerabilities

Beast Oil

Abilities

Scent Tracking

A hound can track a creature without visual or audible clues with no penalty.

Night Vision

Hounds operate in areas of dim light with no penalties.

Height	Around 0.8 meters
Weight	Around 68kg
Environment	Anywhere Salamandra sends them
Intelligence	About as intelligent as a dog
Organization	Small groups

Skills

Athletics +6

Awareness +6

Brawling +6

Courage +6

Dodge/Escape +6

Endurance +5

Melee +6

Resist Magic +4

Stealth +6

Wilderness Survival +9

Threat

Easy
Complex

Bounty

50 Crowns

Loot

Beast Bones (1d6)

Dark Steel (2d6)

Dog Tallow (1d6)

Wolf Hide

Armor

5

Weapons

Name	DMG	Effect	ROF
Bite	4d6	N/A	1

Mutants

Vulnerabilities

Hanged Man's Venom

Abilities

NONE

INT	4	STUN	5
REF	7	RUN	21
DEX	6	LEAP	4
BODY	6	STA	25
SPD	7	ENC	60
EMP	4	REC	5
CRA	5	HP	50
WILL	5	VIGOR	0
LUCK	0		

Illustration from Gwent: The Witcher Card Game



Skills

Athletics +8

Awareness +6

Brawling +6

Courage +9

Dodge/Escape +5

Endurance +10

Intimidation +5

Physique +4

Resist Coercion +8

Resist Magic +4

Stealth +1

Swordsmanship +3

Wilderness Survival +4

Threat

Easy
Complex

Bounty

40 Crowns

Armor

8

Loot

Beast Bones (1d6)

Fifth Essence (1d6)

Infused Dust (1d6)

Strange Items (1d10)

Height

Usual human heights

Weight

Usual human weights

Environment

Anywhere Salamandra sends them

Intelligence

Human-level

Organization

Small groups

Weapons

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

Mutant Assassins



Illustration from Gwent:
The Witcher Card Game

INT	4
REF	10
DEX	8
BODY	6
SPD	13
EMP	4
CRA	5
WILL	5
LUCK	0

STUN	5
RUN	39
LEAP	7
STA	25
ENC	60
REC	5
HP	50
VIGOR	0

Vulnerabilities

Hanged Man's Venom

Abilities

NONE

Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere Salamandra sends them
Intelligence	Human-level
Organization	Small groups

Skills

Athletics +8
Awareness +6
Courage +9
Dodge/Escape +7
Endurance +10
Intimidation +5
Melee +9
Physique +4
Resist Coercion +8
Resist Magic +4
Stealth +5
Swordsmanship +9
Wilderness Survival +4

Threat

Hard
Complex

Bounty

200 Crowns

Loot

Beast Bones (1d6)
Fifth Essence (1d6)
Infused Dust (1d6)
Strange Items (1d10)

Armor

10

Weapons

Name	DMG	Effect	ROF
Kord	5d6	Bleed (25%)	2

Greater Brothers

Vulnerabilities

Hanged Man's Venom

Abilities

NONE

INT	2	STUN	10
REF	4	RUN	15
DEX	3	LEAP	3
BODY	14	STA	60
SPD	5	ENC	140
EMP	1	REC	12
CRA	1	HP	120
WILL	10	VIGOR	0
LUCK	0		

Illustration from Gwent: The Witcher Card Game



Skills

Athletics +4

Awareness +6

Courage +9

Dodge/Escape +5

Endurance +10

Intimidation +8

Melee +6

Physique +8

Resist Coercion +8

Resist Magic +8

Stealth +1

Swordsmanship +6

Wilderness Survival +4

Threat

Hard
Difficult

Bounty

500 Crowns

Armor

20

Loot

Beast Bones (1d6)

Fifth Essence (1d6)

Infused Dust (1d6)

Strange Items (1d10)

Height

Around 2.5 meters

Weight

Around 200kg

Environment

Anywhere Salamandra sends them

Intelligence

Human-level

Organization

Small groups

Weapons

Name	DMG	Effect	ROF
Highland Mauler	8d6	Meteorite, Stun (-2)	1

The Professor



Illustration from Gwent:
The Witcher Card Game

INT	4
REF	10
DEX	8
BODY	6
SPD	13
EMP	4
CRA	5
WILL	5
LUCK	0

STUN	5
RUN	39
LEAP	7
STA	25
ENC	60
REC	5
HP	50
VIGOR	0

Vulnerabilities

Hanged Man's Venom

Abilities

NONE

Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere Salamandra sends him
Intelligence	Human-level
Organization	Unique

Skills

Athletics +8
Awareness +6
Courage +9
Crossbow +10
Dodge/Escapes +7
Endurance +10
Intimidation +5
Melee +9
Physique +4
Resist Coercion +8
Resist Magic +4
Stealth +5
Wilderness Survival +4

Threat

Hard
Difficult

Bounty

500 Crowns

Loot

Broadhead (20)
Crowns (5d10)
Mundane Items (1d6)
Strange Items (1d10)

Armor

10

Weapons

Name	DMG	Effect	ROF
Monster Hunter's Crossbow	6d6	Bleed (100%)	1

Savolla

Vulnerabilities

Hanged Man's Venom

Dimeritium

While touching dimeritium, Savolla has a Vigor of 0 and is subjected to the Dimeritium Effects table on pg.167.

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

STUN	7
RUN	18
LEAP	3
STA	35
ENC	60
REC	7
HP	35
VIGOR	22

Illustration from Gwent: The Witcher Card Game



Abilities

Spells

Savolla is capable of using the spells:

Every Air Spell
Magic Compass
Telepathy
Teleportation
Mental Command

Rituals

Savolla is capable of casting these rituals:

Spell jar
Ritual of magic

Hexes

Savolla is capable of casting these hexes:

The Eternal Itch
The Hex of Shadows

Skills

Athletics +5

Awareness +6

Courage +9

Dodge/Escapes +8

Endurance +10

Hex Weaving +6

Resist Coercion +8

Resist Magic +8

Ritual Crafting +5

Spell Casting +7

Stealth +5

Swordsmanship +6

Wilderness Survival +5

Threat

Hard
 Difficult

Bounty

500 Crowns

Armor

10

Loot

Crowns (5d10)

Fifth Essence (1d6)

Mundane Items (1d6)

Strange Items (1d10)

Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere Salamandra sends him
Intelligence	Human-level
Organization	Unique

Weapons

Name	DMG	Effect	ROF
-	-	-	-

Azar Javed



Illustration from Gwent:
The Witcher Card Game

INT	8
REF	8
DEX	7
BODY	8
SPD	6
EMP	5
CRA	6
WILL	10
LUCK	0

STUN	9
RUN	18
LEAP	3
STA	90
ENC	60
REC	9
HP	90
VIGOR	25

Vulnerabilities

Hanged Man's Venom

Dimeritium

While touching dimeritium, Javed has a Vigor of 0 and is subjected to the Dimeritium Effects table on pg.167.

Abilities

Spells

Javed is capable of using the spells:

Every Fire Spell
Magic Compass
Telepathy
Teleportation
Standing Portal

Rituals

Javed is capable of casting these rituals:

Spell jar
Ritual of magic

Hexes

Javed is capable of casting these hexes:

The Eternal Itch
The Hex of Shadows

Height	Usual human heights
Weight	Usual human weights
Environment	Anywhere Salamandra needs him
Intelligence	Human-level
Organization	Unique

Skills

Athletics +5

Awareness +6

Courage +9

Dodge/Escape +8

Endurance +10

Hex Weaving +6

Resist Coercion +8

Resist Magic +10

Ritual Crafting +5

Spell Casting +10

Stealth +5

Swordsmanship +6

Wilderness Survival +5

Threat

Hard
Difficult

Bounty

500 Crowns

Loot

Crowns (5d10)

Fifth Essence (1d6)

Mundane Items (1d6)

Strange Items (1d10)

Weapons

Name	DMG	Effect	ROF
-	-	-	-

Armor

10

Shark

INT	1
REF	6
DEX	4
BODY	14
SPD	8
EMP	2
CRA	1
WILL	6
LUCK	0

STUN	10
RUN	24
LEAP	4
STA	50
ENC	140
REC	10
HP	50
VIGOR	0

Skills			
Athletics +5	Awareness +5	Courage +10	Dodge/Escape +7
Endurance +6	Melee +5	Stealth +6	Wild. Survival +6

Loot
Raw Meat (2d6)
Shark Teeth (2d10)

Armor
0

Vulnerabilities
Beast Oil

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

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Aquatic Sharks can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater. But they cannot live out of the water and take penalties for acting out of it.

Stingray

INT	1
REF	6
DEX	8
BODY	6
SPD	9
EMP	3
CRA	1
WILL	6
LUCK	0

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

Skills			
Athletics +5	Awareness +3	Courage +7	Dodge/Escape +7
Endurance +4	Melee +5	Stealth +9	Wild. Survival +5

Loot
Raw Meat (1d6)
Venom Extract (1d6)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Sting	2d6	Poison (25%)	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Aquatic Stingrays can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater. But they cannot live out of the water and take penalties for acting out of it.

Whale

INT	1
REF	3
DEX	3
BODY	14
SPD	14
EMP	3
CRA	1
WILL	6
LUCK	0

STUN	10
RUN	42
LEAP	8
STA	50
ENC	140
REC	10
HP	100
VIGOR	0

Skills			
Athletics +3	Awareness +5	Courage +10	Dodge/Escape +2
Endurance +9	Melee +5	Stealth +2	Wild. Survival +8

Loot
Beast Bones (2d10)
Raw Meat (2d10)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Ramming	4d6	N/A	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Aquatic Whales can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater. But they cannot live out of the water and take penalties for acting out of it.

Dolphin

INT	3
REF	7
DEX	8
BODY	6
SPD	11
EMP	5
CRA	1
WILL	8
LUCK	0

STUN	7
RUN	33
LEAP	6
STA	35
ENC	60
REC	7
HP	35
VIGOR	0

Skills			
Athletics +8	Awareness +6	Courage +7	Dodge/Escape +7
Endurance +4	Melee +7	Stealth +6	Wild. Survival +9

Loot
Beast Bones (1d6)
Raw Meat (1d6)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Bite	2d6	N/A	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Aquatic Dolphins can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater. But they cannot live out of the water and take penalties for acting out of it.

Fish

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

STUN	2
RUN	3
LEAP	1
STA	10
ENC	20
REC	2
HP	10
VIGOR	0

Skills			
Athletics +3	Awareness +5	Courage +6	Dodge/Escape +3
Endurance +5	Melee +5	Stealth +5	Wild. Survival +5

Loot
Beast Bones (1d6/2)
Raw Meat (1d6/2)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Bite	1d6/2	N/A	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Aquatic Fishes can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater. But they cannot live out of the water and take penalties for acting out of it.

Crab/Lobster

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

STUN	3
RUN	3
LEAP	1
STA	15
ENC	10
REC	3
HP	15
VIGOR	0

Skills			
Athletics +3	Awareness +3	Courage +7	Dodge/Escape +5
Endurance +4	Melee +5	Stealth +9	Wild. Survival +5

Loot
Chitin (1d6/2)
Raw Meat (1d6/2)

Armor
2

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Claws	1d6/2	N/A	2

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Aquatic Carbs/Lobsters can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater. But they cannot live out of the water and take penalties for acting out of it.

Crocodile

INT	1
REF	6
DEX	6
BODY	11
SPD	8
EMP	1
CRA	1
WILL	9
LUCK	0

STUN	10
RUN	24
LEAP	4
STA	50
ENC	110
REC	10
HP	100
VIGOR	0

Skills			
Athletics +2	Awareness +8	Courage +10	Dodge/Escape +4
Endurance +9	Melee +7	Stealth +10	Wild. Survival +8

Loot
Beast Bones (1d10)
Raw Meat (1d10)

Armor
5

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Bite	5d6	Bleed (50%)	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Amphibious Crocodiles can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater.

Turtle

INT	1
REF	3
DEX	2
BODY	6
SPD	5
EMP	5
CRA	1
WILL	8
LUCK	0

STUN	7
RUN	15
LEAP	3
STA	35
ENC	60
REC	7
HP	35
VIGOR	0

Skills			
Athletics +1	Awareness +6	Courage +7	Dodge/Escape +2
Endurance +3	Melee +3	Stealth +2	Wild. Survival +9

Loot
Beast Bones (1d6)
Raw Meat (1d6)

Armor
10

Vulnerabilities
Beast Oil

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

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Amphibious Turtles can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater.

Goose

INT	1
REF	2
DEX	3
BODY	2
SPD	3
EMP	3
CRA	1
WILL	8
LUCK	0

STUN	5
RUN	9
LEAP	1
STA	25
ENC	20
REC	5
HP	25
VIGOR	0

Skills			
Athletics +2	Awareness +7	Courage +10	Dodge/Escape +4
Endurance +3	Melee +4	Stealth +2	Wild. Survival +8

Loot
Beast Bones (1d6)
Feathers (1d6)
Raw Meat (1d6)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Bite	1d6/2	N/A	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Flight A goose can take flight as a movement. It can only be knocked out of the air by stunning it or doing more than 5 points of damage with an attack. If the goose is knocked out of the air, it must make a DC:12 Athletics check or to make falling damage based on how far it fell.

Ostrich

INT	1
REF	6
DEX	7
BODY	8
SPD	14
EMP	1
CRA	1
WILL	8
LUCK	0

STUN	8
RUN	42
LEAP	8
STA	40
ENC	80
REC	8
HP	40
VIGOR	0

Skills			
Athletics +2	Awareness +6	Courage +10	Dodge/Escape +4
Endurance +7	Melee +5	Stealth +2	Wild. Survival +9

Loot
Beast Bones (1d10)
Feathers (1d10)
Raw Meat (1d10)

Armor
0

Vulnerabilities
Beast Oil

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

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Mount An ostrich can be used as mount and does 2d6 damage of ramming.

Chicken

INT	1
REF	2
DEX	3
BODY	4
SPD	3
EMP	3
CRA	1
WILL	4
LUCK	0

STUN	4
RUN	9
LEAP	1
STA	20
ENC	40
REC	4
HP	20
VIGOR	0

Skills			
Athletics +2	Awareness +7	Courage +3	Dodge/Escape +4
Endurance +3	Melee +4	Stealth +2	Wild. Survival +8

Loot
Beast Bones (1d6)
Feathers (1d6)
Raw Meat (1d6)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Claws	1d6/2	N/A	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Flight A chicken can take flight as a movement. It can only be knocked out of the air by stunning it or doing more than 5 points of damage with an attack. If the chicken is knocked out of the air, it must make a DC:12 Athletics check or to make falling damage based on how far it fell.

Peacock

INT	1
REF	2
DEX	3
BODY	4
SPD	3
EMP	3
CRA	1
WILL	4
LUCK	0

STUN	4
RUN	9
LEAP	1
STA	20
ENC	40
REC	4
HP	20
VIGOR	0

Skills			
Athletics +2	Awareness +7	Courage +3	Dodge/Escape +4
Endurance +3	Melee +4	Stealth +2	Wild. Survival +8

Loot
Beast Bones (1d6)
Peacock Feathers (1d6)
Raw Meat (1d6)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Claws	1d6/2	N/A	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Flight A peacock can take flight as a movement. It can only be knocked out of the air by stunning it or doing more than 5 points of damage with an attack. If the peacock is knocked out of the air, it must make a DC:12 Athletics check or to make falling damage based on how far it fell.

Rivian Grey Owl

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

STUN	4
RUN	21
LEAP	4
STA	20
ENC	30
REC	4
HP	20
VIGOR	0

Skills			
Athletics +8	Awareness +7	Courage +5	Dodge/Escape +6
Endurance +4	Melee +4	Stealth +6	Wild. Survival +3

Loot
Beast Bones (1d6)
Feathers (1d6)
Raw Meat (1d6)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Claws	2d6	Bleed (25%)	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Flight An owl can take flight as a movement. It can only be knocked out of the air by stunning it or doing more than 5 points of damage with an attack. If the owl is knocked out of the air, it must make a DC:12 Athletics check or to make falling damage based on how far it fell.

Bat

INT	1
REF	3
DEX	4
BODY	1
SPD	4
EMP	3
CRA	1
WILL	4
LUCK	0

STUN	2
RUN	12
LEAP	2
STA	10
ENC	10
REC	2
HP	10
VIGOR	0

Skills			
Athletics +6	Awareness +9	Courage +6	Dodge/Escape +6
Endurance +4	Melee +5	Stealth +6	Wild. Survival +3

Loot
Beast Bones (1d6/2)
Bat Wing Bones (1d6)
Raw Meat (1d6/2)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Bite	1d6/2	Bleed (25%)	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Flight A bat can take flight as a movement. It can only be knocked out of the air by stunning it or doing more than 5 points of damage with an attack. If the bat is knocked out of the air, it must make a DC:12 Athletics check or to make falling damage based on how far it fell.

Rabbit

INT	1
REF	4
DEX	4
BODY	1
SPD	6
EMP	3
CRA	1
WILL	2
LUCK	0

STUN	2
RUN	18
LEAP	3
STA	10
ENC	10
REC	2
HP	10
VIGOR	0

Skills			
Athletics +8	Awareness +7	Courage +5	Dodge/Escape +6
Endurance +4	Melee +4	Stealth +6	Wild. Survival +3

Loot
Beast Bones (1d6)
Raw Meat (1d6)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Bite	1d6/2	N/A	1

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

Fox

INT	1
REF	4
DEX	6
BODY	1
SPD	6
EMP	3
CRA	1
WILL	4
LUCK	0

STUN	2
RUN	18
LEAP	3
STA	10
ENC	10
REC	2
HP	10
VIGOR	0

Skills			
Athletics +8	Awareness +7	Courage +5	Dodge/Escape +6
Endurance +4	Melee +4	Stealth +6	Wild. Survival +3

Loot
Beast Bones (1d6)
Raw Meat (1d6)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Claw	1d6/2	N/A	1
Bite	1d6	N/A	1

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

Goat

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

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

Skills			
Athletics +2	Awareness +3	Courage +10	Dodge/Escape +7
Endurance +6	Melee +5	Stealth +1	Wild. Survival +1

Loot
Beast Bones (1d6)
Raw Meat (1d6)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Hooves	2d6	N/A	1
Horns	3d6	N/A	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Charge If a target moves more than 5m away from a goat, it can take a full round to charge and make a powerful Horns attack at -4 which does 5d6 and knocks the target prone.

Cow

INT	1
REF	3
DEX	3
BODY	12
SPD	6
EMP	5
CRA	1
WILL	6
LUCK	0

STUN	9
RUN	18
LEAP	3
STA	45
ENC	120
REC	9
HP	45
VIGOR	0

Skills			
Athletics +2	Awareness +3	Courage +10	Dodge/Escape +7
Endurance +6	Melee +5	Stealth +1	Wild. Survival +1

Loot
Beast Bones (2d6)
Raw Meat (2d6)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Hooves	3d6+2	N/A	1
Gore	4d6	N/A	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Charge If a target moves more than 10m away from a cow, it can take a full round to charge and make a powerful Gore attack at -4 which does 7d6 and knocks the target back 3m. If they strike anything while flying back, the target takes appropriate ramming damage as if from a horse.

Deer

INT	1
REF	4
DEX	5
BODY	9
SPD	12
EMP	4
CRA	1
WILL	4
LUCK	0

STUN	6
RUN	36
LEAP	7
STA	30
ENC	90
REC	6
HP	30
VIGOR	0

Skills			
Athletics +6	Awareness +5	Courage +6	Dodge/Escape +8
Endurance +6	Melee +6	Stealth +3	Wild. Survival +2

Loot
Beast Bones (1d10)
Raw Meat (1d10)

Armor
0

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Hooves	2d6	N/A	1
Horns	3d6	N/A	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Charge If a target moves more than 5m away from a deer, it can take a full round to charge and make a powerful Horns attack at -4 which does 5d6 and knocks the target prone.

Camel

INT	1
REF	4
DEX	5
BODY	13
SPD	10
EMP	4
CRA	1
WILL	6
LUCK	0

STUN	9
RUN	30
LEAP	6
STA	45
ENC	130
REC	9
HP	45
VIGOR	0

Skills			
Athletics +3	Awareness +5	Courage +6	Dodge/Escape +4
Endurance +10	Melee +6	Stealth +3	Wild. Survival +5

Loot
Beast Bones (2d6)
Raw Meat (2d6)

Armor
0

Vulnerabilities
Beast Oil

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

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Mount A camel can be used as mount and does 5d6 damage of ramming. Camel take no penalties for acting in extreme heat.

Tiger

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

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

Skills			
Athletics +9	Awareness +8	Courage +8	Dodge/Escape +5
Endurance +7	Melee +10	Stealth +10	Wild. Survival +7

Loot
Beast Bones (1d6)
Raw Meat (1d6)

Armor
5

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Claws	3d6+2	Bleed (30%), Balanced	2
Bite	5d6+4	Bleed (50%)	1

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Pounce A tiger doesn't need to take a running start when leaping.

Elephant

INT	6
REF	4
DEX	5
BODY	14
SPD	7
EMP	6
CRA	1
WILL	8
LUCK	0

STUN	10
RUN	21
LEAP	4
STA	55
ENC	120
REC	11
HP	55
VIGOR	0

Skills			
Athletics +2	Awareness +3	Courage +10	Dodge/Escape +3
Endurance +10	Melee +6	Stealth +1	Wild. Survival +7

Loot
Beast Bones (2d10)
Raw Meat (2d10)

Armor
2

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Hooves	7d6+4	N/A	1
Trunk	4d6	Grappling	1

Abilities
Mount An elephant can be used as mount and does 9d6 damage of ramming.
Charge If a target moves more than 10m away from an elephant, it can take a full round to charge and make a powerful ramming attack at -4 which does 9d6 and knocks the target back 3m. If they strike anything while flying back, the target takes appropriate ramming damage as if from a horse.



Illustration from Russian version of Andrzej Sapkowski official site.

A hirikka is a creature even rarer than a dragon, having been hunted to near extinction.

Hirikka

INT	1
REF	3
DEX	3
BODY	14
SPD	6
EMP	2
CRA	1
WILL	6
LUCK	0

STUN	10
RUN	18
LEAP	3
STA	50
ENC	140
REC	10
HP	50
VIGOR	0

Skills			
Athletics +2	Awareness +3	Courage +10	Dodge/Escape +7
Endurance +6	Melee +5	Stealth +1	Wild. Survival +1

Loot
Hirikka Bones (1d10)
Hirikka Fur (1d10)
Raw Meat (1d10)

Armor
5

Vulnerabilities
Beast Oil

Weapons			
Name	DMG	Effect	ROF
Claws	5d6	Bleed (50%)	2

Abilities
Feral For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 7.
Night Vision Hirikkas operate in areas of dim light with no penalties.

The Multiverse

The Conjunction of the Spheres

The Conjunction of the Spheres was a cataclysm which affected the whole Multiverse and occurred 1,500 years before the events in the novels, trapping many "unnatural" creatures in this dimension, including ghouls, graveirs, and vampires. Rifts were created by the collision of many different realms, filling the world of the gnomes and dwarves with hundreds of creatures of all shapes and sizes, as well as a mystical force that came to be known as "chaos" or "magic".

The Spiral

The Spiral is a type of connection between different worlds in the Universe. Elves such as Dearth Ruadhri and some Aen Saevherne are capable of traveling through it.

Do you know that other worlds, different from ours, exist, which the Conjunction of the Spheres cut off access to? Universes, called elemental and para-elemental planes. Inhabited by creatures called demons?

—Sorel Degerlund, Season of Storms



Apart from the world where most of the action of The Witcher series take place, are several other realities that exist. An infinite number of universes, parallel realities, Spheres and Dimensions were once possible to traverse without much effort – this was however changed during the catastrophic event known as the Conjunction of the Spheres. Some of them mixed while the other vanished forever. Since then, the only known route between the universes has been known as the Spiral. Some of the creatures known to traverse the universes are unicorns – or, rather, what one can perceive as unicorns.

The worlds built of the matter. Some beings of Elder Blood and other powerful mages and some creatures such as unicorns and watchers are able to traverse them via their innate portal abilities. People of the Continent speculate that the travel is possible in more trivial way as well, just by crossing vast amounts of space between worlds, but are aware that such travel is impossible at their current magical and technical state of development.

Known Worlds

__Humans' homeworld, destroyed ages ago. According to Avallac'h, humans destroyed it themselves, though one could argue that Aen Saevherne are hardly a neutral source. Place of action of non-Witcher Sapkowski's novels and some of the chapters in The Lady of the Lake.

__The world where the Continent (and most of The Witcher series) take place.

__The world where Tir ná Lia lies. Formerly one of those inhabited by humans, it was conquered by Aen Elle with (unwilling) help of the Unicorns after the Conjunction of the Spheres.

__Ddiddiwedht Desert, barren planet where a sentient ocean once existed.

Known Universes

Strange universes inhabited by even stranger creatures are not really accessible to mortal beings, but through the arts like Goetia one can summon their inhabitants to the material plane.

__ Ether or Astral Plane, source of the Fifth Element. It is inhabited by various ethereal entities such as hymns and perisprits.

__ Elemental Plane of Air, inhabited by Djinn.

__ Elemental Plane of Earth, inhabited by D'ao.

__ Elemental Plane of Fire, inhabited by Ifrits.

__ Elemental Plane of Water, inhabited by Marides.

__ Unknown number Para-Elemental Planes, likely including the homeworld of hounds bred by Dearth Ruadhri.

__ Place referred to as the Abyss or Hell, inhabited by demons.

Conjunction of the Spheres

Unable to manipulate the forces of magic and with little preparation to fight the monsters that came through the conjunction of the different realms, the gnomes, dwarves, and elves, as well as many other displaced races such as the vran, werebbubbs, halflings, and the first humans, were plunged into a strange, dangerous, and uncertain time period, that would last for many generations.

It was during this time that the elves say humans, or more specifically, the Dauk and Wozgor people, first appeared, their own world having been destroyed. Nordling humans settled on the Continent many hundreds of years after that, this event being called the First Landing. It can be debated whether or not the two original human civilizations were extinct by the time the Nordlings arrived on the Continent.

The Conjunction of the Spheres is mentioned in the 3 witcher games:

WITCHER 1:

"A cataclysm which occurred 1,500 years ago, trapping in our dimension many unnatural creatures, including ghouls, graveirs and vampires. These beasts have no ecological niches of their own and are merely relics of bygone times.

According to elven lore, humans arrived during the Conjunction, their own world having been destroyed. These human ancestors learned how to harness the power of primordial Chaos, and thus the first human wizards were born. Looking for a place in the world, humans took up arms against the Elder Races, who were unable to withstand the barbarians and ultimately surrendered. This is how humans came to rule the world."

WITCHER 2:

There are scores of learned works, dissertations and treatises about this magical cataclysm from about 1,500 years ago. Because of this event, creatures never seen before entered our world, and still do not have their own ecological niche here. Among others, graveirs and ghouls are relics of the permeation of the spheres, though elven tradition has it that we, humans, are also newcomers from that time. The sorcerers claim that humanity received both the wondrous gift and the terrible curse that they consider magic to be at that time.

WITCHER 3:

After Geralt slays Eredin, he learns that Avallac'h has taken Ciri. After Yennefer teleports him away from a pack of Wild Hunt hounds, they witness another Conjunction of the Spheres beginning as monsters begin randomly appearing on Undvik.

First Landing

Though 1,500 years have passed since humans arrived in the Continent alongside the Conjunction of the Spheres, proper human expansion in the region now known as the Northern Kingdoms began relatively recently, around five hundred years ago. It was then that the event now called the First Landing or Landing of the Exiles took place, when ships bearing men who would give rise to the Kingdoms of the North made landfall in the Pontar Delta and the mouth of the Yaruga. It is thought to have taken place sometime in the 760s.

It was difficult to say where these "exiles" came from, as on this crucial detail the legends are remarkably silent. After all, over the past few centuries the descendants of these exiles have proven themselves to be determined, bellicose, and intolerant people. It is not clear how that First Landing took place and who where the first to encounter these new arrivals. Of these exiles, Jan Bekker, was the first who discovered the Force, granting them a powerful weapon in their many fights to come.

The Continent

The unnamed Continent is where the Northern Kingdoms and the Nilfgaardian Empire lie. They are located somewhere on its western coast. Other places on the Continent include the Korath desert, Zerrikania and Haakland. Hannu, Zangwebar, Barsa, and Ofir may or may not be on the same continent as well, though both are described as being "beyond the seas". Nordling cartographers for ages had claimed that the southern most part of this landmass was Gemmera, and that the lands below belonged to another continent. By the time of the Northern War II, however, this belief was abandoned.

The Great Sea

The Great Sea is an ocean located to the west of the Continent. Apart from hosting an underwater civilization on its own, it also serves as a trade route between otherwise distant realms, such as Kovir, Zangwebar, or Fabiola. Its importance in the lives of seaside communities led to the growth of sea-related cults, such as of Sedna.

Multiversal Portal

Some beings of Elder Blood, like Ciri, unicorns and Wild Hunt Navigators are able to traverse worlds via their innate portal abilities. They do this using a modified version of the Standing Portal spell. It is a mixed element master spells with a 27 STA Cost. This spell opens a portal to a known world or with a object from the world to channel the spell.

The World

The Witcher series take place on an unnamed planet referred to by its people as the World, the Earth or the Globe. Approximately 90% of land is on the northern hemisphere.

Astronomic Characteristics

The globe orbits a star referred to by its inhabitants as the Sun or Feainn. It has one moon. Unlike on Earth, each month begins at the new moon, and the full moon can last a couple of nights, usually around the 17th. The months April and August have 30 days.

The orbit is elliptic. Due to its (cyclical) instability and disproportion between landmasses in both hemispheres, it is believed that about 3,000 years after the life of Nimue verch Wledyr ap Gwyn most of the north will enter the Ice Age, believed to be the White Frost from Ithlinne's Prophecy.

Continents and Oceans

The southern hemisphere is mainly covered by vast ocean. During the northern hemisphere's winter, the hot air masses from the southern hemisphere flow along the sea currents to the north, where they condensate and subsequently freeze, causing snowfall. There is not much known about the lands located there though some of the Far South lands may be partially located here.

The northern hemisphere has much more land than the southern one. The most known is called the Continent and comprises of Northern and Eastern Realms, the Nilfgaardian Empire and the Far North. Adjacent to it from the west are Skellige Isles and from the south the lands of Barsa, Hannu, Ofir, and Zangwebar which may be partially located on the southern hemisphere. West to the Continent, across the Great Sea, lies the Western Continent discovered by Fabio Sachs; its eastern part is known as the Eastern Coast.

The ancestral lands of the Nordlings probably lie west to the Continent as well.

Humans

Humans are the dominant race on the Continent, forming the majority of inhabitants in both the Northern Kingdoms and the Nilfgaardian Empire. When humans first arrived on the already-populated Continent, they quickly set about conquering the lands already inhabited by Elder Races. The humans thus established themselves as the dominant race and so elves, dwarves, gnomes, werebbubbs, and halflings are now generally referred to as nonhumans. Humans are not terribly dissimilar from Aen Seidhe elves in appearance and generally have the same height. However, humans do not have pointed ears, delicate features and their teeth are slightly bigger. While elves tend to live far longer than humans, humans reproduce at a faster rate. Hailing from a homeworld destroyed by themselves, humans first appeared in this world after the Conjunction of the Spheres. Nomadic tribes such as the Dauk and Wozgor people settled on the Continent at some time before the Nordling culture. Around five hundred years ago, humans started to colonise and expand, pushing the elves back towards the east, taking over and creating many small temporary kingdoms, which eventually led to the creation of the Northern Kingdoms. Scholars speculate that the Empire's native inhabitants hail from a human culture predating those dominant in the North. Through further expansion, humans pushed the vrans into the Blue Mountains, and the werebbubbs into the remote regions of Mahakam and the Amell Mountains. After conquering much of the Northern Kingdoms, a peace treaty was signed between the elves and men, though was quickly broken a few years later, when Redanian forces led by Milan Raupenneck attacked and massacred the elven city of Loc Muinne, plunging the Continent into the second elven-human war, which resulted in the elves being pushed even further east, and their numbers dwindling. However, another peace treaty was signed later in the war, which kept the elves under submission at the cost of complete surrender to the race of men, but years of this led to Aelirenn, an elven warrior, leading her people into a suicidal attack

against the Nordlings, tired of elven suppression, which ended in a massacre and the death of her and her entire army. The humans are at war with elves in particular and have a rather poor relationship with the dwarves, halflings, werebbubbs, and gnomes. The races do live together in the cities, however, the non-humans are forced to pay a levy just for being non-humans. Several pogroms have taken place in the cities. Many of the larger human cities were built on the ruins of elven cities which the humans had burned down, like Vizima and Novigrad.

Elves

Elves are one of the humanoid races that inhabit the Continent. Forming a major part of the Elder Races (along with dwarves and gnomes), those known as Aen Seidhe came to the Continent on their white ships much earlier than humans, but later than the other Elder Races. They live much longer than humans and are usually very attractive. Elves are capable of interbreeding with humans (thus producing half-elves and quarter-elves) and dryads. Though elves are incredibly long lived, only young elves are fertile, thus elven populations tend to reproduce at a slower rate than humans.

Like other nonhumans, elves are often persecuted by Nordlings. Because of that, many elves were members of the Scoia'tael guerrillas allied with Nilfgaard during the empire's second invasion of the Northern Kingdoms. In return, Emperor Emhyr var Emreis gave the elves a state of their own in Dol Blathanna and made Enid an Gleanna its queen.

Elves believe that they were created, unlike humans, who evolved. For this reason, some elves consider humans to be little more than hairless apes. Aside from Aen Seidhe, there exists another group of elves called Aen Elle that inhabits another world.

Characteristic features of elves include pointed ears and small, identical teeth without cuspids (canine teeth). Elves tend to be very tall and lean and, due to their longevity, often appear youthful. Elves are often considered attractive by humans.

Like humans, Elves choose to wear a variety of different clothing styles, although Scoia'tael are known to favor furs and hides, particularly those of squirrels and other forest dwelling creatures.

The elven culture places an emphasis on naturalism and living in harmony with the land, rather than bending it to one's will. Urban elves tend to be very scholarly or artistic, but can take up a variety of professions just like humans. Rural elves that do not live amongst humans live a somewhat simpler lifestyle, hunting, gathering, and living off the land as needed. In battle, elven warriors favor bows and metal swords, as well as light armor made out of furs and hides. They tend to be skilled at sword fighting from horseback.

Most elves speak Elder Speech, the traditional language of the Aen Seidhe. Almost all elves have at least a rudimentary familiarity with Common Speech, but many, particularly city dwelling elves speak the common tongue just as well as any other human.

It appears many elven clans in the North have a tradition of hunting and gathering, as elves of Dol Blathanna are unfamiliar with agriculture and concepts such as crop rotation. Though many now are destroyed, elves were once capable of making great cities and palaces out of stone, but they did not make castles or fortresses. However, by the time of the Witcher series, many of these settlements have long been destroyed or occupied and altered by humans. Elven bows are renowned for their light weight and ease of use, and experienced hunters often favor them over human bows. A style of Elven bow known as a zhefar is shorter in arc length and formed from a composite of wood and animal sinew. The human hunter Milva claimed that though lighter than human yew bows, zhefars will launch an arrow at a higher velocity and with a reduced spread of accuracy.

Elves once, before humans arrived on the Continent, worshipped a deity similar to Melitele, in that they worshipped a goddess of harvest and fertility. Elves created magnificent towns and palaces before the arrival of humans to the continent, destroying many of them following conflicts, as they did not wish

The Aen Elle

The Aen Elle (Elder Speech: People of the Alders or Alder Folk), are elves who inhabit another world and are culturally distinct from Aen Seidhe elves.

The latter arrived on the Continent after the Conjunction of the Spheres following the destruction of their ancestral homeland. In the world of the Aen Elle, elves are constantly at war with unicorns. The King of the Alders, Auberon Muircetach, governed his people from the capital city of Tir ná Lia.

Their language, the Ellylon, is a variant of the Elder Speech.

A book about Aen Elle use of magic was written by Geoffrey Monck.

Aen Saevherne

Aen Saevherne are elves who, in addition to possessing magic skills, also possess a vast knowledge of many subjects, most notably the genealogy of elder blood. The sages also exhibit prophetic or oracular powers. Over the years people simplified the term, referring to them instead as "sages" or "elven mages", but this is not entirely accurate. Francesca Findabair, who sat in the Chapter, was an elf and a mage, but not one of the Aen Saevherne.

For many, they are more legend than fact. Few, even among the elves, can boast of close contact with the Aen Saevherne.

Elven Witchers

Occasional references to witchers as 'nonhuman' are somewhat at odds with the original stories (in which Geralt only identifies witcher as a profession, never a race). There is certainly no official classification as such, and the relevant references (in the first game at least) are usually from Geralt identifying with the mistrust and/or hostility faced by elves and dwarves in human society. Likely it is used as a slur against the mutants, likening them to elves and dwarves, though it's worth noting that an in-game text found in Wild Hunt mentions that the Cat School of witchers "are for the most part of elven stock," indicating that there are (or were at one time) indeed nonhuman witchers. Whether or not, if there actually are any elven witchers during the contemporary timeline of the story is unknown.

Aen Seidhe Appearance

Aen Seidhe are generally tall, but shorter than Aen Elle, as well as more slim and fine than humans. They have slender faces with strong cheekbones. Most common hair colors are black, blonde and ginger red, but other like white occur as well. Eyes are often green or blue, but unusual colours appear more commonly than among humans. Sometimes they have an epicanthic fold, but not necessarily.

for elven architecture to fall into the hands of humans. Many modern human cities including Novigrad, Oxenfurt, Vizima, Tretogor, Maribor, Cidaris, and the city of Cintra are built on the ground of destroyed elven cities. Many elves and half elves have managed to integrate into human society but are still faced with prejudice on a day-to-day basis. Others have chosen to live in the wilds in secluded clans, living off the land and avoiding all contact with humans, if possible.

Elves travelled to the Continent on their white ships approximately two-and-a-half thousand years before the arrival of humans, most likely from another world travelled from by a portal. For a thousand years, the elves colonized much of the Continent, mostly through peaceful means, though they did clash with several races, such as vrans, werebbubbs and dwarves, taking control of the vrani city of Loc Muinne.

By the time of the First Landing and the arrival of humans on the Continent, elves mistook their intentions and underestimated the threat of human colonization. As they continued to refused to commit to a human-elven war, fearing thousands of casualties, they chose to keep fleeing to the east, hoping that the invaders would eventually stop expanding, abandoning many of their cities in the process. Eventually, a peace treaty was signed amongst the humans and elves, although this was broken just a few years later when Redanian forces, led by Milan Raupenneck, attacked and slaughtered the inhabitants of Loc Muinne. Thus, the second elven-human war started, which quickly resulted in an elven defeat and their retreat further east, a blow from which their race has never managed to recover from.

Many years later, another peace treaty was signed with the weary elves, which allowed them to live in the mountains without attack from humans if they submitted to them, which was their fate for several years, until about two hundred years ago, when Aelirenn led her people, against the wishes of their elders, towards a suicidal battle against the humans, which resulted in her and all her warriors' death.

Aen Seidhe

Aen Seidhe (Elder Speech: People of the Hills or Hill Folk) concerns those elves who inhabit the Continent. Although sharing the same ancestry, they are distinct from Aen Elle elves who abandoned the Continent ages ago and moved to another world.

The elves arrived on the Continent on their white ships during the Age of Migration, two thousand years before the arrival of humans. They established several settlements and towns across the current-day Northern Realms and fought some wars with the dwarves.

In the years immediately following the First Landing, the elves either tended to ignore humans or tried to start peaceful relationships. One such example being when they took a group of human children to be trained in magic in Loc Muinne. Later, after the massacres carried out by Marshal Milan Raupenneck, they started to leave their settlements hoping that the march of humanity would stop at least – which of course, it did, not. Eventually, Dol Blathanna and certain parts of modern-day Kaedwen became one of the last free habitats of the Aen Seidhe; the elves who did not flee were rounded up and moved to reservations or forced to assimilate. Around the 1060s, elven youth lead by Aelirenn rose up against human rule, despite their elders' warnings. Contrary to their ancestors' advice, these rebels destroyed any palaces and cities they could not defend, in order to prevent them from falling into human hands like dozens elven settlements before. The rebellion was quashed and most of the young elves were killed as the elders had predicted. This drastic reduction in their numbers also lead to threatening the future of the elvenkind. A few attempts to improve interracial relations were later taken. One of the greatest advocates of the idea of proximity and coexistence was Cregennan of Lod, a mighty human sorcerer. His plans were disrupted by humans who accused him of treason because of his marriage to Lara Dorren, an elven Aen Saevherne. The couple was ambushed near Foam and Cregennan was murdered; Lara managed to escape but died alone after Queen Cerro of Redania refused to help her.

This infuriated the elves and triggered another war which ultimately led to the conquest of Dol Blathanna by Aedirn. The conflict fostered racial tension that continued through the 13th century. Another chance for independence came along in the 1260s when the Nilfgaardian Empire reached Amell and began its invasion on the Northern Realms. Elves throughout the North started to form Scoia'tael commandos together with dwarves and halflings. The Scoia'tael established close cooperation with the imperial military and secret service during the Second Northern War, taking part in a number of operations and massacres against Nordlings. The chaos of war allowed them to retake Dol Blathanna and make it an independent realm with Enid an Gleanna as the ruler. The Vrihedd brigade, a division of the 4th Horse Cavalry consisting solely of elves, was also formed.

In accordance with the arrangements outlined in the Peace of Cintra, Dol Blathanna maintained its autonomy though Enid was forced to swear fealty to King Demavend III. Thirty-two Vrihedd officers were handed over to the Nordlings, who were supposed to judge them fairly and grant them amnesty; it is known however that at least some of them were brutally murdered.

Treated unfairly by humans, elven commandos continue to fight, though in smaller and smaller numbers. Some of them joined Saskia in Vergen, believing in her idea of a country without prejudice, tolerant with all nations and races.

Sometime before the 1370s, Ard Gaeth opened during the Second Conjunction and all the Aen Seidhe left the world; before leaving however, the elves destroyed or took with them all their cultural heritage, such as paintings.

Dwarves

Dwarves are one of the humanoid races. Together with gnomes and elves they are called the Elder Races, and along with gnomes they were one of the oldest sentient races on the Continent.

An adult dwarf grows as tall as a human male's chest. They are more sturdy than humans, which makes them tougher and stronger. They usually grow long beards. Dwarves are often excellent soldiers, artisans and businessmen. While they tend to be uncouth, they are also jolly and cheerful.

The motherland of dwarves is Mahakam. Like other nonhumans, dwarves are often persecuted by Nordlings. Because of that, some dwarves were members of the Scoia'tael guerrilla allied with Nilfgaard during the empire's invasion of the Northern Kingdoms. These dwarves distinguished themselves from their brethren by wearing their beards in plaits.

Dwarves once, before humans arrived on the Continent, worshipped a diety similar to Melitele, in that they worshipped a goddess of harvest and fertility.

Dwarves arrived on the Continent between three to four-thousand years before the arrival of humans. The meeting between the dwarves and gnomes was peaceful, as the dwarves had no intention of invading and expanding.

Halflings

Halflings, sometimes called hobbits and in Elder Speech Pherian, are one of the non-human races and, despite the name, are actually a distinct race and not mixed, like half-elves.

Unlike gnomes and dwarves whom they have best relations with, halflings don't have any traditional dominion ruled and inhabited exclusively by them. Instead, they live in human countries of Northern Kingdoms, despite the prejudice, and Nilfgaardian Empire.

Generally speaking, halflings are a peaceful and calm rustic folk, more interested in the comforts of home than adventures and warfare. They deal mainly with agriculture and as such are mostly farmers, stockbreeders and merchants. Their large farms, like Hirundum near Gors Velen in Temeria, often provide food not only for local halflings but also for the entire surrounding region. Indeed, their passion for food and drinks is well known and their cuisine includes delicacies like a roast goose in pear sauce. It would seem that they are an easy prey for various thugs or slave hunters, but nothing could be further from the truth. When a need arises, halflings show their exceptional agility, incredible speed and talent at throwing all sorts of missiles unerringly. Some halflings joined the Scoia'tael guerrilla bands during the Second Northern War.

Halflings Appearance

All halflings are chubby and rather short, standing between two and four feet tall, and their big feet are covered with curly hair up to shins. Because of this, they do not usually wear any shoes. Their hair varies from a chestnut brown to blonde or red even and is said to be as curly as ram's fleece.

Their clothing is usually modest, pleasant and neat, in bright and pastel colors with pistachio-green seemingly being one of their favorites.

Halflings are also immune to the majority of magic, including the beautifying glamour cosmetic which, to the great sorrow of hobbit girls, has no effect on whatsoever.

Gnomes Appearance

Gnomes are shorter and weaker than dwarves, but just as resilient and more agile. They are easily distinguished from dwarves and halflings by their more slender shape of a body, exceptionally long noses and pointed teeth.

Another defining factor is a beard. Unlike dwarves who always have beards, gnomes either cut theirs short or don't have them at all. Even an exceptionally large and strong gnome with a well-groomed beard cannot be confused for a dwarf because of aforementioned noses which are twice as long as those of other races.

Witcher's Emotions

It is a common belief, even among witchers themselves, that they have no capacity for emotion. This may be debatable, and rather relative, considering the rigors of their training and the dangers they face on a day-to-day basis. Perhaps they have simply never had the time or exposure to society to develop or recognize the reactions to mundane experiences that most take for granted. It may also be explained that a combination of their hard training, genetic modifications and reclusion from society that may encourage blunted emotional expressions, as Geralt, Lambert, and Eskel all exhibit emotional heights concerning love, joy, fear, anger, lust, and sympathy among various others.

Gnomes

Gnomes are an old and noble race, one of the Elder Races, which came to be the first to populate the northern part of the Continent. They are related to dwarves with whom they peacefully coexist.

In the Northern Kingdoms, many gnomes live in Mahakam alongside dwarves, while the majority of those south of the Yaruga inhabit the Tir Tochair mountain range.

Few other gnomish former settlements can be found throughout the realms e.g. the Citadel on Mount Cremora and an abandoned underground town beneath the modern-day Maribor.

They are gifted alchemists, jewelers, smiths, and metallurgists known for making swords of the highest quality.

Their society is similar to dwarven clan structures, though apparently less authoritarian, resembling large communes led by people's assemblies and respected individuals.

Gnomes are reported to be peculiarly hated by kobolds and are in constant state of war with them in some areas. Hearing fuss in the deep, Mahakaman gnomes are able to evaluate whether the trouble is caused by kobolds or not. Members of the gnomish race inhabiting Tir Tochair seems to have less problems as they don't have an army.

Little is known about gnomish religion apart from the fact it allowed some of the gnomes, including Percival Schuttenbach, to avoid conscription by claiming a religious exemption. Gnomes once worshipped a deity similiar to Melitele, in that they worshipped a goddess of harvest and fertility. It is speculated that they worship some deity preferring joint work for the common good over pointless fighting. When it comes to death, they appear to follow the tradition of cremating their dead. However, it's unknown if this was done for practical purposes, part of their religion, or something else.

Certain areas of the gnomish culture resolve around their advanced alchemy. The Tree of Life seems to be based on the ten Sephirot artifacts – or the other way around.

The use of magic seems to be rather uncommon trait for gnomes, but not impossible. Some individuals are said to know a broad range of counter-spells. Some of otherworldly gnomish burglars are known to utilize the Invisibility spell in order to be unseen by non-magic folk, but it is unknown whether the Continental gnomish burglars do so as well.

Known to be extraordinarily clever, gnomes excel as smiths and metallurgists and use ancient techniques, patterns and methods to create superb weapons. Their most famous creation – gwyhyr – was considered the best sword in the world. Another profession typical of them is a miner.

Gnomish communities live in human cities as well, where their members work as jewelers, artisans, and pawnbrokers.

Immature gnomes often work as gofers and office boys for dwarven banks. Some gnomes, on the other hand, tend to prefer less reputable ways of life and become burglars or highwaymen. During Northern War II, a few gnomes became upset by the Nordling prejudice and joined the Scoia'tael as a result.

They are also quite fun-loving, which is indicated by a saying "stir up trouble like a tipsy gnome".

Witchers

A witcher, also known as a wiccan, hexer, vedymin, or witchman (Elder Speech: vatt'ghern), is someone who has undergone extensive training, ruthless mental and physical conditioning, and mysterious rituals (which take place at "witcher schools" such as Kaer Morhen) in preparation for becoming an itinerant monster slayer for hire.

Taken in as children, witchers-to-be are subjected to intense alchemical processes, consumption of mutagenic compounds, and relentless physical and magical training to make them dangerous and highly versatile against their vast array of opponents, many of which possess superhuman speed, strength and/or other deadly powers. These procedures ultimately mean that each fully-trained witcher is a mutant built specifically to hunt and kill inhuman prey.

The key permanent results of mutations shared by all witchers include:

__Sterility (which partially explains selection from the outsiders, as they cannot breed to pass on their traits).

__Cat-like eyes that grant very acute nightvision - witchers can constrict their pupils to see in blinding light or open them to see in near pitch darkness. This nightvision can be further enhanced with the cat potion, but in general, it is good enough by itself to not require further enhancement. Their entire sensory system is overall enhanced, allowing them to identify the species of animal from the scent of their blood and detect nearby beings, even when out of sight.

__Tremendous resistance to disease (which functions in most cases as complete immunity) and a boosted immune system, allowing them to consume large quantities of potions that could prove easily deadly if consumed even in small amounts by a normal man.

__Exceptionally increased strength, speed, reflexes, and endurance, far beyond any normal or well-trained human, that allows them to swiftly end fights with minimal effort, and perform physical feats non-witchers couldn't hope to match. A witcher's physical skills alone are sufficient to defeat most monsters single-handedly if combined with extensive training and proper weaponry, whereas regular men could only hope to accomplish this in large groups. Witchers have also been shown to shrug off hits that would normally render normal men unconscious. Additionally, they have been known to survive the strikes of powerful monsters such as giants, or other beings possessing herculean strength, that would otherwise kill others with a single blow.

__Having the ability to perform simple yet incredibly versatile combat magic in the form of signs. They also develop a sixth sense that allows them to "feel" things around them, being it items of importance or people's immediate intentions. This explains their uncanny ability to track and hunt people and monsters.

__Accelerated healing granting quick recovery from injuries.

__Incredibly long lifespan and prolonged youth (Vesemir is said to be at least a few centuries old, but has the appearance of a middle-aged man).

Though they cover proficiency in basically any weapon that comes to hand, a witcher's training focuses on two primary tools: The silver sword and the steel sword. These swords are typically carried on the back. A steel blade used for more mundane beings, while a silver blade for beasts of the supernatural. Witchers are also frequent mixers and users of powerful potions, having developed an advanced tolerance to their inherent toxicity, but still limited to a few at a time (even one of their weaker brews would be fatal to an ordinary human). Finally, their formal magical training deals with signs, a low-level yet versatile form of magic that allows witchers to cast spells and enchantments with simple hand gestures. Without extensive improvement and practice, these are mere tricks compared to what a sorceress can do, but they serve very well for someone with a sword in one hand to add a variety of improvisation to their efforts. Also, the more powerful magic used by mages often takes a lot of time to prepare while all signs are instantaneous. Additionally, witchers are trained by seasoned mages in how to use these signs to the best effect.

In general, a witcher is a formidable and often overwhelming opponent to more mundane races thanks to their superhuman physical prowess, regenerative capabilities, and magic. However, they are not infallible, as they can still make mistakes, take a misstep in battle against mundane men or supernatural demons, or be overwhelmed by sheer numbers and individuals who have the skill to match a witcher, though rare is the individual who managed to slay a witcher out of skill rather than dumb luck or by ambush.

Witcher Medallions

Though a witcher's eyes are one way to stick out, another standard means of identification is the witcher medallion. This device aids in the detection of monsters, and no witcher would part with one willingly. (And of course, witchers are known for being 'hard to kill' - Leo Bonhart boasts a collection of three such medallions as proof of his martial skill.) The form of an individual medallion (head of a wolf, cat, griffin, etc.) indicates the school at which its owner was trained.

Religions

THE CULT OF SVALBLOD

Skelligers hold a special reputation on the Continent for their cruelty. In truth, the folk of the isles do indeed revel in battle, in blood honorably spilt. Though as with all things, some live at an extreme, worshipping an idol who personifies the frenzy and remorseless cruelty of battle. He is called Svalblod.

Svalblod is an incarnation of both man and bear in such a way that can give even the grizzliest Skelligers nightmares. His deformed body is not unlike a battlefield in itself where contradictory elements perpetually clash – a true embodiment of the grotesque. His acolytes would take a hallucinogenic decoction before heading deep within a cave at the heart of Ard Skellig. Once there, the cavern's bears would feast upon them alive. Then, like parasites, the cultists would seize control of the beasts' bodies. The jarls of the Skellige Isles at last decided to put an end to the practice. They seized Svalblod's followers, bound them to long ships, and cast them out to the high sea without a sail to guide them. This was to be the final blow to eradicate the cult once and for all. Alas... It is not so easy to kill a god. The heart of the Svalblod cult was rooted at Fornhala, a settlement situated atop the nigh impassable mountains of Ard Skellig. After the worship of the cruel idol became forbidden on the isles, the village's homes were deserted, its temples had fallen into disrepair. Yet those who have since stepped foot on the grounds of Fornhala – be they shepherds herding stray sheep or adventurers seeking shelter from a blizzard – have sworn by the gods upon their return of what they witnessed... Fresh blood glistening on altars to Svalblod and the roar of bears still echoing from caverns below... The advent of the Crimson Curse emboldened Svalblod's fanatics. They emerged from hiding, worshipping their cruel god with newfound zeal. Many young warriors with dreams of glory and unstoppable strength succumb to the whispers of the cult's depraved druids and take part in their forbidden rituals. Jarls have convened to discuss whether to lead another raid into the mountains of Ard Skellig... Or to forget conflicts of the past and use the bear god's followers to defend Skellige against its foes.

PROPHET LEBIODA'S WISDOM

Lebioda was a prophet whose visions and parables are contained in the Good Book of Prophet Lebioda's Wisdom. He became legendary for his goodness, wisdom, and modest peaceful ways. As he became well-known, a cult began to form around him. More and more people started following his teachings with some of them becoming his pupils, as was the case with Saint Plegmund who brought his master's words to Toussaint. He was seen doing miracles, and in short time, his words and deeds converted the whole duchy along with Duchess Caroberta who ordered both a temple in Beauclair and a monument on the west bank of the Sansretour River to be built. Lebioda himself visited Toussaint at least once to hear prayers of the faithful. His wisdom reached even the edges of the Continent far as Kovir and Poviss where it spread thanks to King Esterad Thyssen's wife, Queen Zuleyka, who lived most of her life according to the prophet's teachings. He died, eaten by a dragon, which he attempted to stop harassing Kaedweni villagers near Ban Ard. The remains of the prophet, recovered from the feces of the creature, were collected by his students and interned in the sarcophagus in the Novigrad's Great Temple. On some holidays, the faithful are allowed to kiss the relic. He is not only revered by humans, but also by several assimilated dwarves. Even the Cult of the Eternal Fire follows some of Lebioda's parables.

OFIRI RELIGION

Lands of Ofir have different deities and beliefs, depending on the region. They believe that important matters should be discussed outdoors with gods for witnesses. In contrast to the Northern Realms, the faith doesn't conflict science, and many clerics are great scholars valued by people for wisdom. In one Ofiri region, a monotheistic cult centered on deity called just God is popular. His clergy, the Runewrights, believes God speaks through symbols which humans are able to interpret only as imperfect runes, glyphs, and other signs. All magic is said to come from this being. As the cult is pantheistic, its followers view God as both the creator of and the world itself who never ceases to expand. Some faithful go deeper, preferring the term "Universe".

THE CULT OF YRRHEDES

Demon-God Yrrhedes was an idol worshipped by a sect of forbidden arts practitioners in an unspecified empire. Granted Power by him, they were able to convert several humanoids to follow their cause, including members of races such as orcs, kobolds, goblins and giants, as well as tame monsters such as basilisks and ghouls. The threat was originally neutralized by a group of paladines and mages from Axen who razed the main temple to the ground. Twenty years later, a group of mercenaries hired by Delibe's priestesses infiltrated the undergrounds of the former temple and managed to destroy the Eye of Yrrhedes, an ancient artifact being the source of power of Yrrhedes' worshippers.

DANA MEADBH

Dana Meadbh is the elves' name for a goddess also known as the Eternal One, Queen of the Fields, Lyfia, and Bloemenmagde by the dwarves. She communicates telepathically with those she encounters. Lyfia is a goddess worshipped in the area of Dol Blathanna, the Valley of Flowers, as well as in Kaedwen and Aedirn, venerated by peasants, beekeepers and pitch-burners, all of those who live off gifts of the soil and the forest. She appears on fields and meadows from May to October, but most often during Lammas, the Feste of the Scythe. She looks like a beautiful young fair-haired maiden of radiant eyes wearing festoons of flowers, cereal ears and bunches of herbs and flower wreath on her head, surrounded by animals and plants bowing to her. Folks do not build temples or chapels devoted to her. She is worshiped during Lammas when farmers sacrifice cereals, vegetables and fruits to her on the fields, in faith she would visit the very their village this year. There are also stories that one day Lyfia would settle down with the people who would stand out from the others. Why, however, an eternal being that existed, exists and will exist, loving all the earth and everything that is alive, would want to bend itself to merely one place and one folk? It's the only deity that combines humans, elves, halflings and even dwarves in one faith. Even if some races do not worship her like the others, they all adress her with deep respect.

THE MURKY WATERS CULTS

Dagon is worshipped by one faction of the vodyanoi who inhabit the Underwater City in Lake Vizima. The other vodyanoi worship the Lady of the Lake. That is not dead which can eternal lie, and with strange aeons even death may die. Powers older than humanity slumber in the depths, where no sunrays disturb them. Gods and demons sleep in underwater cities awaiting their time, and it is said that when the hour comes, they will awaken and bring annihilation to the world. One of those creatures, Dagon, rests at the bottom of the lake and is worshipped by vodyanoi and lunatics. Dagon is an embodiment of strength and fury, and when he comes ashore, he becomes destruction incarnate. Forbidden books like the Hymns of Madness and Despair describe the ways to summon him, for he can only be called to a place dedicated to him. Lady of the Lake is a powerful being, considered by some to be vila or nymph, worshipped by both vodyanoi and humans in places of chilvalry like surroundings of Vizima in Temeria or whole duchy of Toussaint. The Lady of the Lake is worshipped by both the inhabitants of Murky Waters and the Vodyanoi with whom they grudgingly co-exist. She spends her time in a shallow, lily-pad filled covered inlet on Black Tern Island and can be consulted there on various matters relating to Destiny, her servants, quests for the Holy Grail and the relations between the locals. Even goddesses get lonely. It is tough being the object of adulation and reverence. While most locals will tell you that they love the Lady, they would never dream of actual physical contact with her.

ZERRIKANTERMENT

Zerrikans are known to worship dragons and make sacrifices before images of the said creatures. The religion is founded upon a legend of the golden dragon Zerrikanterment and how he created a protective barrier around Zerrikania by burning forests around and thus turning them into deserts and wastelands. They believe that before the dragons, there was no other god, that they are the creators and rulers of the world. The priestesses are in charge of the worship. They explore all religious knowledge, are fluent in writing, and use the heavenly gift, meaning that they use magic drawn from dragons, who are the only creatures apart from cats that are known to absorb magical energy.

THE ETERNAL FIRE*

According to a legend, when the first human colonists were visiting the abandoned town, they saw a strange glow emanating from one of the palaces. Inside, they met an individual sitting near the great bowl of fire. Being asked about his personality, answered: I guard the Eternal Fire; as long as it will flame in this place, so long this city and your kin will endure - and then he disappeared. The astonished humans discerned, a divine sign in that incident and designated some men to keep an eye on the fire. The Kreve's missionaries who came later acknowledged that the town had been blessed by the presence of their god, and helped in organize the church on the model of their cult. Novigrad was the area's only brick town, so lots of people were coming to settle down. Some of them traded, others dabbled in craft. With time, non-humans also came. They didn't use to incommode priests due to not causing harm to a city, paying taxes and, sometimes, even worshipping the Fire. Only the druids have been disliked, who are accusing Novigrad of making the river polluted. The priests are strongly against using magic, as it shouldn't sully the place where the Eternal Fire flames. Sorcery is considered as a blasphemy, excluding the ones who have obtained an official permission or trade imported magical items. Eternal Fire is a symbol of hope, enduring the misfortune, light pointing the way in darkness, heralding progress and a better tomorrow. Holy flame guards the city from the forces of evil that could threaten its citizens; everyone believes that any monster could break within the walls and undermining this belief is considered to be a blasphemy since it is questioning the power of the Eternal Fire. One must admit that it protects extremely effectively indeed, though there is no longer against whom since the Novigradian priests had enthusiastically eradicated all creatures which could be considered as "monsters".

CULT OF FOREFATHER KREVE*

Kreve is a kind of sky father or the thunder god of the Nordling pantheon. An expansive god, associated with such attributes as decisive action, energy, power, spontaneity, resourcefulness, expansion (in any meaning) and defense of ownership. His symbol is the thunderbolt. Most popular among soldiers, knights, monarchs, merchants and risk-takers.

The basic commandment of Kreve's followers is the fight against evil, understood both internally, as challenging oneself to fight against one's own weaknesses, and outwardly, when "evil" means anything that threatens the people's life, health, soul and property. This is the reason why Kreve's clergy are talented exorcists, but also opponents of mages and exotic, pagan or sectarian cults like Coram Agh Tera or Lilith. They also are often prejudiced in relation to unassimilated non-humans. Kreve's military arm, Order of the White Rose founded by Hugues de Napeys, actively contributed to the extermination of Vrans and the suppression of Aelirenn's rebellion. The Cult of Kreve is strongly associated with the cult of the Eternal Fire. Priests of Kreve often argue and carry out disputes with priestesses of Melitele, but they can cooperate on important issues. Kreve's clerics are the most vehement opponents of the worshippers of Lionhead Spider.

CULT OF THE LIONHEADED SPIDER*

The worshippers of Coram Agh Tera consider him to be the Great Weaver, who weaves the human fate into a great web. The web is constantly being expanded and corrected. Sometimes some threads are broken, which results in someone's sudden death. When one commits suicide, his thread is broken and he is devoured by Coram. Therefore, he is worshipped as the god of sudden and unpredictable death. His temples are typically full of human bones and skulls and lit by green fire. Most worshippers are people who lived through some tragedy (like the death of a beloved) or people with constant contact with death, who love to inflict pain and suffering, like executioners, soldiers or bandits. They are all drawn by the cult's vision of the world, where death is a constant, and even wanted, part of the reality. The priests are required to keep Coram's web clean by "breaking the threads" of some people. The cult was founded in 1161 by a merchant named Ambrosio in Loredo, Geso, with eight other worshippers. Soon, more people joined the cult, mostly members of the local nobility, for whom the new religion was something mysterious and exotic. When the word of the Coram Agh Tera worshippers reached the royal officials and the priests of Kreve, an investigation was started, during which many of the worshippers were tortured. It turned out that nearly all of the town council and leaders of most guilds worshipped the foul Lionheaded god. Ambrosio and all the captured cult members were burned at the stake. However, many of Ambrosio's followers managed to flee and spread the cult to all of the Northern Kingdoms. This time, they built their temples outside of towns, in forests, swamps or mountain valleys. There is little contact between the temples and no organized hierarchy exists. Because of their religion being banned in most of the kingdoms, the priests wear no special robes outside of their rituals. They are not, however, as persecuted as they used to be, and in some places they are even allowed to preach openly.

THE CULT OF FREYA*

As is true of most realms, the predominant religion in the Skellige Isles has its roots in the prehistoric cult of the Great Mother, Mother Nature. On the Continent, such worship has taken as its object and namesake Melitele. In Skellige, her counterpart is Freya.

Like Melitele, Freya is represented in three aspects - virgin, mother and old crone. That of mother is most common, and sculptors chose to depict her thus in her greatest sanctuary in the Isles. There she stands, a pregnant woman draped in loose robes, her face partially revealed, her head bent and her hands folded across her breast. A golden necklace hangs around her neck, and on it a large, pure diamond (Brisingamen) shines like a clear summer sky. Freyja Modron, or Freya the Great Mother, is the goddess of fertility, love, beauty and abundance. She is also the patron of oracles, soothsayers and telepaths. Warriors pray to her before setting out on sea raids, and the wives they leave behind pray to her for their husbands' safe return. Only priestesses serve the goddess - men may worship Freya, but only women may do her work. Freya's priestesses, like the clerics of other cults, treat mages and sorceresses with great reserve.

The center of Freya's worship is her temple on the isle of Hindarsfjall, in the sacred grove called Hindar. Worshippers place offerings to the goddess before her statue, on an altar that incorporates a great stone basin surrounded by figurines of cats and falcons - her sacred animals. In addition to this temple, sprinkled throughout the isles are other, smaller places where one can worship the goddess and make offerings to her.

THE CULT OF MELITELE*

Melitele, as a patroness of eternally transient nature, is presented in three forms: the beautiful young Maiden, the mature, pregnant Mother and the edentulous, wrinkled Crone. Under her second aspect, Melitele is the goddess of fertility, protectress of women pregnant or in childbirth; all women, regardless of their age, domicile or social position, have an esteem for her. Melitele is worshiped in most of the Nordling countries, primarily by the people closely connected with nature, like farmers, lumbermen or foresters. The cult of Melitele have a chain of large and small sanctuaries spread throughout the Continent. If it is necessary to decide some matters on a nationwide scale, abbesses of the major centers meet in selected temples and discuss various issues; though this happens rather rarely and every major center remains, in point of fact, self-contained. Priestesses of Melitele often criticize priests of Kreve, argue and carry out disputes with them, however they can cooperate together on important issues. They also stay in good terms with druids or priestesses of Skelliger Freya, similar to Melitele in many respects.

The future handmaidens of the Goddess are entered into the novitiate at the age of fourteen, fifteen; adepts learn arithmetic, biology, botany and medicine, they also acquire general knowledge about the world. The closing ceremony of the novitiate, connected with admission into Melitele's priesthood, is organised on each Birke day. Young priestesses receive new robes and tasks from the abbess; usually it is taking care of the rural community or service in one of temples. Many of them travel around the world as midwives or healers specialized in illnesses of women and children, as wandering druidess, teachers and governesses.

CHURCH OF THE GREAT SUN*

The cult of the Great Sun was formerly only one of various religions in the Empire, popular only in its core regions. This situation changed during reign of the predecessor of Emperor Fergus, about a hundred years ago, who initiated a series of major reforms. The ruler was looking for a symbol which would unite the realm better and more permanently than only the ruling dynasty. By skillfully managing with cash and giving priests his monarchic favor, he made the cult begin to gain a new crowd of followers throughout the whole Empire. In exchange, the Emperor demanded absolute support for his policies from the clergy, practically making priesthood another form of civil service. Then, the monarch issued a special decree called "March 8th Edict", which granted the cult the status of official state religion. Though during reign of the Usurper its rights were diminished, its position increased after Emhyr var Emreis and his army overthrew the usurper. The cult has its roots in the Elven cult of nature. The primary deity is the Sun, giver of warmth and life, protector of humankind, but also capable of being cruel and destructive. Since the "March 8th Edict", it has also been the patron of the ruling dynasty. The most important holidays are the Equinoxes and birthday of the current Emperor, currently July 26. The central ceremonies are held in the capital, performed by the Emperor acting as the High Priest, head of the religion. All holidays are celebrated with great pomp, to the accompaniment of solemn music and in the presence of all major officials, commanders, and aristocrats. After official ceremonies, folk games with food and beverage take place. It is noteworthy that a number of customs related with the holidays are derived directly from Elven tradition. Priests of the cult wear white raiments embroidered in gold and silver during devotions, celebrations, and holidays; as casual clothes they wear black civilian dress.

***Archpriest invocations for these religions are in the Core Rulebook**

HEMDALL

Hemdall is a hero of myths and sagas of Skellige. According to legend, there is a magical golden rooster known as Kambi, whose task it is to awaken Hemdall before the Last Battle between the forces of good and evil known as "Ragh nar Roog". He will stand on Bifröst, the Rainbow Bridge, and blow his horn to signal that it is time to take up arms and fight against specters of Chaos from Mörhogg.

Several stories also connect him to Freya, the goddess of fertility and beauty. One of these stories claims that he is her son, while another makes Hemdall her favorite and lover.

However, a goddess that is widely accepted by all people of Skellige as a summer lover of Hemdall is Heulyn, who reportedly bore him six sons that became heroes in their

own rights and founded the reigning clans. The sons were Grymmdjarr, Tyr, Broddr, Modolf, Otkell and Sove and the clans Clan an Craite, Clan Tuirseach, Clan Dimun, Clan Drummond, Clan Heymaey and Clan Brokvar respectively.

RAGH NAR ROOG:

According to the beliefs of the people of Skellige, Ragh nar Roog is the final battle of the forces of good and evil, which precedes Tedd Deireádh — the end of the world. A spectral army will arrive from Mörhogg, the land of chaos, on a demonic vessel named the Naglfar to wage this battle. Islanders believe that the magical golden rooster, Kambi will awaken the mythical hero, Hemdall to answer the call of battle.

Illustration by Anna Podedworna



BAAL-ZEBUTH

Baal-Zebuth is a dark deity symbolized by two combined black stars. While his role in the East is relatively dualistic, composed of both malevolent and benevolent traits, in Northern Realms his worshippers are perceived as cruel murderers and cannibals by followers of the Nordling Pantheon.

The cult of Baal-Zebuth originates in the East, either in Hakland or Zerrikania. It is believed that it was brought to Nordling lands by either a sectarian priest of Coram Agh Tera or a mad brigand. Following the fall of Falka's rebellion, fire, sword, poverty and hunger in northern Redania, particularly Gelibol and Nimnar Valley, led people to madness. Hordes of savage folk used to eat humans and nonhumans alive as offerings to the dark god, local criminal underground and Temerian agents operating in the area secretly praised him. The outbreak of chaos that erupted granted Baal-Zebuth's followers the wrath of basically every single cult in the Northern Realms. Kreve's inquisitors and knightly orders hunted cultists mercilessly, every single kingdom and principality banned the worship, even pacifist druids informed the authorities of or outright lynched the practitioners. By the second half of 13th century, the sole Nordling enclaves of the cult were criminals of the remote areas such as Velhad, Vespaden, Wastelands or the Toina valley. People caught possessing Baal-Zebuth's amulets were whipped. In the East, however, local clergy had no connection to the atrocities performed by their mad Nordling "brethren" and the cult remained legal. In 1240s or 50s, a group of vagabonds or magic practitioners stole a Raróg egg from Baal-Zebuth's temple in Hakland. In Lyria, they sold it to a local eccentric named Fowler, who intended to resurrect Raróg, Baal-Zebuth's eternal enemy. Geralt of Rivia and Dandelion, who happened to be nearby, were blackmailed by Merrinda Hewroth to stop the crazy man; Fowler's assistant, a teenage girl, gave Geralt a Double-Star amulet devoted to Baal-Zebuth. When Geralt and Dandelion were escaping from confrontation between Fowler and Merrinda, the witcher used the amulet to successfully drive off Raróg's mental pleas.

Baal-Zebuth, god of moist and dark sky, is believed to be the polar opposite of Raróg, the fierce deity of fire and warm sky. Both are evil, neither of them more or less than the other; combined, they symbolize the northern and the southern wind. According to the ballads, ages ago, the two fought over the dominance in the skies, Baal-Zebuth in form of a female black dragon, Raróg of a fiery phoenix. Though Baal-Zebuth won, no one gained the advantage, and the desolation they created became known as the Great Korath Desert.

Symbol of the deity is the Double-Star, comprised of two combined black stars. While the god's gender is male, his avatar is a female black dragon. The official cult has temples operating in Hakland and Zerrikania. Interestingly enough, its priests seem not to limit their vaults to Baal-Zebuth's relics only; one temple was in possession of a supposed Raróg egg.

RARÓG

The cult of Raróg arose in Zerrikania, similarly to other dragon cults might have been based on real-life examples. A Cat School witcher from Poviss supposedly saw a firebird once, but the majority of witchers agree that firebirds are only a fairy tale, like golden dragons. In 1240s or 50s, a group of vagabonds or magic practitioners stole a firebird egg from Baal-Zebuth's temple in Hakland. In Lyria, they sold it to a local eccentric named Fowler, who intended to resurrect Raróg. Geralt of Rivia and Dandelion, who happened to be nearby, were blackmailed by Merrinda Hewroth to stop the crazy man. When Geralt and Dandelion were escaping from confrontation between Fowler and Merrinda, the hatching firebird, supposed Raróg, tried to mentally persuade the witcher into helping him, but Geralt managed to drive off its pleas with the use of Baal-Zebuth's amulet he was given by Fowler's assistant. Raróg, fierce deity of fire and warm sky, is believed to be the polar opposite of Baal-Zebuth, the god of moist and dark sky. Both are evil, neither of them more or less than the other; combined, they symbolize the southern and the northern wind. According to the ballads, ages ago, the two fought over the dominance in the skies. Though Raróg is lost, Baal did not gain the advantage, and the desolation they created became known as the Great Korath Desert. The Eastern deity was brought into Nordling legends as a firebird. According to Dandelion, almost every bard knows the aforementioned myth of the creation of Korath. According to the ballads, firebirds are born from dragon eggs that hardened in the eternal fire and molten rock of the underworld. Such prepared egg is to be put into bird nest during the hungry gap, then, after a burnt sacrifice of the bird and the nest, the egg has to be brooded by the sacrificer himself in the ashes. By the ninth day, the Ninth Gate of the Abyss opens and the firebird is born. Raróg reigns over all other birds. Sole presence of its egg causes unrest among aves, which become violent towards people and creatures approaching the egg uninvited. Only a bard's song can appease the agitated flock. The scarlet cardinal, a red songbird, is usually associated with Raróg. Intrepid, bold and confident, flying high and aiming even higher, the cardinal stands for Raróg's energy, passion, and the inner fire that drives people. Raróg's songbird is often chosen as symbol of luck, as well as depicted on signs and emblems. Some witchers and hunters wear heads of the animal as "Raróg trophy".

THE CULT OF LILITH

Lilit or Lilith is a goddess or demon, still worshiped in the East under the name Niya. While revered by Easterners, Nordlings believe that she will return someday and bring ruin to the world. Sorcerer Eltibald, believed by some to be a prophet and by others to be a madman, claimed to have deciphered the ancient Dauk, Wozgor, and werebbubb legends, which connected the return of Lilit with the eclipse known as the Black Sun. Her path was to be prepared by "sixty women wearing gold crowns, who would fill the river valleys with blood", which he interpreted as girls of royal families born during or after the eclipse. While it is theorised that the cult of Lilit was started by nonhumans, its beginnings are lost to the history. The eldest people known to worship her were the Wozgor, primitive tribes inhabiting regions of modern-day Mag Turga, Geso, Kovir and Poviss and Hengfors League. According to the tales, they used to offer their goddess blood sacrifices. When Nordling kings started establishing their realms, most of the Wozgor were either killed or forced to escape East, to which they brought the cult. The remaining Wozgor mixed with eastern populations and the cult of Lilit transformed into a syncretic religion of Lilit-Niya. It gained popularity in certain regions of Hakland, but the true centre was established in Zerrikania, where its matriarchal character swayed many women across the country and the elites, endangering the state religion of divine dragons. In the west, it became known mostly from old legends and relations of merchants from the east. Often exaggerated, those tales portrayed Niya as a demonic entity posing a threat to the world, so the Eltibald's prophecy fell on a fertile ground to provoke anti-Lilit sentiments. After the Northern Wars, Lilit-Niya started to gain some followers in the Northern Kingdoms and Nilfgaardian Empire. Partially comprised of men who believed that bowing before the cruel goddess would ensure their safety during the prophesied apocalypse, partially of women and children who were hurt by the horrors of war, the cult was growing quickly, eventually becoming a local opposition to the Church of the Great Sun in certain regions of the Empire. Cult of Lilit took different forms depending on culture of the people who worshiped her. For the Wozgor, she was the goddess of war who rewarded spilling blood in her name. This eventually led to her introduction as satanic figure in werebbubb mythology, in which she is interpreted as a blood-thirsty dragon hungry for sheep, whose arrival is heralded by solar eclipses. One of legendary werebbubb heroes, Dezeh, reportedly drove her off by shouting warcries very loudly and swinging his weapon at the dragon. In the East, the cult has become more civilized. Niya, while still hungry for blood, provides a shelter for women and their children from the abuses of adult men. They believe she has avatars in lamias and succubi, who seduce lustful men and lead to their oblivion. Easterner men in turn perceive her as a patron of erotic dreams and passions, but also a bringer of the impotence and fears.

The primary and most popular symbol of the religion is Black Sun, though using it in Nilfgaard is considered as a blasphemy towards the Great Sun. Another emblem, used in Hakland, is a crossed circle. Animals attributed to Lilit by her followers are owl, jackal, snake and ostrich. The jackal is also considered as a bad omen. The cult is most popular in Zerrikania and has significant groups of followers in Hakland. Her temples are located underground to avoid the sunlight. In the cellars, priestesses keep lamias whom they give offerings, sometimes of human males. Men are disallowed to enter the sacred parts of the temples in any other character than an offering – each other case is considered profane. Apart from the temples, the followers esteem various ruins as places of the goddess' rest and tend to leave there minor gifts for her. Lilit's holidays are new moon (Black Moon's Nights) and solar and lunar eclipses. The solar eclipses are considered special and it is reported that some temples organize orgies connected with human (male) sacrifices.

THE BLACK SUN:

Black Sun is a reference to a solar eclipse, better known in the context of the Curse of the Black Sun, or the Mania of Mad Eltibald. It was prophesied by the mage Eltibald that an eclipse foretold the end of the human civilization in the hands of sixty girls born during the Black Sun, which would turn them into cruel creatures, who would bring about the return of the goddess Lilit and the end of the world. First wizards such as Stregobor, hunted down the girls, killed them and performed autopsies when possible. After a while, when they admitted that recognizing the girls was hard, they opted to simply lock them up into towers, to isolate them. That plan suffered, because there was a brief fancy of saving beautiful girls from towers among princes. One after the other, though, the girls either perished or managed to flee their towers, and grew mighty enough for the wizards to leave them alone or get them in other ways. It might be that the Curse became a self-fulfilling prophecy, for some of the girls who managed to flee the persecution later inflicted cruelty on others because of the treatment they had suffered.

Arch Priest Invocations

Deity	Invocation
Yrrhedes	Demon Calling
Lady of the Lake	Destiny's Interference
Dagon	Animal's Fury
Svalblod	Berserker's Soul
Lebioda	Infinite Wisdom
Hemdall	Ragh nar Roog

Deity	Invocation
Dana Meadhbh	Lyfia's Blessing
Ofiri Pantheon	Divine Wisdom
Lilit	Black Sun
God	Rune Inscription
Zerrikanterment	Dragon's Breath
Baal-Zebuth	Acid Breath
Raróg	Fire and Ashes

Arch Priest Invocation

Demon Calling

STA Cost: 16

Effect: You speak in a strong and terrifying voice of a demon. This speech can make a demon (Demon, Hym, Draug, Draugir, Ruehin, The Caretaker), a necrophage or a draconid (except dragons) turn sides and obey one order at your choice. The monster can make a Resist Magic roll if the order is against their desire.

Range: 20m

Duration: Until the order is complete

Defense: Resist Magic

Destiny's Interference

STA Cost: 16

Effect: You are blessed by your Lady and gets a gift from destiny. For the duration of the spell you can spend a number of LUCK points equal to your Spell Casting skill value times 3. You can augment any rolls you make, but can also impose penalties or grant bonuses to the roll of anyone within 10m.

Range: Self/10m

Duration: 1 Hour

Defense: None

Animal's Fury

STA Cost: 16

Effect: You see visions and hear whispers of Dagon and this invoke on you his fury. For the duration of the spell you are consumed by anger, becoming immune to mental commands and becoming incapable of hearing advices from your companions. You also don't lose STA points and have an extra 5 damage to melee attacks.

Range: Self

Duration: 5 Rounds

Defense: None

Berserker's Soul

STA Cost: 16

Effect: You pray for help of Svalblod and he answers. You immediately gets possessed by his powers and becomes a werebear. You have all werebear stats and his stats alone, with maximum HP and STA. If your HP gets to 0, you return to your original form and are trown into death state with 0 health points.

Range: Self

Duration: Until the end of the fight when you calm down

Defense: None

Infinite Wisdom

STA Cost: 16

Effect: You are inspired by the teachings of Lebioda. You can convince someone as for the Charisma skill but with the Spell Casting skill. If they are convinced with this invocation, they see you as friendly until provoked.

Range: Self

Duration: Immediate

Defense: Resist Magic

Lyfia's Blessing

STA Cost: 16

Effect: You are blessed by Lyfia's nature power. You can grow 1d6 units of a plant of you choice, even if it's not native to where you are, if the plant has a place to grow.

Range: In front of you

Duration: Immediate

Defense: None

Divine Wisdom

STA Cost: 16

Effect: You ask for help of the ancient wisdom of your gods. You can roll Spell Casting instead of Business, Language, Streetwise, Tactics, Human Perception, Forgery, Deduction, Education, Monster Lore, Wilderness Survival, Alchemy, Crafting, Pick Lock or Trap Crafting.

Range: Self

Duration: Immediate

Defense: None

Black Sun

STA Cost: 16

Effect: Lilith intervein in a battle for your favor. You cast a illusion of a black sun (solar eclipse) that cannot be resisted. Everyone in range is treated as in darkness. You see with no vision penalties. To escape the illusion, everyone must make a deduction roll, but they are caught in the illusion in the first turn and must take an action to try to escape.

Range: 100m

Duration: Until escape

Defense: None

Dragons and Religion

Dragons are seen as god-like figures by Zerrikanterment and Lilith worshipers, but can be seen as almost devil-like figures by Lebioda worshipers.

The Black Sun

The Black Sun figure represents the Lilith cult and is seen as a deturpation and blasphemy of the Great Sun.

Rune Inscription**STA Cost:** 16**Effect:** You receive a vision with God's Knowledge. You are able to use the forgotten knowledge of crafting runes and glyphs. You need to use a stone combined with a gemstone for a rune and a stone combined with a meteorite for a glyph.**Range:** Self**Duration:** Immediate**Defense:** None**Fire and Ashes****STA Cost:** 16**Effect:** You receive the blessing of the power of Raróg. You can make an attack equal to the phoenix fire stream and ash spray abilities at the same time, but dealing 6d6 damage in the first and causing the blinded effect for 2d6 round in the second.**Range:** 4m/10m cone**Duration:** Immediate**Defense:** Reposition/Block**Dragon's Breath****STA Cost:** 16**Effect:** You receive the blessing of the power of Zerrikanterment. You can make an attack equal to the golden dragon's fire breath.**Range:** 10m cone**Duration:** Immediate**Defense:** Reposition/Block**Ragh nar Roog****STA Cost:** 16**Effect:** You claim the power of Hemdall to fight the end of the world. You can choose a magical effect from listed below to bless a weapon of your choice in 10m for 1d6 rounds.

Lightning - Extra 8d6 damage + Fire (75%)

Ice - Extra 6d6 damage + Freeze (100%)

Silver - Add the Silver (6d6) attribute

Iron - Add Balanced attribute + Bleed (75%) + Improved Armor Piercing attribute

Range: 10m radius**Duration:** 1d6 rounds**Defense:** None**Acid Breath****STA Cost:** 16**Effect:** You receive the blessing of the power of Baal-Zebuth. You can make an attack equal to the dragon's fire breath, but dealing magical acid damage and causing double ablation damage.**Range:** 10m cone**Duration:** Immediate**Defense:** Reposition/Block

Illustration by Lorenzo Mastroianni



Dark Rituals

Novice Rituals

Genie Seal

STA Cost: 5

Effect: Genie Seal allows you to create a Genie Bottle item.

Preparation Time: 5 Rounds

Difficulty Check: 15

Duration: One Use **Components:** One Bottle, Bat Wing Bone (x2), Calcium Equum (x3), Infused Dust (x1), Silver (x5)

Journeyman Rituals

Exorcism

STA Cost: 10

Effect: Exorcism allows you to repel a demon possessing a person or haunting a place back to their original dimension by force. This does not kill the demon and they can return to your dimension later.

Preparation Time: 10 Rounds

Difficulty Check: 18

Duration: One Use

Components: Fifth Essence (x2), Light Essence (x2), Meteorite (x3), Rat Ear (x1), Hirikka Bone (x1)

Wraith Casting

STA Cost: 12

Effect: Wraith Casting allows you to invoke 1d6 wraiths of some kind (Wraith, Noonwraith, Nightwraith or Penitent).

Preparation Time: 10 Rounds

Difficulty Check: 18

Duration: Permanent

Components: Fifth Essence (x5), Chalk (x4), Infused Dust (x1), Essence of Wraith (x5)

Master Rituals

Dark Portal

STA Cost: 12

Effect: Dark Portal allows you to invoke a demon of some kind (Demon, Draug, Draugir, Ruchin or The Caretaker). A lesser demon is easier to invoke, so other demons have a higher DC, specially Draugs and Caretakers. Invoking the demon does not mean you control them.

Preparation Time: 10 Rounds

Difficulty Check: 20/25/30

Duration: One Use

Components: Perfect Gemstone (x1), Fifth Essence (x5), Chalk (x4), Infused Dust (x1), Dark Essence (x5)

Elemental Plane Portal

STA Cost: 12

Effect: Elemental Plane Portal allows you to invoke a genie of some kind (Djinn, D'ao, Maride, Ifrit). Invoking the genie does not mean you control them.

Preparation Time: 10 Rounds

Difficulty Check: 25

Duration: One Use

Components: Perfect Gemstone (x1), Fifth Essence (x5), Chalk (x4), Infused Dust (x1), Any Rune (x2)

Dagon Awakening

STA Cost: 15

Effect: Dagon Awakening allows you to invoke the corporeal form of the god Dagon by building a small altar.

Preparation Time: 15 Rounds

Difficulty Check: 20

Duration: One Use

Components: Perfect Gemstone (x1), Fifth Essence (x5), Chalk (x4), Infused Dust (x1), Timber (x10), Dagon Blood (x1), Dagon Eye (x2), Essence of Water (x3)

Svalblod Sacrifice

STA Cost: 15

Effect: Svalblod Sacrifice allows you to invoke the corporeal form of the god Svalblod by sacrificing 3 people on a stone altar.

To be successful the ritual need 2 sacrifices, but without the third, Svalblod will not be at his total power.

Preparation Time: 15 Rounds

Difficulty Check: 15

Duration: One Use

Components: Perfect Gemstone (x1), Fifth Essence (x5), Chalk (x4), Infused Dust (x1), Stone (x10), Svalblod teeth (x10), Dark Essence (x3), Sacrifices (x2/3)

Chaos Absorption

STA Cost: 20

Effect: Chaos Absorption allows you to absorb the magic abilities of another creature (Mages, Witches, Genies, etc). You absorb 1/3 of the total Vigor of the target. If the target is an elemental or another magic monster, they die instantly, but mages or witches have a 80% chance of death.

Preparation Time: 15 Rounds

Difficulty Check: 25

Duration: One Use

Components: Perfect Gemstone (x1), Fifth Essence (x5), Chalk (x4), Dark Essence (x5), Light Essence (x5), Quintessence (x5), Hirikka Bone (x2), Unicorn Horn (x1), Chironex Horn (x1)

Complications, Afflictions & Remedies

In the world of the Witcher, monsters are not the only threat to humans and non-humans alike.

Lice, plague and rot run wild and rampant across the north as diseases and infections kill as many men and women as the sword. This fan-made supplement dives into some of the most common and gruesome conditions of the middle ages, found in the world of the Witcher and brought to life for use in your home games for the Witcher TRPG.

Included in this guide are two new **Complications** tables specialized for fumbles when making First Aid and Healing Hands checks, a hand picked selection of infamous **Afflictions** uniquely tailored for use in the Witcher world and a list of **Remedies** based on old wives tales and folk lore medicine.

***WARNING:** This guide is strictly for entertainment purposes only. The cures, remedies & diseases mentioned are constructed purely for the works of fantasy and fiction only.*



Complications

As with the rulebooks standard fumble charts, First Aid and Healing Hands now have a chance to create complications when performing surgery to stabilize, treat and cure critical wounds and conditions.

When considering whether or not to introduce these new fumble charts into your own game, it's worth noting that they work with or without the afflictions that start on the next page.

Fumble Table

<p>First Aid/ Healing Hands (Open Wounds)</p>	<p>1 to 5: No major fumble. 6: The patient takes 2 damage. 7: The Patient takes 3 damage. 8: The patient takes 4 points of damage and begins to bleed. >9: The patient takes half of the fumble value as damage and suffers a chance to contract a sepsis infection (or bleed & poison, if not using Afflictions.)</p>
<p>First Aid/ Healing Hands (Internal Wounds)</p>	<p>1 to 5: No major fumble. 6: Patient becomes staggered 7: The patient becomes staggered for 1d6/2 rounds and takes 1 damage. 8: The patient takes 2 damage and must make a STUN save at -1. >9: Crippled by agony, the patient takes 3 damage and is now stunned for 1d6/2 rounds.</p>

Afflictions

Every affliction has their own **threat** chance when factoring the likelihood to infect or to be infected, as well as a **danger** level for how lethal the affliction is. For every 2 points of Endurance over a base of 10, a target reduces the **threat** of contracting that affliction by 5%. Certain pieces of equipment improve this resistance, see the remedies page for more details.

Furthermore, every affliction goes through three stages, growing more powerful each time. Each stage contains symptoms that stack together, weakening the victims stats and skills.

Special care should be used when introducing afflictions into your game, primarily keeping them for narrative value or as a plot device. Under estimating infamous afflictions, such Consumption or the lethal Catriona, can quickly throw any game out of control.

Symptoms

COUGHING	-2 Stealth
DISORIENTATED	-2 Awareness
FATIGUE	Half REC, -2 Physique
FEVER	-1 BODY
HEADACHE	-1 INT
ITCHING	-2 to all social EMP skills
MUSCLE ACHE	-1 REF, DEX & SPD
SCABS & SORES	-2 Seduction & Charisma
SHORT OF BREATH	Half max STA
STOMACH PAIN	-1 REF, DEX, WILL & SPD

Lice (Parasites) - Diagnoses: Awareness DC 12

“Aye! Fleas, bedbugs an' lice have made their loathsome home upon wee animals, humans and non-humans for an age. The spread o' such parasites happens in homes, streets and even the trenches. Itching and sores are one thing to worry about lad, but the risk comes when they spread infections... or worse, aye, the plague!” - Bronn, Traveling Blacksmith & Trader.

Danger: Low
Threat: 60%

DETAILS: Lice and fleas are known for easily passing from warm blooded hosts, laying hundreds of eggs in a short period of time and spreading disease/infection through bites. They can survive for several weeks without a host.

STAGE ONE - Days 5 to 12: The victim suffers ITCHING as the parasites begin to manifest in the victims hair and become trapped between garments of clothing and their body.	STAGE TWO - Days 13 to 20: Infestation begins. The victim's ability to sleep suffers from night time irritation and causes FATIGUE .	STAGE THREE - Day 21+: The victim's skin is covered in bite and scratch marks, causing them a number of SCABS & SORES . From now on, every week that this condition persists the victim now has a 25% chance of contracting a more serious illness. If affected, the DM rolls a 1d10 to discover if it is Sweating Sickness (1 to 7), The Flux (8 to 9) or Consumption (10).
TREATMENT: Bathing with soap & vinegar has a 25% chance to end the condition during these two stages. This treatment is only effective twice a week. Citrus Skin Salve improves the chances for success (see remedies).	TREATMENT: At this stage, shaving off and grooming all face, head and body hair is the only option to end the infestation. This 'final resort' can be used to cure Lice at any of the three stages. <i>Cleansing Ritual</i> can not cure this condition at any stage.	

Sweating Sickness (Flu) - Diagnoses: First Aid DC 15 | Healing Hands DC 13

“Nothing worse for a peasant than picking up something like the Sweating Sickness during harvest season. Common folk are far more a'fear of bed rest than they are about dying from the flu... oh, and by the way, that can happen too. It's true, Sweating Sickness isn't as fatal as some nasties out there, but by the mother goddess it still packs a punch.” - Heana Rothbek, Historian & Scholar.

Danger: Low
Threat: 65%

DETAILS: Highly contagious, Sweating Sickness is spread primarily through coughing, sneezing and physical contact. The basic principles of how the flu spreads is not common knowledge to most peasants and common folk.

STAGE ONE - Days 1 to 3: An early FATIGUE and a sore throat signals the onset of illness. This is shortly followed by a recurring HEADACHE . Shivering, bad dreams and light sweats accompany nights of difficult rest.	STAGE TWO - Days 4 to 5: The sweating gets worse, temperatures spike as FEVER now sets in. This is swiftly followed by deep chested COUGHING and painful MUSCLE ACHE .	STAGE THREE - Day 6+: Now sick with volatile and projectile bouts of STOMACH PAIN , the victim must rest in hope of a full recovery after 1d6/2 days. Attempts to perform anything more than light physical activity during this time will drain 5 STA a round.
TREATMENT: Rolling a successful Endurance DC 14 causes Sweating Sickness to pass, failure ushers in the next stage. Hot Soup can aid in recovery (see remedies).	TREATMENT: Rolling a successful Endurance DC 16 causes Sweating Sickness to pass, failure ushers in the final stage. Hot Soup can aid in recovery (see remedies).	
DANGER: On the last day of recovery, the victim faces a 1% chance of death. This becomes 5% if the victim currently has any other affliction or is recovering from a critical wound.		

Sepsis (Wound Infection) - Diagnoses: First Aid DC 16 | Healing Hands DC 14

"I've never seen a case of 'good' Sepsis. After the gnawing pain sets in and the inflammation of the wound begins to spread, usually it's already too late. A crusty yellow wound, skinned with white spots and sticky wet puss? A limb so painful that even fully grown men scream like children when it is disturbed or touched? Amputate it, just be done with it!" - Iasion Velvatain, Redanian Lord.

Danger: Medium
Threat: 40%(10%)

DETAILS: Sepsis develops when a wound is left open, unclean and exposed to dirt and filth. **Note: When Sterilizing Fluid is used in situations with a potential for sepsis occurring, the threat of infection is reduced to 10%.**

STAGE ONE - Days 1 to 3: The affected area becomes inflamed, a FEVER develops as the victim's body tries to fight the infection. White spots begin to form and the wound is raw and painful to touch.	STAGE TWO - Days 4 to 9: Crusty and smelly yellow SORES & SCABS form, followed by intense ITCHING around the wound. Redness begins to spread out from the point of infection and the pain becomes difficult to bear.	STAGE THREE - Day 10+: Anything with an SP value can no longer be worn on the affected area. The victim is in agony, constantly DISORIENTATED and becomes delusional as if suffering from the HEX OF SHADOWS . The victim must make an Endurance DC15 roll every day or suffer the Septic Shock critical wound. After that, two failures or a single fumble of 6+ causes a death save.
TREATMENT: Only after Leechcraft has been successfully administered (see remedies), a septic wound can then be cured by a First Aid or Healing Hands DC16 (DC 18 in stage two).		TREATMENT: If the septic wound is on a limb, it should be amputated immediately. With no other choice available a First Aid/Healing Hands roll can be made at DC25 to perform deep surgery. Failing this DC causes the patient to make a death save.

The Flux (Dysentery) - Diagnoses: First Aid DC 18 | Healing Hands DC 14

"Father died of dysentery, can you believe that? A respected lord left dead in a pool of his own filth and feces. I am told that whilst twisted, writhing and screaming in pain he pilfered away a surgeons blade to 'cut out the agony from his guts' and that his entrails splashed down the inside of his legs and sickness frothed at the corners of his mouth." - Olivie Brontelèt, Redanian Noble.

Danger: Medium
Threat: 50%

DETAILS: For peasants and common folk, contracting the disease is usually from fouled or dirty water. City dwellers and nobles can catch it from contaminated meats. The flux can kill if the victim becomes too dehydrated and weak.

STAGE ONE - Days 1 to 2: Soon after infection a FEVER builds and MUSCLE ACHE closely follows. This causes spasms and convulsions to riddle the victim's lower torso. The victim suffers a 50% chance of vomiting when consuming food or fluids.	STAGE TWO - Days 3 to 6: Chronic STOMACH PAIN and HEADACHE develop from dehydration. Large quantities of blood, puss and waste begin to pass uncontrollably from the victim's bowels. There is now a 70% chance of vomiting when consuming food or fluids.	STAGE THREE - Day 7+: Due to a lack of nutrients and nourishment, the victim suffers FATIGUE . After an additional 1d6/2 days the affliction comes to an end. During this time there is now an 80% chance to vomit when consuming food or fluids.
RECOVERY: At the end of each stage the victim must roll Endurance DC15. For every day in total that the victim has vomited or been unable to feed or drink, the DC then increases by 1. Success causes the Flux to pass, failure progresses it to the next stage. Failure at the final stage inflicts a death save. Chort Bezoar & W. Bird Broth work against dysentery (see remedies).		

Novigrad's Kiss (Syphilis) - Diagnoses: First Aid DC 24 (15) | Healing Hands DC 20 (12)

"Darling, nothing ruins a date with the duke more than a visit from a venereal disease, and ever since we started flashing ankle this whoreson of a sickness has been the worst in particular. Doctors say it pretends to be whatever sickness is currently doing the rounds and by the time the sores begin to itch you're already two ticks from going mad!" - Madam Rosalyn, Bordello Mistress.

Danger: High
Threat: 35%

DETAILS: One of the most infamous venereal diseases of all time, Novigrad's Kiss is the 'Great Pretender' that spreads through sexual contact, masking its symptoms as those from other afflictions and ultimately avoiding initial detection.

STAGE ONE - Days 7 to 21: Novigrad's Kiss is a unique and fast acting strain of syphilis able to mimic the first stages of any other affliction, even weeks after the initial infection occurred. During this time Novigrad's Kiss remains infectious and will eventually progress to stage two.	STAGE TWO - Days 22 to 30: The symptoms from stage one end to make room for the trademark SCABS & SORES on the genitals, causing FATIGUE and a constant dull MUSCLE ACHE felt across the body.	STAGE THREE - Day 31+: If the affliction progresses to this stage untreated then it becomes 'tertiary syphilis' and begins attacking the brain and breaking down the nervous system. Roll a 1d10 for a permanent side effect once every 5 days: 1 to 6 - NO EFFECT: Your condition does not worsen. 8 to 9 - DAMAGED NERVE ENDINGS: Your max STUN drops by 1. 10 - MADNESS: You devolve into a state of psychotic madness.
TREATMENT: Novigrad's Kiss is difficult to diagnose in stage one. A failed diagnoses, at its higher DC, is likely to result in intentionally misleading information. Treatment throughout all three stages is possible with a rare and risky cure, Succubi Tears (see remedies). <i>Cleansing Ritual cannot cure this affliction at stage three.</i>		

Consumption (Tuberculosis) - Diagnoses: First Aid DC 18 | Healing Hands DC 15

“A cough in the country tells more stories than one, especially when it comes accompanied by blood and fever. Sure, you learn to avoid the infected and take precautions when traveling... but sometimes it gets you even when you are careful. Serious medicine is notoriously hard to come by, and for consumption...? Well now, that cure is a forbidden fruit.” - *Oberon, Druid, Hireling & Healer.*

Danger: High
Threat: 65%

DETAILS: Consumption is one of the most complex diseases to be spread through the air and upon surfaces. Often laying dormant for months, consumption awaits a compromised immune system where it then strikes fierce and hard.

STAGE ONE - Days (Varies): The DM rolls a 1d10 discreetly. 1 to 8 and consumption becomes latent, currently harmless and impossible to detect. From 9 to 10 and consumption moves into stage two. Left untreated, latent consumption never leaves stage one unless the victim suffers any other affliction. If this occurs then the DM re-rolls another 1d10 (as above).

STAGE TWO - Days 1 to 30: The disease can now be diagnosed. The victim suffers **MUSCLE ACHE, FEVER,** severe full body **FATIGUE** and bloody **COUGHING** fits.

STAGE THREE - Day 31+: The victim faces **SHORT OF BREATH** as the disease attacks the lungs. Performing more than light physical activity requires a STUN save. Instead of being stunned, failing causes the victim to suffocate for 1d6 rounds. Standard rules apply for reaching death state from this damage.

ACTIVATION & TREATMENT: Latent consumption successfully activated by the presence of another affliction sends it directly into stage two. Applying three doses of Vermilion Opiate, once every four days, is one of few cures known to work in all three stages. This treatment is considered dangerous (see remedies). *Cleansing Ritual cannot cure this affliction at stage three.*

Catriona (The Black Death) - Diagnoses: First Aid DC 15 | Healing Hands DC 10

“Most confuse it with Sweating Sickness, others prescribe remedies for dysentery... at first we even thought it the old elvish swamp fever, an illness lost long ago to obscurity. The brutality of time has taught us little of this plague. Catriona kills everything it touches, there were no spell by mage or cure by man that could end this epidemic of the ages until the mage known as Keira Metz discovered a cure (After the events of *The Witcher 3*).” - *Dr Conhak, Author & Redanian Doctor.*

Danger: Lethal
Threat: 35%

DETAILS: Catriona is death. With an absolute mortality rate, this plague devastates villages and towns in a matter of days. Spread by vermin, through physical contact and exposure to bodily fluids, there is only one cure for this fatal disease.

STAGE ONE - Day 1: Within hours of contracting Catriona the victim suffers **HEADACHE, FEVER** and **MUSCLE ACHE**. Symptoms soon spiral out of control as the victim starts **COUGHING** blood, quickly becoming dazed and **DISORIENTATED**.

STAGE TWO - Day 2: With barely any rest the night before, the victim is now gripped by **FATIGUE** and **STOMACH PAIN**. As the immune system is stripped apart, puss filled **SCABS & SORES** form swiftly under the arms and between the legs thus causing intense **ITCHING**. In their last few hours, the victim suffers **SHORT OF BREATH** and slips into a coma from septic shock.

STAGE THREE - Day 3:

DEATH

TREATMENT AND PREVENTING THE SPREAD: There is only one cure for Catriona, the Metz Elixir. Contact with the afflicted should be kept to an absolute minimum and upon their death, the body (and all their belongings) should be burned immediately. *Cleansing Ritual cannot cure this affliction at any stage.*

Illustration from The Witcher game



Remedies

Exhaustion

Some methods of treatment, such as Leechcraft and Vermilion Opiate, cause, or have a chance to cause, **Exhaustion**.

Exhaustion reduces all of the targets stats by 1 (with the exception of LUCK) for 1d6 days. These effects can stack, with the duration reset and re-rolled for, on obtaining additional levels of exhaustion. No core stat can ever be reduced lower than score of 1.

Exhaustion can be implemented when using an *Endurance* check to decide if a character suffers from forgoing sleep, staying awake for long periods at a time or being without food for a long time. Disregard the duration roll if used in this way, allowing the target to recover once they manage to complete a full rest.

Succubi Tears

The lustful madness suffered from mistreatment with Succubi Tears need not be controversial or make your players feel uncomfortable. Passion and lust come in many forms, not only in the act of sex.



Medicated Gear

Equipment with the special **Medicated** property is carefully treated to resist and fight off the threat of contracting afflictions (with the obvious exception to Sepsis and Lice).

A **Linen Breathing Scarf** reduces the wearers threat of contracting afflictions by 5% for one day when dipped in a full bottle of Sterilizing Fluid.

The **Beaked Plague Mask** reduces the wearers threat of contracting afflictions by 10% for one day when the inside of the beak is stuffed with a full dose of Smelling Salts.

Diagrams

Novice Diagrams					
Name	DC	Time	Components	Investment	Cost
Herbal Leaf Tea	11 Alchemy	10 Minutes	Honeysuckle (x1), White Myrtle Petals (x1)	15	27
Hot Soup	12 Alchemy	1/2 Hour	Raw Meat (x1), Beast Bones (x1), Celandine (x1), Wolfsbane (x1)	25	42
Root Wash	12 Alchemy	1/2 Hour	Allspice Root (x1), Mandrake Root (x1), Celandine (x1)	25	42
Citrus Skin Salve	14 Alchemy	1/2 Hour	Balisle Fruit (x1) 	35	62
Vermilion Opiate	18 Alchemy	1 Hour		69	125
Metz Elixir*	18 Alchemy	1 Hour	Dark Essence (x1), Genichora Blood (x1), Kraken Poison (x1), Hirikka Bone (x1), Werecat Saliva (x1), Dwarven Immortelle (x1)	N/A	N/A
Linen Breathing Scarf	12 Crafting	20 Minutes	Double Woven Linen (x1), Thread (x2)	29	110
Beaked Plague Mask	17 Crafting	1 Hour	Leather (x2), Thread (x4), Draconid Leather (x2), Glass (x2)	194	850

Head Armor

Name	SP	Avail.	AE	Effect	EV	Weight	Price
Linen Breathing Scarf	3	C	0	Medicated	0	0.5	60
Beaked Plague Mask	5	P	1	Restricted Vision, Medicated	1	2	390

Herbal Leaf Tea

This herbal infusion both soothes and restores lost energy. When drunk, soon after brewing, this tea removes symptoms of **STOMACH PAIN** and **FATIGUE** for the rest of that day.

Hot Soup

Hot Soup, once consumed, lowers the DC by 2 for any affliction that calls for an *Endurance* check at that stage. The benefits of this effect do not stack with multiple uses.

Root Wash

With the ingredients mashed together and stewed, Root Wash is brushed over the forehead and sore joints to remove **HEADACHE** and **MUSCLE ACHE** for 1d6/2 days.

Citrus Skin Salve

A single application of this acidic skin rub increases the chance to cure lice by 25% in stages one and two. If used on **SCABS & SORES**, this symptom is removed for 1d6 days.

Leechcraft

Leeches bring balance to the four humors. A wound with sepsis, exposed to leechcraft for one hour, is then allowed a single attempt to cure it with *First Aid* or *Healing Hands* (see affliction for DC). Leechcraft can only be applied to a patient once every two days, used more than this and the patient suffers *Exhaustion* from blood loss.

Chort Bezoar

A hard-to-acquire stone the size of a cherry that forms and can be foraged from the stomach of a Chort or Fiend. Swallowing the bezoar whole cures intestinal ailments such as dysentery.

Succubi Tears

Given willingly or taken by force, the tears harvested from a Succubus, and then distributed as a droplet into each eye, are capable of curing sexually transmitted diseases such as Syphilis. If this cure is used on somebody not afflicted by a venereal disease, then they become mad with lust and unbridled jealousy for 1d10 hours, infatuated with the first person they lay eyes on and try to savagely murder anybody else.

Vermilion Opiate

Opiates are powerful, but dangerous, painkillers. Ingesting this drug causes intense euphoria, making the user immune to making any STUN saves (excluding death saves) and removes the negative effects of symptoms currently suffered from an affliction for 1d10 rounds. When the effect runs off, the user suffers exhaustion and must roll a DC17 *Endurance* check to avoid addiction (core rulebook, pg. 32). If this skill check fumbles by 6 or more, the side effects of the drug permanently reduce a random stat by 1 (excluding LUCK and to a minimum of 1).

Linen Breathing Scarf

Wrapping a medicated cloth sheet across your mouth and nose is effective in the north when fighting the risk of contracting an illness. Doctor's learnt the hard way about using sterilizing fluids many years ago and now it's time to put that knowledge to good use.

Beaked Plague Mask

An ominous sight for most, this infamous full faced and hooded mask had glass eye protection and a long stooped beak at the front where the wearer would stuff aromatic smelling salts toward off disease. The Beaked Plague Mask cannot be layered beneath other armor.

*This is merely a suggestion. You can choose any plants or monsters to be the ingredients and your campaign could be all around this elixir. Choose the ingredients based on how hard you want the challenge to be.

Sentient Races

In the Witcher multiverse, there are lots of sentient races with different skills. Here are presented some dynamics to make characters of these races. Some of these are creatures can be called monsters. They are sensitive to silver and the specified oil next to the name.

Vodyanoy (Ogroid)

Vodyanoy, also known as the fishpeople or fish-eyed creatures, are an intelligent race living in underwater cities at the bottom of the Great Sea, where their civilization is most advanced, as well as the Pontar river and its tributaries. They share the ocean with nereids and merpeople, the latter of which they treat with the utmost respect and occasionally fight. Vodyanoy are scaly humanoids with muscular legs that allow them to run nimbly even on dry land. They have spherical bulging eyes described as iridescent and cold, betraying no emotion. On the other hand, their immensely broad maws full of conical teeth tend to resemble a cruel smile. Vodyanoy also have huge combs on their heads which make them look larger. Living deep underwater, vodyanoy absorb oxygen through gills which get dilated when exposed to air. To survive on the surface for longer than few minutes, the vodyanoy wear breathing masks. Inhabiting entirely different conditions, vodyanoy developed an advanced civilization unlike any other. They know the arcana of metalworking, utilizing them to forge swords, spears, axe-like weapons and helmets. Vodyanoy are also fairly efficient masons capable of not only building cities, but also vast steps which lead to them.

Perks

Aquatic

Vodyanoy can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater. But they cannot live out of the water for long without breathing masks. (Vodyanoy characters should start with breathing masks as gear)

Arcana Metalwork

Vodyanoy have metalwork in their culture and have a inherent +3 to Patch Job and the skills in the Forge Master path and to the Crafting and Forgery skills.

Head Comb

Vodyanoy have huge combs in their head that they can make look larger. They can use the Intimidation skill against the Courage of a wild animal to make them escape immediately. When they have their combs enlarged, they have a +5 to Intimidation.

Neurotoxins

When doing a punch or kick attack, the target has to make a DC:16 Endurance check or suffer a -1 penalty to REF, DEX and INT for 1d10 rounds.

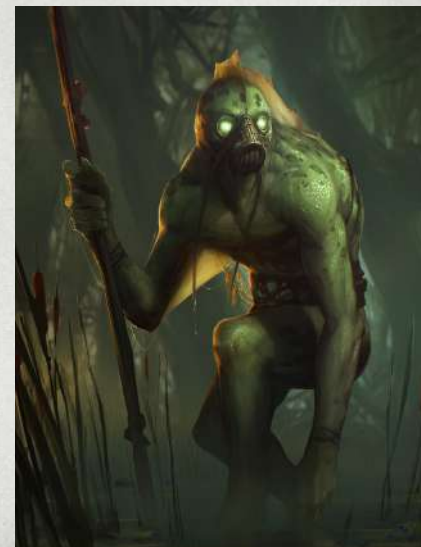
Professions

Some of the professions are not coherent with some of the races, like a rock troll mage or a merchant dryad, but none are appointed here. GM is to be checked about these things and some research on the fandoms is recommended to know some things are possible, like dryad mages and craftsman vodyanoy.

Religion

They worship many deities and take religion very seriously. Two of such deities were the powerful Lady of the Lake and her enemy Dagon, a cruel being awoken and killed in 1270. Land dwellers know little about the majority of these cults and what is known inspires fear in them. Vodyanoy hold their priests, capable of using magic which they believe to come from deities of the deep, in high esteem. Vodyanoy are also worshipped themselves as the Water Lords by a small human cult.

Territory	Vodyanoy	Dryad	Nereid	Naiad	Merpeople
The North	Hated & Feared	Hated	Hated & Feared	Hated & Feared	Hated & Feared
Nilfgaard	Hated & Feared	Tolerated	Hated & Feared	Hated & Feared	Hated & Feared
Skellige	Hated & Feared	Hated	Hated & Feared	Tolerated	Hated & Feared
Dol Blathanna	Feared	Tolerated	Tolerated	Tolerated	Hated & Feared
Mahakam	Hated & Feared	Tolerated	Tolerated	Tolerated	Hated & Feared





Dryad (Man at Arms) from Gwent: The Witcher Card Game

Dryad (Mage) from Gwent: The Witcher Card Game and Diego de Almeida Peres

Dryadd (Doctor) by Anna Podedworna

Magical Traits

The relation between dryads and magic might be very strong, though the Sources are practically absent among members of this race. The Water of Brokilon often activates the magical abilities in young girls, in similar way the witcher mutagens do it in witchers.

Nymph Procreation

Nymphs are exclusively female and use males of other humanoid races only for mating purposes, taking strong ones to pass their traits onto their children. While it might seem a pleasant occasion for some jovial men, nymphs take mating very seriously. Even though some of them may form romantic relationships, they mostly perceive males as a mean of procreation. Because of this, they may sometimes grumble about witchers and other infertile males. Apart from the sexual encounters, a nymph can be made by mutating a child of different race through drinking mutagenous substances like the Water of Brokilon. While originally such fate was rather rare, wars with humans forced nymphs to be less benign. Should any young girl wander into their forest, be her a peasant's child or even a princess, she is subjected to transformation.

Dryads (Relict)

Dryads, also known as eerie wives by humans and Aen Woedbeanna in Elder Speech, are the nymphs of woods, concentrated primarily in their forest realm of Brokilon. Born through sexual contacts with other races or transformed by Water of Brokilon, they are exclusively female and their descendants remain so for many generations even without drinking the Water. Dryads tend to have a slender and small build. It is generally impossible to distinguish a naturally born dryad from the transformed one; only older girls who became dryads after 10 or up can be recognized due to lack of distinct dryad sweat which smells like willow's leaves. The hair is typically chestnut, green or red and is often dreadlocked. Born dryads rarely have blond hair or blue eyes, but these can be inherited from human or elven fathers. Their skin tones can be described as similar to humans, though often take on forest-like tints of olive, chestnut, red or green. At some occasions however they may appear entirely green. The exact shade is often unclear due to Brokilonian habit of painting skin into camouflage patterns by scouts and sentinels, as well as wearing clothes patched up out of their natural surroundings, like leaves and twigs, which help them to blend into the forest. Dryads living in settlements in the heart of the forest, like Queen Eithné, tend to wear more fanciful dresses.

Perks

Archery

Dryads train with bow and arrow from birth and have a inherent +2 to their Archery skill and can draw and string a bow without taking and action.

Forest Born

Dryads are born and raised in the forests. For that, they have a inherent +2 to their Wilderness Survival skill and have a bonus +5 to Stealth when in forests. Once a week, Dryads can also use the Shape Nature at normal STA cost and invoke any type of treat. They also are able to use nature around to heal and thus have the Healing Hands skill.

Natural Attunement

Dryads have a deep magical bond with nature itself. Dryads do not disturb animals, meaning that any beast they encounter is considered friendly and will not attack unless provoked. Dryads also automatically find any plant substance rated as poor availability (or lower) that they are seeking, as long as the substance would occur naturally in the surrounding terrain.



Recent transformed dryad by Anna Podedworna

Nereid (Relict)

Nereids are the nymphs of the sea, found primarily in the Great Sea ocean, where they form an underwater society together with merpeople and sea witches. As in the case of other nymphs, they are exclusively female, but it is unknown whether do they have a mutagenous substance similar to the Water of Brokilon used by dryads. One thing that makes them stand out near rusalki, their close kin found in lakes and rivers, is nereids' bluish or sea-greenish skin tone and often likewise hair. As other nymphs, nereids are attractive to humans, who sometimes depict them in erotic art along with the mermen. Sea nymphs rarely possess notable magical abilities, but can easily counter offensive spells targeted at them, as well as some mental attacks. They are, however, less resistant in this area than their naiad cousins.

Perks

Amphibious

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

Ocean Born

Nereids are born and raised in the open ocean. For that, they have a inherent +2 to their Wilderness Survival skill and have a bonus +5 to Stealth when in seas. Once a week, nereids can also make a DC: 25 Spell Casting check to invoke a kraken when in ocean. It does not attack nereids or their friends.

Natural Attunement

Nereids have a deep magical bond with nature itself. Nereids do not disturb animals, meaning that any beast they encounter is considered friendly and will not attack unless provoked. Nereids also automatically find any plant substance rated as poor availability (or lower) that they are seeking, as long as the substance would occur naturally in the surrounding terrain.

Naiad (Relict)

Naiads, more commonly known as rusalki, are the nymphs of lakes and rivers. Like their wood cousins, dryads, they are exclusively female and sometimes said to kidnap human girls to transform them into more nymphs, though they prefer more traditional ways of reproduction. Physically fit and agile, naiads are considered attractive by both humans and elves. They have long, usually black or green hair. Their skin tones range from alabaster white to almost greenish; Black-haired and white-skinned rusalki may be sometimes confused with much more dangerous bruxae. Water nymphs, as all others, are perfectly adjusted to their environment. Perhaps, most distinct such feature are the membranes between fingers that some of the naiads have, allowing them to swim even more easily. Such connection has its drawbacks however; rusalki must spend most of the time in or near fresh water as staying on dry land for too long would make them dry up and suffocate.

Perks

Aquatic

Naiads can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater. But they cannot live out of the water for long.

Water Born

Naiads are born and raised in lakes and rivers. For that, they have a inherent +2 to their Wilderness Survival skill and have a bonus +5 to Stealth when in lakes. They have a deep connection with magic and thus naiad mages have +3 to their initial Vigor.

Natural Attunement

Naiads have a deep magical bond with nature itself. Naiads do not disturb animals, meaning that any beast they encounter is considered friendly and will not attack unless provoked. Naiads also automatically find any plant substance rated as poor availability (or lower) that they are seeking, as long as the substance would occur naturally in the surrounding terrain.

Nymphs Seduction

All nymphs are very attractive to humans and elves. Dryads, nereids and naiads have a +5 Seduction against any human and elf that is attracted to women.



Nereid (Mage) by Reiko Murakami

Telepathy

Naiads are excellent telepaths and telepaths, basically immune to all kinds of mental attacks. They are also able to charm people and counter several offensive spells. The most powerful rusalki may command waters of their lake at will, causing miniature storms in which they drown their opponents.



Naiad by AvantFae on Deviant Art

Language

Merpeople, like nereids and sea witches who live with them, use an euphonious version of the Elder Speech, which puts a great emphasis on melodiousness and intonation. It is said to be related to the dialect used by drvads of Brokilon.



Triton (Noble) from Mobius Final Fantasy



Mermaid (Mage) by Caroline Gariba



Sea Witch (Mage) from Spirit of the Sea Witch

Merpeople (Hybrid)

Merpeople are a race of intelligent underwater humanoids in the Great Sea. Males are called mermen or tritons, while females are known as mermaids. Merpeople are a race resembling a half-human (male or female) with fins and a fish's tail in appearance. The females are similar to nymphs and are very beautiful. So beautiful, in fact, that their graces are a subject of many sailor songs. They are described as having flowing celadon-green hair, light green nipples, and long fishtails covered in scales. They are able to breathe air, but can stay above water only for short periods of time because the sun hurts their skin. Merpeople are often confused for siren/nixa; a vicious monster. A notable difference though is that sirens have large, bat-like wings while merpeople are far more peaceful and always wingless. They appear to wield mysterious power and rule the undersea world. Even vodyanoy respect them. Furthermore, they can summon the dreaded krakens if the need arises. They train dolphins and sharks as mounts in a manner similar to how surface-dwellers train horses. Tritons are alluded to have good relations with hippocampi as well.

Perks

Aquatic

Merpeople can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater. But they cannot live out of the water for long without transforming.

Water Mount

Merpeople can make a Wilderness Survival check to call on a marine animal to use as mount. Dolphins have a DC:10, sharks have a DC:15 and hippocampi have a DC:20.

Transformation

Merpeople can change form on land and take no penalties for movement on land.

Ocean Born

Merpeople are born and raised in the open ocean. For that, they have a inherent +2 to their Wilderness Survival skill and have a bonus +5 to Stealth when in seas. Once a week, merpeople can also make a DC: 25 Spell Casting check to invoke a kraken when in ocean. It does not attack merpeople or their friends.

Sea Witches (Hybrid)

A sea witch or marine sorceress are term used to refer members of an intelligent sea race forming an underwater society together with nereids and merpeople. Fucusyas seem to fill a role analogous to Nordling and Nilfgaardian magic users. These marine sorceresses are highly esteemed by other inhabitants of the sea and are reportedly more skilled than human mages in terms of mutating or transforming living creatures: they can change a human into mereperson or otherwise without a pain which would occur when a human mage does a similar attempt.

Perks

Amphibious

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

Ocean Born

Sea Witches are born and raised in the open ocean. For that, they have a inherent +2 to their Wilderness Survival skill and have a bonus +5 to Stealth when in seas. Once a week, Sea Witches can also make a DC: 25 Spell Casting check to transmute a creature into other of the same type with a STA cost of 25 (DC:30 to Hard creatures).

Transformation

Sea witches can change form on land and take no penalties for movement on land.

Magic Connection

Sea witches have a deep connection with magic and thus Sea Witches mages have +5 to their initial Vigor.

Ogre (Ogroid)

Ogres are big, brutish humanoid, praised for their brawn, but not their intelligence. They are the archetype that the monster category of ogroids is based upon. They have prominent tusks, as several half-ogre hybrid creatures feature these.

Perks

Night Vision

Ogres are adapted to see in the dark and take no penalties for seeing in dark places, but they take penalties to see in daylight.

Inhuman Strength

Ogres are stronger than other humanoids. They have a inherent +3 to their BODY.

Exceptionally Dumb

Ogres are way dumber than an average humanoid. They have a -4 to their INT. This cannot bring INT below 1. They cannot have their INT stat above 6.

Natural Armor

Ogres have a thick skin and it gives 5 extra points of armor. This does not function as layering armor and cannot be added, you add 5 points. This characteristic gives them a permanent EV of 2.



Ogre (Criminal) by Diogo Carneiro

Sylvans (Relict)

Sylvans, also called willowers, deovels, devils, pucks, or yakshas are exceedingly rare humanoid species of intelligent herbivores. Sylvans resemble a human with goat's horns on their heads, hairy legs with cloven hooves, and tails with tassel at the end. Because of the horns, they are referred to as deovels or devils by superstitious peasants, a nomenclature that sylvans are not particularly fond of. In general, sylvans aren't seen as a threat by humans and are accepted as harmless. They are playful and they love tricks and pranks of physical nature, as well as riddles, more than anything else in life. Despite this, however, they are also helpful creatures that fertilise fields, scare birds away, voluntarily watch over turnips and eat caterpillars. Sylvan value peaceful resolution, when caught between the conflict of elves and humans, and despise bloodshed.

Perks

Silver Tongued

Sylvans have an inherent +3 to Deceit skill.

Foul Stench

Sylvans can release a truly foul odour. Any creature within 3m of the sylvan must make a DC:18 Endurance check or suffer from **nausea** when this ability is used.

Crushing Force

All sylvan's melee attacks have the Crushing Force ability and their Kick and Punch attacks deal an extra 2d6.

Glutton

Sylvan are treated as addicted to both good food and strong alcohol.

Natural Attunement

Sylvans have a deep magical bond with nature itself. Sylvans do not disturb animals, meaning that any beast they encounter is considered friendly and will not attack unless provoked. Sylvans also automatically find any plant substance rated as commonly availability (or lower) that they are seeking, as long as the substance would occur naturally in the surrounding terrain.

Different Biology

You can use as a optional rule an extra 5 to the DC of doctor that don't know the biology of a very different race. For example, a human doctor is able to cure and patch elves and nymphs easily, but could have some roubles with vrans or vodyanoy.

Territory	Sea Witches	Ogres	Sylvans	Rock Troll	Unicorn
The North	Hated & Feared	Hated & Feared	Tolerated	Tolerated	Tolerated
Nilfgaard	Hated & Feared	Hated & Feared	Feared	Tolerated	Tolerated
Skellige	Hated & Feared	Hated & Feared	Feared	Tolerated	Tolerated
Dol Blathanna	Feared	Hated & Feared	Tolerated	Tolerated	Equal
Mahakam	Hated & Feared	Hated & Feared	Tolerated	Tolerated	Tolerated



Sylvan (Criminal) by Necipean Karakus



Rock Troll (Man at Arms) by Paul Spitzyn



Unicorn (Mage) by Jonas Åkerlund

Rock Troll (Ogroid)

Rock trolls are an ogroid race that can communicate with humans and non-humans on a basic level. While they don't appear to be as advanced as other races, their ability to use Common Speech has meant various groups have them do jobs on occasion, usually in the form of guarding over something due to their brute strength. Just like other races though, some are outright hostile and can't be reasoned with.

Perks

Inhuman Strength

Rock Trolls are stronger than other humanoids. They have an inherent +3 to their BODY but they have a -3 to their SPD. Rock Trolls cannot use kick, but they have a +3d6 to their punch damage.

Thrown Boulders

Rock Trolls can throw boulders or other bits or rubble that do 5d6 damage. These boulders have a range of 16m. Rock Trolls can only use melee weapons.

Exceptionally Dumb

Rock Trolls are way dumber than an average humanoid. They have a -4 to their INT. This cannot bring INT below 1. They cannot have their INT stat above 6.

Natural Armor

Rock Trolls have a rocky back and it gives 20 points of armor that gives **piercing**, **bludgeoning** and **slashing** resistance (take half damage) and their thick skin gives it 5 points of armor without resistances. This does not function as layering armor and cannot be ablated. Rock Trolls cannot use torso or leg armor.

Unicorns (Relict)

What one can perceive as an unicorn or one-horns is in fact a member of a race of sentient multi-dimensional beings who are able to traverse the Multiverse. They are known to observe doings of less advanced species. They look like horses with a single, often spiral horn in the middle of their foreheads. They use telepathy to communicate with each other and sometimes with other races. Unicorn horns are universal antidotes to poison and can be used to detect poisons as well. They also change color with age. Divided into herds, unicorn society is specifically organized and led by a council of elders. Unicorns tend to communicate via simple communicates like "confirmation" or "negation" and refer to members of less advanced races as "Beings". They vehemently despise those who use Power and usually kill those who they perceive as the most dangerous. There are however cases when they help or guide lesser beings in fulfilling the Destiny, though the reasons they do it are usually unknown. One such event occurred when a black unicorn led Viduka to the rock where he would later found his capital. Unicorns greatly dislike the Aen Elle who forced them to open the gates between worlds so that they might massacre humans from other worlds. They can move between parallel realities, and they may also move through time (fourth and fifth dimensions). The legends that suggest unicorns can only be captured by virgins are false. In reality, they simply despise evil and so, avoid it. They usually appear to people with a good heart.

Magical Nature

Being magical creatures, unicorns have an inherent +3 to WILL and Spell Casting.

Multiversal Portal

For the purposes of character lore, a unicorn character can have a weakening event, like a wound, so they cannot use the multiversal portals in the beginning of the game.

Perks

Telepathy

Unicorns can telepathically communicate with any one creature within 20m of them without taking an action.

Multiversal Travel

Some beings of Elder Blood, like Ciri, unicorns and Wild Hunt Navigators are able to traverse worlds via their innate portal abilities. They do this using a modified version of the Standing Portal spell. It is a mixed element master spells with a 27 STA Cost. This spell opens a portal to a known world or with a object from the world to channel the spell.

Gear

Unicorns cannot wield normal weapons. They have only their hooves and their horn with their statistics listed on the monster sheet in this book. The armors they can wear are described on the Transportation section of the core rulebook.

Horse-like Speed

Unicorns have a body constitution very similar to a horse. For that, they have an inherent +3 to their BODY and SPD stats and a -4 to their CRA.

Vran (Draconid)

Vrans, also called lizard men or lizard-folk, are a race of nearly extinct reptilian humanoids inhabiting the Continent. The typical vran is tall, covered in scales with characteristic ruby-red eyes which cover half of their face and give them infravision: an ability to see heat sources even in absolute darkness. They have venomous fangs which can be used to make their weapon toxic. A typical vran female is distinguished from a man by voice timbre and being slightly shorter. Despite being humanoid, their physiology is entirely different from that of mammalian humanoids. On top of being cold blooded, medics of other races have to study vrans for years to even operate on them. Vrans are calm and cool-headed, much less emotional than other humanoids. Members of the race are startled by the human passion for cruelty, though it's alleged that they lack compassion. Vrans do not normally possess any innate magical abilities, but certain individuals manage to master the Chaos despite natural limitations. These individuals, called Operators or Guardians, possess great power, allowing them to manipulate time and space. Some Nordlings had a conspiracy theory which attributed a doppler-like polymorphism to vrans or at least a caste of them, an ability which they supposedly used to impersonate influential individuals including Emhyr var Emreis. This is likely nothing more than a superstition. While most of the vrans living near humans speak Common Speech fluently, they have their own language. Many aphorisms contributed to vrans and translated to Scholar are popular in academic society. Vrans do not worship any deities – they believe that only the life they are living right now matters. For this reason, they venerate the life as the sanctity most high, because if there is nothing but life, taking it away from anyone and therefore making the joy of it no longer possible is unthinkable.

Perks

Poisonous

Vran have venom glands that they can use to poison weapons and add a 25% chance of poison, to extract to poison food or drinks or collect venom extract (1 unit per usage). Vran can use venom up to 5 times per day.

Bite

Vran have an inherent weapon called Bite that does 2d6 damage and has a 75% chance of causing **poison**.

Cold Blooded

Vrans are highly affected by temperature. When it is hotter than average, their metabolism is higher and they gain a +2 to REF, DEX and SPD, but when it is colder they have a -2 to those same stats.

Infrared Vision

Vran have a +5 to Awareness checks against creatures with heat signature and take no penalty for pitch black and dim light when fighting creatures with heat signature.

Dulled Emotions

Vran are born without empathy or compassion. They don't have to make Courage checks against Intimidation, but they have a -4 to their EMP. This cannot bring EMP below 1.

Vran Warriors

There is also an entirely separate sub-race or breed called "Vran Warriors", who have smaller eyes, much more intimidating posture and large tails, making them more similar to vigilosaurs than common humanoid-like, bipedal vrans. They are sometimes shown on vran monuments.



Vran (Mage) by Vablo on Deviantart



Vran (Noble) from custom-gwent.com

Territory	Vran	Leprechaun	Werebbubb
The North	Hated & Feared	Hated & Feared	Hated & Feared
Nilfgaard	Hated & Feared	Tolerated	Hated & Feared
Skellige	Hated & Feared	Tolerated	Hated & Feared
Dol Blathanna	Tolerated	Equal	Tolerated
Mahakam	Tolerated	Equal	Equal



Vran (Man at arms) from custom-gwent.com

Leprechaun (Merchant) by Murka - Slots Era



Playing as a Therianthrope

If you choose a humanoid race (like human, elf, halfling, etc.), you could start the game with a therianthrope curse using the core rulebook rules, which are repeated in this book in the Therianthrope sheet.



Werebbubb (Peasant) from The Witcher Fan Art Thread

Leprechauns (Ogroid)

Leprechauns are a race of short forest-dwelling humanoids. They have friendly relations with the dryads and live beside them in Brokilon. They are shoemakers-hobbyists. Not a tall creature, the leprechaun can be easily confused with 10 years old human child when looked at from a distance. A better look reveals brown, wrinkled skin and visage resembling a young gnome. Leprechauns are merry, clever and quick, while at the same time sly and malicious rogues. They are also crafty and often seen working on a shoe, which is all the more interesting as it's always over one, but never pair. Even though the leprechaun is witty, it pays to try to outsmart him as each of them is in possession of an ingeniously hidden pot full of gold. In the old days, leprechauns used to bury such a pot where the arc of the rainbow ended. But because humans - even those stupid - knew about this custom, leprechauns changed it and now they hide the treasure more cleverly.

Perks

Nimble

Leprechauns are naturally nimble and dexterous people. They gain a inherent +1 to their Athletics skill.

Pot of Gold

Leprechauns accumulate gold over time. You start the game with 500 crowns x 1d6.

Lucky

Leprechauns are exceptionally lucky by nature. You start the game with a lucky shoe and while you have this item you have extra 7 points of LUCK. If you lose this item you lose the points but their are not transferred.

Werebbubb (Ogroid)

Werebbubbs, bobolaks or bogeymen are a nonhuman race of short stature, covered in fur. Despite the name, they aren't shapeshifters. Once spread across the highlands between the rivers Sylte and Tango, werebbubbs were almost wiped out. Only a few had been assimilated and by the 1250s, many retreated to Mahakam or more remote hills and ravines. Slightly taller than a dwarf, werebbubbs are of a tiny figure. Their bodies are covered in thick fur, brown or black, gradually turning white or ashen with advanced age. Concealed in the furry face are pointed teeth and two small, glittering eyes. Less efficient sight is compensated by perfect hearing. Sharp claws on werebbubb hands can serve as weapons. Physically stronger than humans, werebbubbs have metabolism abiding by utterly unique rules. It allows them to endure even the gravest wounds by monstrosities like koshchey, although finding a medic outside their own can prove difficult. Moving with the agility of an ape, werebbubbs make excellent trackers and hunters. The race values courage. Werebbubbs are proud of being different from humans and fond of rocky massifs. They are kindred of dwarves and gnomes in this regard, though, unlike the two races, they do not extract the earth's riches. Their attempt to stop humans from doing so within werebbubbs' mountain homes was what sparked the conflict that nearly got them exterminated. Overall, werebbubbs are a calm and industrious folk, living off of what nature gives them and repaying in kind.

Perks

Herbivores

Werebbubbs usually eat wild plants and tree barks. They can use a hour in environments that have those to eat, without the need to use items of food.

Ape-like Agility

Werebbubbs have a inherent +1 to REF, SPD and Wilderness Survival.

Exceptional Courage

Werebbubbs value courage immensely. They have a inherent +3 to their Courage skill.

Night Vision

Werebbubbs operate in areas of dim light with no penalties.

Hamadryad (Relict)

Hamadryads are dryads who have the deepest connection with the forest and form a life-long mental bond with a given tree. As in the case of normal dryads, their descendants remain female, even generations later without drinking the Water of Brokilon. The bond between the hamadryad and her tree makes drawing Power from earth and air easier for her. Because of it, hamadryads are the most powerful sorceresses amongst dryads and some of them may have mastery over magic comparable even to that of human archmages. These sorceresses usually accompany dryad sentinels at borders of Brokilon, helping to fight off the invaders with such spells as the terrific Earthen Maw. Hamadryads are excellent healers, skilled in use of conynhaela and knitbone. They are also able to influence the growth of plants so that they take shape of huts and houses where other dryads can live in comfort. The most skilled ones are able to create treants. Despite all these possibilities, the bond have also a drawback: when the tree dies, its hamadryad goes insane and usually follow it not much later. The same effect might occur when a hamadryad leaves the region where her tree grows. Hamadryads do not form a separate culture of their own. Instead, they live either with other dryads or with less-prejudices humans. Many of them live alone in the wild, as the last guardians and keepers of given tree. As the other dryads, hamadryads are usually short and slender. Their skin tones may take tints of olive, chestnut, green or red, but sometimes it appears to be green. While similar to humans, hamadryads and their descendants have some "weird" physical features that allow to recognize them among normal dh'oine.

Perks

Archery

Hamadryads train with bow and arrow from birth and have a inherent +2 to their Archery skill and can draw and string a bow without taking and action.

Forest Born

Hamadryads are born and raised in the forests. For that, they have a inherent +2 to their Wilderness Survival skill and have a bonus +5 to Stealth when in forests. Once a week, Hamadryads can also use the Shape Nature at normal STA cost and invoke any type of treant. They also are able to use nature around to heal and thus have the Healing Hands skill.

Natural Attunement

Hamadryads have a deep magical bond with nature itself. Hamadryads do not disturb animals, meaning that any beast they encounter is considered friendly and will not attack unless provoked. Hamadryads also automatically find any plant substance rated as poor availability (or lower) that they are seeking, as long as the substance would occur naturally in the surrounding terrain.

Magic Connection

Hamadryads have a deep connection with magic and thus hamadryads mages have +5 to their initial Vigor.

History

Some legends claim that the origin of dryads, and thus hamadryads, lies in the elven scheme to use enchanted human women in battles against Nordlings. While the dryads were indeed spotted in certain elven ruins as guardians of the nature, according to the dwarves, they were already present on the Continent ages before the arrival of either Nordlings or Aen Seidhe. There are even assumptions that dryads, especially hamadryads, came here as early as the first trees, thus grouping them among the earliest colonizers of the world. Hamadryads hated dwarves for harming forests, and the dwarves perceived them as savage barbarians like other nymphs. They perceived the elves better as they shared their love for the nature, even if elves sometimes tended to shape it to their will.

Territory	Hamadryad	Leimoniad	Oread	Succubi	Knockers
The North	Hated	Hated	Hated	Hated & Feared	Hated & Feared
Nilfgaard	Tolerated	Tolerated	Tolerated	Hated & Feared	Hated & Feared
Skellige	Hated	Hated	Hated	Hated & Feared	Hated & Feared
Dol Blathanna	Tolerated	Tolerated	Tolerated	Tolerated	Hated & Feared
Mahakam	Tolerated	Tolerated	Hated	Hated & Feared	Hated & Feared

Hamadryad (Mage) from Gwent: The Witcher Card Game



Leimoniads (Relict)

Leimoniads were nymphs of the meadows, nowadays practically extinct because of wars with humans. As elves never cultivated the fields, they accepted leimoniads as meadow ladies and had no conflicts with them.

Perks

Telepathy

Leimoniads are excellent telepaths and telepaths, basically immune to all kinds of mental attacks. They are also able to charm people and counter several offensive spells.

Meadows Born

Leimoniads are born and raised in open fields. For that, they have a inherent +2 to their Wilderness Survival skill and have a bonus +5 to Stealth when in meadows.

Natural Attunement

Leimoniads have a deep magical bond with nature itself. Leimoniads do not disturb animals, meaning that any beast they encounter is considered friendly and will not attack unless provoked. Leimoniads also automatically find any plant substance rated as poor availability (or lower) that they are seeking, as long as the substance would occur naturally in the surrounding terrain.



Leimoniad from beyondheroes3.tripod.com

Oread (Relict)

Oreads were nymphs of the mountains, nowadays practically extinct because of wars with humans. Before human arrival, Aen Seidhe elves accepted oreads as ancient highland guardians and mostly ignored them.

Perks

Telepathy

Oreads are excellent telepaths and telepaths, basically immune to all kinds of mental attacks. They are also able to charm people and counter several offensive spells.

Mountains Born

Oreads are born and raised in mountains and caves. For that, they have a inherent +2 to their Wilderness Survival skill and have a bonus +5 to Stealth when in rocky environments.

Natural Attunement

Oreads have a deep magical bond with nature itself. Oreads do not disturb animals, meaning that any beast they encounter is considered friendly and will not attack unless provoked. Oreads also automatically find any plant substance or mineral rated as poor availability (or lower) that they are seeking, as long as the substance would occur naturally in the surrounding terrain.



Oread (Mage) from Wizards of the Coast

Succubi and Incubi (Hybrid)

A succubus (female) or incubus (male) is a creature, sometimes considered "a demon", looking like a highly attractive human being seducing real humans, first appearing in dreams from time to time, then physically, and is interested only in men that have already come of age. Neither succubi nor incubi are particularly violent, though they draw energy from the men and women to sustain themselves, often until the point of exhaustion or death of the victim.

Perks

Insatiable Lust

A succubus is in a near constant state of lust. A succubus's Resist Coercion base is considered to be an 8 when resisting the charms of anyone they could feasibly bed down with. If the succubus feels threatened or has been openly attacked by a creature, their Resist Coercion base returns to normal. They also have a +3 to EMP and Seduction

Fire Magic

Succubi can use the Burst of Flame and Fire Ball abilities described on the monster sheet.

Natural Weapons

Succubi have thick horns on their heads that they can use to attack. They use the Melee attack at a -3 (Strong Attack) to make an Headbutt attack causing 5d6 damage and Stun (-2).

Crushing Force

All succubi melee attacks have the Crushing Force ability and their Kick and Punch attacks deal an extra 2d6.

Magical Mind

Succubi are immune to magical charms.



Succubi (Bard) from The Witcher 3

Knockers (Ogroid)

Knockers, also known by several different names including knacker, coblynau, bucca, polterduk, karkorios, rübezahl, or pustecki, are a larger and stronger breed of kobolds, even though they are rarer. They inhabit various adits, grooves, precipices, chasms, dark cavities, burrows, delves, grottos, caverns and rocky heaths. Their existence in the area is always evidence for the presence of wealth hidden in the ground, such as ores, minerals, salt or petroleum. Considered as the malicious rogues and pests, and the real scourge for miners who they tantalize and haunt by knocking the rocks, steal or destroy sidewalks, mining equipment and all possessions, sometimes even attack them but stop at a few bruises. However, miners can get at them by utilizing food and alcohol.

Perks

Bounding

Without taking an action, a knocker can get down on all fours to raise its SPD to 12. This changes the knockers run to 36 and its Leap to 7. While on all fours, the knocker cannot use its hands for anything.

Cave Born

Kobolds have the Night Vision and Scent Tracking abilities naturally.

Drawn To Ore

A knocker has a special sense for finding ore. By taking an action, a knocker can automatically find any Everywhere or Common mineral or ore that would naturally appear in the region. Knockers also gain a +3 bonus to find minerals or ores when foraging.



Knocker from A Witcher's Journal

Godling (Relict)

Godling is a rare being capable of communicating in the common tongue. They typically resemble a human child, except they have big bright eyes and pale blue skin. Some godlings are known to tattoo themselves and they wear little when it comes to clothes apart from some adornments. Godlings usually live in woody and swampy areas, and aren't afraid of living close to monsters like drowners. They can be hurt (or killed) by an herb called Burdock.

Perks

Natural Abilities

Godlings can naturally use the Night Vision, Spoil Food and Weave Nightmares described on the monster sheet.

Speak with Animals

A godling can communicate basic idea to beasts and other animals. This allows the godling to give basic commands to animals, using Persuasion as if it were speaking with another sapient creature. The animals can resist the persuasion with their Resist Magic. Dimeritium Bombs negate this ability.

Natural Attunement

Godlings have a deep magical bond with nature itself. They do not disturb animals or monsters, meaning that any beast or monster they encounter is considered friendly and will not attack unless provoked. They also automatically find any plant substance rated as poor availability (or lower) that they are seeking, as long as the substance would occur naturally in the surrounding terrain.

Burdock Weakness

Burdock is poisonous to godlings. If burdock gets into the bloodstream of a godling (via a burdock-coated weapon or ingestion), the godling becomes poisoned and must succeed at an Endurance check (DC:18) to end the condition. A godling also cannot stand the smell of burdock and must make an Endurance check (DC:14) to remain in within 20m of burning burdock.



Godling by Marta Dettlaff



Human (Noble) by Katarzyna Bekus

Rivalry

Gnomes are reported to be peculiarly hated by kobolds and are in constant state of war with them in some areas. Hearing fuss in the deep, Mahakaman gnomes are able to evaluate whether the trouble is caused by kobolds or not. Members of the gnomish race inhabiting Tir Tochair seems to have less problems as they don't have an army.



Gnome (Merchant) from Gwent: The Witcher Card Game

Gnomes (Humanoid)

Gnomes are an old and noble race, one of the Elder Races, which came to be the first to populate the northern part of the Continent. They are related to dwarves with whom they peacefully coexist. In the Northern Kingdoms, many gnomes live in Mahakam alongside dwarves, while the majority of those south of the Yaruga inhabit the Tir Tochair mountain range. Few other gnomish former settlements can be found throughout the realms e.g. the Citadel on Mount Cremora and an abandoned underground town beneath the modern-day Maribor. They are gifted alchemists, jewelers, smiths, and metallurgists known for making swords of the highest quality. Gnomes are shorter and weaker than dwarves, but just as resilient and more agile. They are easily distinguished from dwarves and halflings by their more slender shape of a body, exceptionally long noses and pointed teeth. Another defining factor is a beard. Unlike dwarves who always have beards, gnomes either cut theirs short or don't have them at all. Even an exceptionally large and strong gnome with a well-groomed beard cannot be confused for a dwarf because of aforementioned noses which are twice as long as those of other races.

Perks

Crafter's Eye

With their eye for fine detail and appraisal it is hard to bluff a gnome. Gnomes have an inherent +1 to their Business skill.

Great Craftsman

Gnomes have a inherent +2 to Alchemy and Crafting Skills.

Sense of Smell

Due to their heightened sense of smell, gnomes gain an inherent +1 to their Awareness skill, as well as the ability to track things by scent alone.

Kobolds (Ogroid)

Kobolds, also known as hobolds, are small humanoids with dog-shaped faces that dwell in wild forests and various types of underground caverns. An exceptionally large and stronger breed of kobolds are most commonly known as knockers. Apart from height and breadth, one obvious difference between the two goblin species is that a knocker is hairier and always grows a huge beard that tangles with time, which ordinary kobolds do not as a rule. Some of kobolds living near human villages are thought to wear red hats. Knockers are especially fond on hooch and other alcoholic beverages. Mountain kobolds are organised in tribes. They wear leather and fur clothes and are armed with yatagans, cudgels and light crossbows. More sophisticated than their goblin cousins, they illuminate their habitats with oil lamps and lanterns treating them as a luxurious decoration than the source of light. Being in a constant state of war with gnomes they hate them peculiarly, sometimes keeping gnomish captives imprisoned in wooden cages. Gnomes, on the other hand, learned to evaluate whether the fuss heard in the deeps is caused by kobolds or not.

Perks

Night Vision

Kobolds operate in areas of dim light with no penalties.

Fighting Style

Kobolds train with staves and crossbows from childhood. They have a inherent +2 to Staff/Spear and Crossbow Skills.

Natural Attunement

Kobolds have a deep magical bond with nature itself. They do not disturb animals or monsters, meaning that any beast or monster they encounter is considered friendly and will not attack unless provoked. They also automatically find any plant substance or mineral rated as common availability (or lower) that they are seeking, as long as the substance would occur naturally in the surrounding terrain.



Kobold from Volo's Guide to Monsters (This illustration refers to a Firbolg on D&D and their kobold is a reptile-humanoid, but they are very similar to how The Witcher kobolds look like, so I chose this image)

Goblin (Ogroid)

Goblins are small humanoid creatures found near villages or in the wild. They group themselves in bands and are accepted as sentient despite savage behavior. They are similar to kobolds, but form separate race. A distinct sub-race of goblins known as leprechauns inhabits Brokilon forest. Goblins are short and grow no taller than human children. Though primitive, goblins managed to create their own language. Members of the race Goblins are at least remotely social creatures as they gather in bands and together can make quite a noise. They are savage and mischievous, known to vandalize houses, steal stuff they deem interesting like chickens or mining equipment and generally hinder miners from progressing deeper underground, even attacking them at times. They hate daylight and are active above ground only during the night. They often form bandit parties and warbands along with kobolds, ogres, and orcs.

Perks

Night Vision

Goblins operate in areas of dim light with no penalties.

Mountain Born

Goblins have a inherent +5 to Wilderness Survival when traveling through mountains.

Natural Attunement

Goblins have a deep magical bond with nature itself. They do not disturb animals or monsters, meaning that any beast or monster they encounter is considered friendly and will not attack unless provoked. They also automatically find any plant substance rated as common availability (or lower) that they are seeking, as long as the substance would occur naturally in the surrounding terrain.



Goblin from Wiedźmin: Gra Wyobraźni

Dopplers (Relict)

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. They used to live in the plateau near modern-day Novigrad, but moved to the city itself after it proved to offer more possibilities of survival.

Perks

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 weapons, armor and abilities. 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.

Expert Empaths

Doppler have an inherent +3 to their EMP.

Touch of Silver

Any contact with silver forces the doppler to assume its true form.

Territory	Godling	Gnomes	Kobolds	Goblin	Doppler
The North	Hated & Feared	Tolerated	Hated	Hated	Hated & Feared
Nilfgaard	Hated & Feared	Tolerated	Hated	Hated	Hated & Feared
Skellige	Hated & Feared	Tolerated	Hated	Hated	Hated & Feared
Dol Blathanna	Tolerated	Equal	Tolerated	Tolerated	Hated & Feared
Mahakam	Hated & Feared	Tolerated	Tolerated	Hated	Hated & Feared



Susceptible to Poison

Due to their faster metabolism, trolls take double damage from **poison** and being **poisoned**.



Troll (Craftsman) by Diego de Almeida Peres

Personality

Griggs are vivid and joyful and despite being rather mischievous at all time, pissing in milk, tangling horse manes and exhibiting a marked appreciation for alcohol, they hardly injure someone permanently and tend to not be vicious.



Illustration from The Witcher 1

Troll (Ogroid)

Trolls are giant, humanoid creatures. Trolls possess a certain level of intelligence, and are able to use simple sentences to communicate with humans and amongst themselves, while others are even able to draw or write. They usually reside in the wild, but often are found living under bridges (which they often build themselves) and demand toll from travelers. While witchers used to kill trolls in the past (as some trolls eat or ate human flesh), nowadays often people are used to having a troll around, especially considering that paying the troll is cheaper than maintenance of the bridge. There is a common belief that trolls are petrified by sunlight, but it's not true.

Perks

Inhuman Strength

Trolls are stronger than other humanoids. They have an inherent +5 to their BODY, but they have a -5 to their SPD. Trolls cannot use kick, but they have a +3d6 to their punch damage and the effect Stun (-0).

Thrown Boulders

Trolls can throw boulders or other bits or rubble that do 6d6 damage. These boulders have a range of 15m. If it hits the head or torso, they have to make a stun save at -1. Trolls can only use melee weapons.

Grigg (Ogroid)

A Grigg, or Imp, is a tiny humanoid known on both sides of the Yaruga as a mischievous, but harmless being found in the countryside, forests, and, at times, in underground crypts.

Griggs are quite possibly the smallest of the recognized races. When standing next to a human, they reach to their knee at best and due to this, an unruly child is sometimes called a "foolish imp". Since the height would never allow them to sit on a horse, they mount cats. A grigg is usually fat, has a broad nose and pointed ears and very much likes to wear some sort of hat. The griggs of Murky Waters appear to be divided into two tribes: the so-called "good" tribe and a "bad" tribe. The good tribe inhabits the area between a local bridge to the fields and the riverbank, while the "bad" tribe has taken up residence in one of the deeper chambers of the crypt in the fields. They seem to worship or revere santons, which they treat as chapels and hide their precious cat harnesses in. Another important symbol, standing for joy and friendship, is four-leaf clover – a man who carries it is uninterrupted by griggs during their work. Once upon a time, priests from the Old Erem tried to convert some forest imps, reportedly with little success. A term "pagan imp" is nowadays used by the clergy.

Perks

Night Vision

Griggs operate in areas of dim light with no penalties.

Really Small

Due to their really small size, griggs have a inherent -4 to their BODY and SPD, but a +4 to their DEX and REF. Optionally, a grigg could start with a pet cat, used as mount.

Exceptionally Dumb

Trolls are way dumber than an average humanoid. They have a -5 to their INT. This cannot bring INT below 1. They cannot have their INT stat above 5.

Natural Armor

Trolls have a tough skin and it gives 12 points of armor that gives **piercing** and **bludgeoning** resistance (take half damage). They also are immune to **bleeding Knock-Down**. This does not function as layering armor and cannot be ablated. Trolls cannot use armor.

Natural Attunement

Griggs have a deep magical bond with nature itself. They do not disturb animals or monsters, meaning that any beast they encounter is considered friendly and will not attack unless provoked. They also automatically find any plant substance rated as poor availability (or lower) that they are seeking, as long as the substance would occur naturally in the surrounding terrain.

Half-Elf & Quarter-Elf (Humanoid)

A half-elf is a child of a human and an elf or of two half-elves. Half-elves inherit characteristics of both their parent races, but are treated with distrust and often contempt by both elves and humans. A human with a quarter of elven blood is called a quarter-elf. Like humans and elves, half-elves vary by appearance, with some easier to detect their half-blood status than others. For example, the half-elf Schirru was commonly referred to as a half-elf before his name was even known to others, with a dead giveaway being his eyes: large, almond-shaped, and yellow-green. However, others, like Beatrix of Kovir, were said to display almost none of their elven heritage and even by human standards she was considered ugly.

Perks

Human Heritage

Half-elves have the Ingenuity ability and the Blindly Stubborn, but can use the latter only 1 time per game session.

Elven Heritage

Half-elves have the Artistic ability and automatically find any plant substance rated as commonly available (or lower) that they are seeking, as long as the substance would occur naturally in the surrounding terrain.

Distrusted by All

Half-elves are distrusted by elves and humans alike. For that, they learn to take care of themselves, giving them +1 to Wilderness Survival and First Aid, but have a -2 to EMP.



Half-Elf by Dario Coelho

Mutable Form Skill

You begin the game with the level 1 in Mutable Form and can level it up by spending 20xLEVEL of I.P.s and cannot be leveled up in character creation. For example, from level 2 to 3 you need to spend 40 I.P.s.

Mutable Form Use

One use of Mutable Form is considered to change form and back. You can use a Dragon Type and Creature Type at the same day. For example, you can change to a dragon and to a eagle at the same day and the recharge period passes separately.

Golden Dragon (Draconid)

A golden dragon (Scholar: *Draconis Aurum nobilis*) is a legendary creature considered by most of the experts as myth. It is uncertain whether they form a separate race or are just rare, sterile mutations among more common variants. The legends attribute them several miraculous attributes, of which unquestionably are their magical abilities and changing their forms into any living being. They belch destructive fire and hot steam. The largest specimens reach 20 meters in length.

Perks

Night Vision

Golden dragons operate in areas of dim light with no penalties.

Telepathy

Golden dragons can telepathically communicate with any one creature it can see within a mile of itself without taking an action. This telepathy crosses language barriers and allows the target to respond in their mind, if they choose.

Fire Born

Golden dragons are immune to the effect **fire** on every form, but are not resistant to fire damage.

Mutable Form

Golden dragons have one extra skill. The skill is called Mutable Form. For every level you have in the skill, you have 1 use of each type until the recharge period passes. Dragon Type: You take the Golden Dragon form and the recharge period is every three days.

Creature Type: You take the form of any creature you know and the recharge period is every day.

When transformed, you take the weapons, abilities and armor of the creature. You cannot change to a specific individual, for example, you have a human form, but you cannot take the appearance of Geralt.

Territory	Troll	Grigg	Half-Elf	Dragon	Vampire
The North	Tolerated	Hated	Hated	Hated & Feared	Hated & Feared
Nilfgaard	Hated & Feared	Hated	Hated	Hated & Feared	Hated & Feared
Skellige	Hated & Feared	Hated	Hated	Hated & Feared	Hated & Feared
Dol Blathanna	Tolerated	Tolerated	Hated	Hated & Feared	Hated & Feared
Mahakam	Tolerated	Tolerated	Tolerated	Hated & Feared	Hated & Feared



Dragon (Man at Arms) by Anna Podeworna

Blood Drinkers

Vampires are blood drinkers. If they drink blood, they are affected by any substance in it, including Black Blood Potion. Their relationship with blood is the same as a person with alcohol. They can dislike altogether or be addicted. This can be rolled on the vampire lifepath table. A addicted vampire loses control when exposed to fresh blood in large quantities, including in the heat of battle. If a vampire loses control, they immediately turn into their vampire form but following the same rules as a Therianthrope.



Illustration by Ala Kapustka

Transformation Stats

The stats described here are made to be used on dragon and vampire transformations. Transformations on other creatures should follow the same rules as the polymorphism spell (changes every statistic but INT, EMP and LUCK and assume their abilities, weapons and armor). Your HP is also double the normal value. When you return to your natural form, the HP you had is halved again. As an optional rule, you could use the BODY bonus to change the HP and, when you turn back to your natural form, you take half the total damage you took on the alternative form.

Dragon Bonuses

Body +10 | Dexterity +2

Reflex +2 | Will +2

Vampire Bonuses

Reflex +4 | Dexterity +4

Speed +2 | Body +2

Vampire (Vampire)

Vampire is a hypernym used to refer to a number of creatures that thrive on blood, which contains their victims' life force. There are 7 species of sentient vampire: Higher Vampires, Alps, Katakans, Mulas, Bruxas, Lamias and Nosferats. Alps, Bruxas and Lamias are only women and Mulas are only men. The three other species appear in both sexes.

Each species has a set of abilities that are specified in the table below.

Perks

Immune to Magical Scanning

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. Vampires also have an inherent +2 to Resist Magic skill.

Special Vulnerability

Some species have some vulnerabilities described in the species table below. Special vulnerabilities exist at any form.

Special Features

Some species have heightened vision or sense of smell, or even a special ability like telepathy. Those are described in the table below. Special features can be used at any form.

Transformation

Vampires have one extra skill. The skill is

called Transformation. For every level you have in the skill, you have 1 use of each type until the recharge period passes.

Higher Vampire: You can take the forms described on the Higher Vampire sheet. For the mist form the recharge period is half an hour. For the bestial humanoid form the recharge period is 3 days. For the giant bat form the recharge period is 7 days. You need to use 20xLEVEL of I.P.s to level up this skill. **Other Species:** You take the form of the vampire species you choose. The recharge period is 3 days. You need to use 10xLEVEL of I.P.s to level up this skill. When transformed, you take the weapons, abilities and armor of the vampire.

You should choose a human or elven form to turn into.

Vampire Species Table

Species	Special Vulnerabilities	Special Features	Source
Higher Vampire	Fire Magic Aversely Affected By Blood No Reflection or Shadow	Night Vision Scent Tracking	A Witcher's Journal
Alp	Fire Damage Moondust Bombs	Superior Night Vision Toxic Saliva	Vesemir's Journal
Katakan	Fire Damage	Night Vision Telepathy	Core Rulebook
Mula	Fire Damage Moondust Bombs	Superior Night Vision	Vesemir's Journal
Bruxa	Fire Damage Moondust Bombs	Superior Night Vision Telepathy Close Ties To Birds	A Witcher's Journal
Nosferat	Fire Damage	Night Vision Telepathy	Vesermir's Journal
Lamia	Dimeritium Bombs Moondust Bombs	Superior Night Vision Telepathy	Vesermir's Journal

Additional Lifepaths

The tables below represent additional items to lifepaths and subrace mechanics. You can use this together or totally apart from the races described above.

Additional Step to Vampire Lifepath: Tribe

Roll	Tribe
1-2	Ammurun (+5 to Sailing and no penalties for fighting underwater) Your tribe traveled beyond the great ocean to the Western Continent. You learned how to sail and to fight underwater. The tribe colonized the whole Western Continent.
3-4	Tdet (Resistance to poison) Your tribe traveled beyond the Blue Mountains. You had contact with a lot of harsh conditions such as deserts. The tribe colonized from Zerrikania to Okami Islands.
5-6	Gharasham (+1 to all Social Skills) Your tribe stayed at the Continent. You learned about the Continent people and their culture. You also encountered some people from other regions. The tribe colonized all of the Continent, from Nilfgaard to the Far North.

Additional Witcher Schools

Roll	School
1-2	The Raven School (+2 to Spell Casting) You trained at Taise Iontah in the heights of the Fiery Mountains. The school was born from the Gryphon School and also focus on magical abilities. The Raven School was born with the ideal to change the world for a better place.
3-4	The Fox School (+3 to Dodge/Escape) You were trained at Burov Mylnealong the southern part of Vicovaro. Your training was focused on not getting hit rather than hitting harder. The Fox School was born on the ideal of second chances.
5-6	The Rat School (+3 to Stealth) You were trained in the Rye Barknor Circus, a traveling company of witchers that made shows for coins. Your training was focused on stealth combat and there are rumours the school is involved with necromancy and goetia. You believe your school is superior.
7-8	The Leshen School (+3 to Archery) You trained at a secret place in the Kestrel Mountains. Unlike other witchers, you were trained with a bow, not a crossbow. Your school is shredded in mystery, but the school did support the Brokilon Dryads.
9-10	The Lynx School (+2 to Critical Outcome Rolls) You trained on the road, as you are a nomad school. Your training was focused on dealing a lot of damage with a few blows. Your school was born on the ideal of saving lives.

Roll	School
1-2	The Manticore School (+1 to Alchemy and Crafting) You trained at Tasi Tok, Buyan in the great kingdom of Zerrikania. Your trained focused on creating potions and bombs. This was the first school to be established outside the main Continent.
3-4	The Dragon School (+25% to Maximum Toxicity) You were trained at Jimhi, in the Okami Islands. Your training involved the use of potions and decoctions to make you use your maximum physical potential. Your school was born to protect the Okami Islands.
5-6	The Owl School (+3 to Endurance) You trained at Inis Kharab, in the white wilderness of the Far North. Your school was greatly influenced by religion and the druids altered your mutations to make you more powerful and resistant to harsh conditions. Your school was born to protect the north.
7-8	The Phoenix School (Resistance to Fire) You were trained in the Free Lands and served the entire south, including Ofir. The fire and the heat was always present at your training. Your school was born to protect the south.
9-10	The Crane School (+3 to Crossbow) You trained in Kaer Darh in the Western Continent. Your training focused on combat with flying monsters. Your school was born to protect the Western Continent.

Languages

By adding some more races and places to the game, you end up adding some more languages (if you would like to). Here are listed the native languages of the races described above:

Common speech - spoken by the rock trolls, godlings, trolls, the Far North;
Different dialects of elder speech - spoken by the nymphs, merpeople, sea witches, sylvans, succubi, the Western Continent;
Speak only by telepathy - unicorns, dragons;
Vodyanoy language - spoken by the vodyanoy;

Vran language - spoken by the vran;
Werebbubb language - spoken by the werebbubbs;

Goblin language - spoken by the ogres, leprechauns, knockers, kobolds, goblins, griggs;

Gnomish language - spoken by the gnomes;
Vampiric language - spoken by the vampires;
The language of their homeland - dopplers, half-elves;

Ofiri language - spoken by the ofieri and the Free Lands;

Okamese - spoken the Okami Islands and the eastern part of the Continent

Lifepaths

Some of the races described here can follow normally through the lifepaths provided on the Core Rulebook, while others may need some small modifications. Here I list some suggestions on how to proceed.

Half-Elf - Follow the lifepaths as an elf;

Leprechaun, Werebbubbs, Knockers,

Gnomes, Kobolds, Goblins - Follow the lifepaths as a dwarf;

Doppler - Follow the lifepath as the race you usually look like;

Dragon - Follow the lifepath as a dragon or as the race you usually look like;

Vampire - Follow the lifepath as a vampire or as the race you usually look like. If you do not play as a higher vampire, ignore the ability table and reroll if you get the Was "Killed" life event;

Vodyanoy, Nymphs, Merpeople, Sea Witches, Ogre, Sylvans, Rock Trolls,

Unicorns, Vran, Succubi, Godling, Troll, Grigg - Elderlands with small modifications considering the lore of the race. For

example, nobility exist in almost every race and, despite Scoia'tael not having all of these races, they are all victims of race crimes and accused of false crimes. So, you can adapt these circumstances to lore without changing much with mechanics.

Watchers

A nameless race referred to as "Watchers" in ancient tomes of old Earth are an enigmatic species known as the "genies of the fifth element". They are characterized by their mastery over Fifth Element. While their real appearance is not described, the Watchers are known to look like mundane humans in numerous occasions. Beings capable of perceiving magical aura, such as elementa or mages, are able to recognize Watchers due to the shape of their auras: one of them is like of bright gold around their skin and the other of light blue located behind their silhouette as if they were a cloak or "wings". While they do not come from the Etheral Plane, they are masters of the Astral Magic. They are described not to be as numerous as they used to be, but almost everlasting.

Dragon Heritage

Dragon Heritage is a power inherited from the non golden dragon parent. For every level you have in the skill Mutable Form, you have 1 use of this skill per day. You can add a bonus damage and effect to any attack of your choice.

Green Dragon: +3d6 magical poison, Poison (100%);

Red Dragon: +3d6 magical fire, Fire (100%);

Black Dragon: +3d6 magical acid, +1d6/2 ablating damage;

Brown Dragon: +2d6 bludgeoning, Stun (-2);

White Dragon: +3d6 magical ice, Freeze (100%).

Different Origins

The additional homelands and witcher schools can give your game more options, but their main goal is to try to add racial diversity to the game without losing the canon content (some of it is not canon, for example the Okami Islands, I know, but it's close enough). Zerrikanian people tend to have african ethnicities, specially egyptian, Ofirin tend to have indian ethnicities, Okamesen tend to have japanese and chinese ethnicities and the Far North and the Western Continent people tend to have aboriginal ethnicities. Obviously, you can make, for example, a character with japanese features being born in the Continent. If an elf can, why not a human with a different ethnicity?

Subraces

Race	Subrace
Elf	Aen Elle (Same Social Standings as Elves, but Tolerated in Dol Blathanna) The Aen Elle are the elves that live in Tir ná Lia and rarely come to the world of the Continent. Instead of having the Marksman ability, they have the Swordsman ability. They have a inherent +2 to Swordsmanship and can draw a sword without taking an action.
Elf	Black Seidhe (Same Social Standing as Vrans) The Black Seidhe are also called the Dark Elves. They live in small isolated settlements deep inside caves and mountain. They have the Night Vision ability, but also take a -2 to their EMP. Their Natural Attunement ability include common minerals, in addition to the plant material.
Elf	Aen Woedde (Same Social Standing as Vrans) The Aen Woedde are the forest elves. They live in small settlements deep inside forests and were born afters a schism in the Black Seidhe. They have the Night Vision ability, but also take a -2 to their EMP. Their Natural Attunement ability include poor plant materials, in additon to common.
Dwarf	Y Dynan Bach Têg (Translates to fairy/evil little man) (Same Social Standing as Vrans) Y Dynan Bach Têg are the Dark Dwarves. They come from Cwm Pwcca, in the Arthur's World. They are skilled forgers and magic users. They have a inherent +1 to Resist Magic and instead of the Crafter's Eye ability, they have the Forger's Eye, granting them +2 to Forgery.
Human	Skullhead (Same Social Standing as Ogres) Skullheads are humanoids of other times. They are a result of humans living in cold climates as the white frost or the ice age. They have the same abilities as a ogre, but their skin acts as a natural Cold Weather Clothing. They are also treated as humanoids.
Ogres	Orc (Same Social Standing as Ogres) Orcs are a more intelligent subrace of ogres. They do not have the Exceptionally Dumb or the Natural Armor abilities. Instead they have the normal Night Vision and the normal Nature Attunement abilities.
Ogres	Half-Orcs (Same Social Standing as Ogres) Half-Orcs are children of orcs with humans, elves or dwarves. They have Night Vision and a +1 to BODY by their orc half. Depending on the other half they have Elven Heritage, Human Heritage (both described in the half-elf race) or Strong (described in the dwarf race).
Kobold	Clabater (Same Social Standings as Kobolds, but Tolerated in Skellige) Clabaters are a water and ship-dwelling race. Instead of the Fighting Style ability, they have the Natural Sailor ability. This gives them +2 to Sailing, they only take -1 to fighting underwater and can use Dodge/Escape while underwater.
Sucubbi	Weeper or Fairy (Same Social Standings as Succubbi) Weepers are lustful forest dwellers that kidnap human children to replace them with their changeling offspring. Instead of the Fire Magic and Natural Weapons abilities, they have the Earth Magic ability, being able to cast, as abilities, Earthen Spike and Talfryn's Prison at bases 16 and 14 respectively.
Golden Dragon	Half-Golden Dragon (Same Social Standings as Dragons) Half-Golden are dragons born of a golden dragon with a dragon of another type. They have only the Dragon Type in Mutable Form and can change only to one humanoid form and the dragon form. Instead they have an ability called Dragon Heritage. They can use this ability one time a day and the effects change depending on the color of the not golden dragon.

Additional Homelands

Human Origin	Non-human Origin
Ofir and the Free Lands (+1 Crafting)	Brokilon (+1 Archery)
Zerrikania (+1 Teaching)	Isolated Mountains/Caves (+1 Physique)
Okami Islands and Eastern Continent (+1 Athletics)	Isolated Forests/Fields (+1 Wilderness Survival)
Western Continent (+1 Sailing)	Great Sea Civilization (+1 Athletics)
Far North (+1 Endurance)	Other Dimension (+1 Awareness)

Human and Non-human Division

There is a division in human and non human homelands, but these are only suggestions. You can add these to your game as you like. The non-human origins are made to support some of the monstrous races lifepaths, but they can be used with any race.

Free Lands



The Free Lands are a set of multiple kingdoms, independent nations and city-states, located in the Far South, near Ofir. They have a long tradition of trade with their neighboring countries, as well as with territories of the Continent and the East. They have even come to trade with territories of the Northern Kingdoms, such as Kovir and Poviss.

Okami Islands and the Eastern Continent



The Okami Islands, also known as the Eastern Islands by nilfgaardians or the Okamese Empire, is an archipelago located in the Far East. The group of twelve islands is situated in the East Sea, relatively isolated from other kingdoms or nations. Many legends arose amongst the Nordlings concerning the lands situated east of Korath and easternmost end of the Fiery Mountains. While most scholars simply deny their existence, there are many people eager to believe tales told by zerrikanian and zangvebarian travelers, tales of mighty kingdoms and wealthy cities. This are the lands where the Tribe Tdet inhabit.

Western Continent



The unnamed landmass, referred to as the New World or New Continent by immigrants and colonizers, is located west to the Great Sea ocean. Discovered by Fabio Sachs, it became a target of colonization over the course of century or two. Many exotic and strange beings inhabit these lands, including the vampires of Tribe Ammurun.

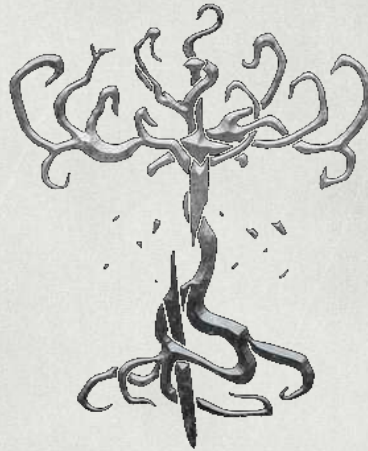
Far North



The Far North is a region lying even further north than the realm of Kovir and Poviss, possibly beyond the Dragon Mountains or within their vicinity. Local inhabitants are exceptional craftsmen, creating bows incredibly light and accurate, one of best examples being Milva's bow. Nordlings describe Far North people as tough-looking, wearing mostly fur clothes and speaking unrecognizable dialects of the Elder Speech.

It's a natural surrounding for white dragons and probably mammoths too.

Brokilon



Brokilon (Brokiloén in Elder Speech) also known among humans as the Forest of Death, is an ancient forest queendom on the Continent and the sole nonhuman state in Northern Realms never conquered nor subjugated by Nordlings. Ruled by dryads and hamadryads, it hosts many other races and species persecuted in the outside world. Dryads of Brokilon are organized in a quasi-monarchic society, for centuries led by Queen Eithné residing in Duén Canell. She administered the forest through messengers and operatives, such as Sinéad and Milva. Non-dryad Brokilonian races tend to live solitary or form small communities.

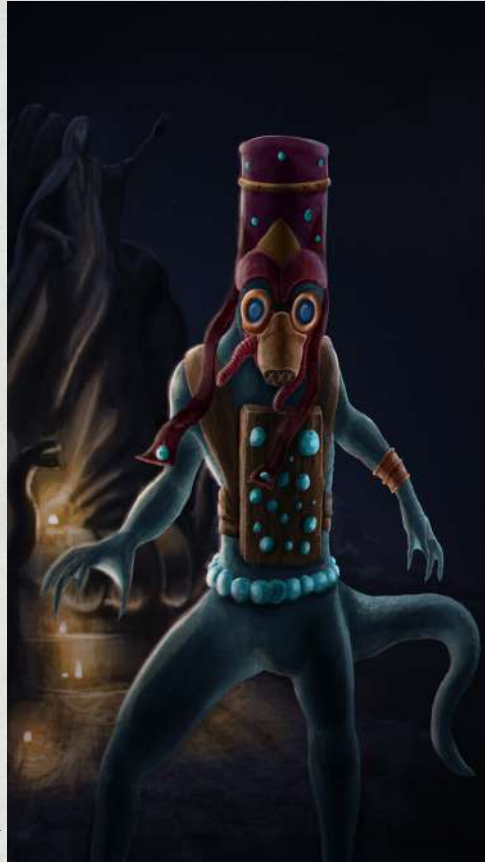
Mettina



Deep in the waters of the Great Sea, at least three intelligent races – merpeople, marine sorceresses and nereids – thrive together forming an advanced yet peaceful civilization. This society is separate from that of the vodyanoy and the two sometimes clash against each other. The underwater society and culture are said to be less developed than those of land dwellers, suggesting kind of anarchist community. The merepeople seem to be the most prominent race, while the nereids guard the sea from threats. They seem to have liberal views when it comes to homosexual or non-monogamous relationships. The role analogous to Nordling and Nilfgaardian magic users is occupied by so-called sea witches, the fucysyas. These marine sorceresses are highly esteemed by other inhabitants of the sea and are reportedly more skilled than human mages in terms of mutating or transforming living creatures: they can change a human into mereperson or otherwise without a pain which would occur when a human mage does a similar attempt.

Tsar

Tsar was a vodyanoy cleric from the Underwater City who tended to an altar of the Lady of the Lake near Murky Waters. He was one of the first witcher Geralt of Rivia met upon his arrival in Murky Waters. He told the witcher of Berengar's presence in the area and also of the strife brewing between the vodyanoy and local humans. Although the friendly priest was often driven away from his post at the foot of the altar by Dagon worshippers, Geralt dispatched them at that time so that the friendly priest could return.



Vodyanoy priest by Freddie Littlewood

INT	7
REF	8
DEX	6
BODY	7
SPD	5
EMP	6
CRA	8
WILL	10
LUCK	5

STUN	8
RUN	15
LEAP	3
STA	40
ENC	70
REC	8
HP	40
VIGOR	16

Skills

Awareness	6
Charisma	5
Courage	10
Dodge/Escape	8
Education	9
Hex Weaving	10
Human Perception	10
Melee	7
Persuasion	7
Physique	7
Resist Coercion	10
Resist Magic	10
Ritual Crafting	10
Social Etiquette	8
Spell Casting	10
Staff/Spear	4
Stealth	8
Swordsmanship	10
Wilderness Survival	9

Magic

Blessing of Healing
Boiling Blood
Destiny's Interference
Hydromancy
Ritual of Life
Song of the Sky
Spell Jar
The Hex of Shadows
The Hex of the Beast
The Pesta's Kiss

Gear

Cristal Staff	Clotting powder (x5)	Halfling protective doublet	Double woven trousers
Gemstone amulet	Ritual pouch	Fifth essence (x10)	Infused dust (x6)
Chalk (x8)	Hourglass	Alchemy set	Belt Pouch
Sterilizing fluid	Numbing herbs (x5)	Vodyanoy breathing mask	Crafting tools
Holy symbol	Surgeon's kit	Journal	Satchel

Key Skills

Animal Compact	5
Blood Rituals	10
Divine Authority	7
Divine Power	10
Fervor	6
Initiate of the Gods	10
Nature Attunement	10
Precognition	9
Read Nature	9
Word of God	4

Morenn

INT	7
REF	9
DEX	10
BODY	7
SPD	8
EMP	4
CRA	5
WILL	8
LUCK	3

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



Morenn is a dryad from Brokilon, whom Geralt meets in the Druids' grove while exploring the Swamp. She will not say why she is there, though, saying it is a secret. If pushed, she will say that she is "taking the chance to visit this grove of old, beautiful trees". Like other dryads, her only cloth consists of some decorative brazalets and necklaces. So she prefers to appear completely nude, leaving her breasts, buttocks and genitals exposed. Later on, she can reveal that to Geralt that dryads do not raise boys, only girls. The witcher also learns that normally, dryads only have sex for procreation, which leaves our poor witcher with not much to offer being sterile. Never being one to give up easily, Geralt does finally come up with a convincing argument and the nakedness does eventually ensue.

Dryad Man at Arms from Gwent: The Witcher Card Game

Skills

Archery	11
Athletics	7
Awareness	9
Brawling	7
Courage	10
Dodge/Escape	9
Endurance	7
Healing Hands	8
Intimidation	9
Leadership	6
Melee	8
Physique	4
Resist Coercion	8
Riding	8
Seduction	8
Spell Casting	9
Stealth	8
Tactics	6
Wilderness Survival	8

Key Skills

Bloodhound	7
Booby Trap	6
Extreme Range	8
Fury	7
Pin Point Aim	8
Shrug It Off	6
Tactical Awareness	4
Tough As Nails	10
Twin Shot	9
Zweihand	6

Magic

Shape Nature

Gear

Elven zefhar	Arrows (x20)	Elven burrowers (x20)	Vrihedd cavalry sword
Dagger	Scoia'tel armor	Dwarven impact (x20)	Rope
Grappling hook	Belt pouch	Flint & steel	Waterskin
Rations	Pitons (x5)	Cooking tools	Surgeon's kit
Satchel	Bow sheath	Sterilizing fluid (x5)	Numbing herbs (x5)

Queen Eithné

Eithné, known as the Silver-Eyed, was the queen of the dryads and ruler of Brokilon. She was famous for her wisdom and implacable stance towards humans. Their attempts to claim the ancient forest for its trees and supposed treasures have fostered centuries of conflict. In addition to being loathed by King Viraxas of Kerack, she and King Eryll of Verden share a mutual hatred of each other. She has a "daughter" called Morénn. Even mortal enemies sometimes find common cause and make fragile pacts. Yet not Eithné, no. The queen of the dryads' hatred for humans is absolute, brooking no exceptions. Not matter how they plead, beg or threaten, she always gives them the same answer - an arrow to the head. Brokilon is no common wood. This ancient entitlement of trees hums with magic, a primal energy pulsing from its soft breezes and babbling brooks. The dryads have learned draw on this, taking from it strength far beyond that of any man or elf. Dryads are distrustful by nature and avoid all outsiders. They only make exceptions for elves, with whom they will join forces when outnumbered. In such cases, the enemy's numerical superiority quickly counts for very little. All those not cut down by elven blades succumb to powerful dryadic spells. The waters of Brokilon are famed for their extraordinary properties. People who drink of them lose their memory and dryads are said to see visions of the future in their smooth surfaces. No wonder, then, that their armies seem prepared for every eventuality...



Dryad Noble from The Witcher Battle Arena

Magic

Shape Nature

Gear

Elven zefhar	Arrows (x20)	Elven burrowers (x20)	Vrihedd cavalry sword
Dagger	Scoia'tel armor	Dwarven impact (x20)	Rope
Grappling hook	Belt pouch	Flint & steel	Waterskin
Rations	Pitons (x5)	Cooking tools	Surgeon's kit
Satchel	Bow sheath	Sterilizing fluid (x5)	Numbing herbs (x5)

INT	9	STUN	7
REF	9	RUN	24
DEX	10	LEAP	4
BODY	7	STA	35
SPD	8	ENC	70
EMP	4	REC	7
CRA	5	HP	35
WILL	8	VIGOR	0
LUCK	5		

Skills

Archery	11
Awareness	9
Brawling	7
Courage	10
Dodge/Escape	9
Education	9
Endurance	7
Grooming & Style	7
Healing Hands	8
Human Perception	9
Melee	8
Persuasion	4
Resist Coercion	8
Riding	8
Seduction	8
Social Etiquette	10
Spell Casting	9
Stealth	8
Wilderness Survival	8

Key Skills

Armored Buffer	6
Chevalier	9
Command	8
Dabble	7
Estate	5
Expert Guise	8
Host	6
Notoriety	10
Resolute	10
Servants	6

Lady of the Lake

INT	9	STUN	7
REF	7	RUN	15
DEX	7	LEAP	3
BODY	5	STA	35
SPD	5	ENC	50
EMP	8	REC	7
CRA	7	HP	35
WILL	9	VIGOR	25
LUCK	6		

Skills	
Awareness	8
Charisma	8
Courage	8
Dodge/Escape	8
Education	9
Grooming & Style	9
Hex Weaving	8
Human Perception	7
Leadership	8
Persuasion	7
Resist Coercion	7
Resist Magic	10
Riding	5
Ritual Crafting	9
Seduction	9
Social Etiquette	9
Spell Casting	10
Staff/Spear	5
Stealth	6

Key Skills	
Assets	7
Distillation	6
Expanded Magic	6
Grape Vine	6
Immutable	7
In Touch	8
Magical Training	10
Mutate	4
Reverse Engineer	7
Scheming	6



Lady of the Lake is a powerful being, considered by some to be vila or nymph, worshipped by both vodyanoi and humans in places of chivalry like surroundings of Vizima in Temeria or whole duchy of Toussaint.

Naiad Mage by Bogna Gawrońska

Magic
Afan's Mirror
Anialwch
Cleansing Ritual
Control Water
Dispel
Hydromancy
Part Water
Telepathy
Teleportation
The Devil's Luck
The Hex of the Beast

Gear			
Crystal staff	Dagger	Halfling protective doublet	Double woven trousers
Ritual pouch	Fifth essence (x4)	White myrtle petal (x4)	Pearl (x4)
Lunar shards (x2)	Berbercane fruit (x2)	Gemstone amulet	Makeup kit
Perfume	Alchemy set	Satchel	Wives' tears potion (x2)
Talgar's tears (x2)	Pantagran's elixir (x2)	Perfume potion (x2)	Hallucinagen (x2)

Fugas

Fugas was one of many servants of the Ladies of the Woods, who lived in Bald Mountain. This devil held a very prestigious and responsible position during the Crones' sabbath: that of goon restricting access to the peak. He in no way resembled Torque, the irritating but harmless "deovel" Geralt and I had encountered many, many years prior. Fugas' size resembled that of a somewhat overgrown troll, and he likewise displayed a troll's lack of subtlety. There was not a jot of mischievous puck or cunning verbal trickster about this "devil." Instead, he carried out his task with the commitment and professionalism of a Novigrad bouncer.



Sylvan Mage by Dj Lumpia

INT	10	STUN	10
REF	8	RUN	12
DEX	6	LEAP	2
BODY	11	STA	50
SPD	4	ENC	110
EMP	6	REC	10
CRA	4	HP	50
WILL	10	VIGOR	20
LUCK	5		

Skills	
Awareness	6
Charisma	3
Courage	10
Deceit	11
Dodge/Escape	7
Education	6
Hex Weaving	5
Human Perception	7
Melee	7
Persuasion	8
Physique	6
Resist Coercion	10
Resist Magic	8
Ritual Crafting	10
Social Etiquette	6
Spell Casting	9
Staff/Spear	6
Stealth	3
Wilderness Survival	8

Magic
Aenye
Blinding Dust
Cadfan's Grasp
Fire Stream
Igni Sign
Magic Flare
Pyromancy
Tanio Ilchar
The Hex of the Beast
Seirff Haul
Wave of Fire

Key Skills	
Assets	6
Distillation	9
Expanded Magic	8
Grape Vine	6
Immutable	8
In Touch	10
Magic Training	10
Mutate	10
Reverse Engineer	4
Scheming	8

Gear			
Crystal staff	Raw Meat (x3)	Halfling protective doublet	Double woven trousers
Gemstone amulet	Ritual pouch	Fifth essence (x10)	Infused dust (x6)
Chalk (x8)	Holy Symbol	Alchemy set	Poisoner's Friend (x3)
Sterilizing fluid (x5)	Numbing herbs (x5)	Jewelry	Writing kit
Hand mirror	Perfume	Journal	Satchel

Trollololo

INT	3	STUN	10
REF	8	RUN	12
DEX	7	LEAP	2
BODY	12	STA	50
SPD	4	ENC	70
EMP	6	REC	10
CRA	7	HP	50
WILL	8	VIGOR	0
LUCK	4		



Trollololo was a rock troll who was the sole resident and protector of White Eagle Fort in 1272. When the Third Northern War broke out, Trollololo was in the area when he was approached by a group of Redanian soldiers and was ordered to watch and guard over some boats they had acquired. However, these boats happened to be taken from local peasants who weren't too pleased about this. The soldiers proceeded to get drunk and started singing Redanian songs when the peasants showed up, aiming to take back their boats by force. Trollololo tried to step in and help the soldiers, but due to his brute strength, he accidentally killed all the soldiers and peasants. Not wanting the "meat" to go to waste, he then cooked the bodies and ate them. However, believing he'd been recruited into the Redanian army now, he decided to take his orders seriously and constructed a fence out of some of the boats to guard the other boats and began to chant some of the Redanian songs.

Rock Troll Man at Arms by Marek Madej and Hugo Richard

Skills	
Athletics	6
Awareness	8
Brawling	7
Courage	10
Dodge/Escape	8
Endurance	9
Intimidation	9
Leadership	2
Melee	9
Physique	9
Resist Coercion	3
Riding	1
Small Blades	7
Staff/Spear	5
Stealth	1
Streerwise	2
Swordsmanship	6
Tactics	3
Wilderness Survival	6

Key Skills	
Bloodhound	7
Booby Trap	4
Extreme Range	0
Fury	10
Pin Point Aim	0
Shrug It Off	10
Tactical Awareness	0
Tough As Nails	10
Twin Shot	0
Zweihand	9

Magic
NONE

Gear			
Mace	Poniard	Flint & steel	Vrihedd cavalry sword
Dagger	Gwent deck (The North)	Pitons (x5)	Chlorophorm (x2)
Grappling hook	Belt pouch	Tarp	Waterskin
Rations	Kord	Cooking tools	Bedroll
Rope	Raw meat (x10)	Sterilizing fluid (x5)	Numbing herbs (x5)

Ihuarraquax

Ihuarraquax was a young pure white unicorn who wandered the Korath desert with Ciri for a few days. She saved him after he was poisoned by a sand monster by using the Force found in the element of fire, something Yennefer had expressly forbidden her to do. When they met, Ihuarraquax was really only a colt and Ciri named him "Little Horse". Between them, they were able to find food and water for each other and likely neither would have survived the desert without the other. Ciri was reunited with a now fully grown Ihuarraquax, though she continued to call him Little Horse. He helped her escape the clutches of Eredin and the Dearg Ruadhri. The unicorn appeared also after Geralt and Yennefer's death, helping Ciri to heal/resurrect her adoptive parents and transport them to Malus Island.



Unicorn Man at Arms by Anna Podedworna

INT	7
REF	9
DEX	8
BODY	8
SPD	6
EMP	4
CRA	5
WILL	9
LUCK	4

STUN	8
RUN	18
LEAP	3
STA	40
ENC	80
REC	8
HP	40
VIGOR	0

Skills	
Athletics	6
Awareness	8
Brawling	7
Charisma	7
Courage	10
Dodge/Escape	8
Education	8
Endurance	8
First Aid	10
Intimidation	9
Leadership	8
Melee	9
Physique	6
Resist Coercion	9
Resist Magic	8
Stealth	6
Streetwise	4
Tactics	9
Wilderness Survival	6

Magic
Standing Portal (Multiversal)

Key Skills	
Bloodhound	7
Booby Trap	6
Extreme Range	7
Fury	8
Pin Point Aim	4
Shrug It Off	8
Tactical Awareness	7
Tough As Nails	10
Twin Shot	6
Zweihand	9

Gear			
Rope	Shackles	Flint & steel	Waterskin
Rations	Manacles	Pitons (x5)	Bedroll
Chain Barding	Map of the Continent	Military Saddlebags	Chlorophorm (x2)

Gear

Here are described some gear mentioned in the bestiary and some other gear that might be useful.

Water Carriage

People of the Great Sea use carriages the same as people of the Continent. The carriages are different from those of lands and cannot be used by terrestrial animals or on land.

Mounts & Vehicles

Name	DEX+ Athletics	Control Mod	Speed	Health	Weight	Cost
Bear	10	-2	7	80	600	1000
Boar	8	-2	5	35	90	500
Camel	8	+0	10	45	500	500
Dolphin	16	-2	11	35	180	1040
Elephant	7	+2	7	55	6000	5000
Goat	5	+0	5	35	60	150
Hippocampus	11	+2	12	40	150	3000
Ostrich	9	-3	14	40	120	820
Pirate Ship	N/A	+0	10	60	610	1205
Shark	9	-2	8	50	600	3200
Unicorn	17	+2	14	120	250	N/A
Vigilosaur	16	-1	14	35	50	5000
Water Carriage	N/A	-1	Animal's -3	60	600	950

Ramming Damage

Mount/Vehicle	DMG
Bear	6d6
Boar	2d6
Camel	5d6
Dolphin	2d6
Elephant	9d6
Goat	1d6
Hippocampus	3d6
Ostrich	2d6
Pirate Ship	4d6
Shark	4d6
Unicorn	4d6
Vigilosaur	2d6
Water Carriage	4d6

Items

Name	Weight	Cost
Genie Bottle	2	25
Genie in a Bottle	5	N/A
Hirikka Fur	1	10000
Peacock Feather	.1	55
Vodyanoy Breathing Mask	0.5	N/A

General

Genie bottle

This is a specialized bottle with a genie seal on the cap. This is used to trap weakened genies.

Genie in a bottle

A genie trapped in a bottle can be freed and gives you three wishes before gaining his freedom back. This is priceless and wanted by the most powerful people.

Hirikka Fur

This kind of fur can be used to substitute any kind of hide, fur or animal skin. Though this is not the best use for it, since hirikkas are rare animals and this fur is very expensive.

Peacock Feather

These feathers are rare and very valued by knights to use as decoration on armor. (Gives +1 to good reputations on armor)

Vodyanoy Breathing Mask

This mask is good to filter breathable air from almost any environment. Created by the Vodyanoy people to live out of the water, that is one of the most valuable loots humans find when in war with this people.

Vodyanoy Breathing Mask

These masks were created to the vodyanoy, a water breathing creature, to permit them to breathe air. Despite that, the masks can be easily regulated to filter air, letting air breathing races breathe underwater and in environments where the air is toxic.

Substances



Vitriol

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Black Pearl	R	Ocean floor	1 Unit	30	.1	2500
Chironex Horn	R	Found on Chironexes	N/A	N/A	1	200
Dark Essence	R	Found on Amaroks, Nightwraiths and others	N/A	N/A	.1	86
Graveir Marrow	P	Found on graveirs	N/A	N/A	.5	80
Forktail Eye	R	Found on forktails	N/A	N/A	.1	75
Mula Blood	R	Found on mulas	N/A	N/A	.1	97
Penitent Essence	R	Found on penitents	N/A	N/A	.1	95
Spotted Wight Saliva	R	Found on spotted wights	N/A	N/A	.1	253
Vespertyl Fangs	P	Found on vespertyl	N/A	N/A	.1	86

Rare items

Some items described here are looted from very rare and very powerful monsters and so have exorbitant values. Your players will probably not buy them, but they can sell them and this can be an additional reward to killing a powerful monster like a hydra or Dagon.



Rebis

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Alghoul spines	P	Found on alghouls	N/A	N/A	.1	87
Basilisk Tail Feathers	R	Found on basilisks	N/A	N/A	.1	73
Bloedzuiger Blood	R	Found on bloedzuigers	N/A	N/A	.1	63
Genichora Blood	R	Found on genichoras	N/A	N/A	.1	562
Hydra Egg	R	Found on hydras	N/A	N/A	5	1534
Leeches	C	Swamps	1d6/2 Units	15	.1	40
Treeant Heart	R	Found on treeants	N/A	N/A	1	216

Genichora Blood

Genichora Blood can be used as a throwable and attracts necrophages and vampires.



Aether

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Dagon Blood	R	Found on Dagon	N/A	N/A	.1	10000
Eyehead Venom	R	Found on eyeheads	N/A	N/A	.1	462
Golden Dragon Scale	R	Found on golden dragons	N/A	N/A	.5	5000
Kraken Poison	R	Found on krakens	N/A	N/A	.1	286
Snail	C	Forests and swamps	1d6/2	12	.1	34
Succubi Tears	R	Found on succubi	N/A	N/A	.1	280
Unicorn Horn	R	Found on unicorns	N/A	N/A	1	5000
Vigilosaur Marrow	P	Found on vigilosaurs	N/A	N/A	.1	84

Iguaries

Some monsters have very appreciated meat. For example, pike or ilyocoris meat are expensive and seen as rare and fancy ingredients.



Quebrith

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Cemetaur Spine	R	Found on Cemetaurs	N/A	N/A	.5	80
Graveir Claws	P	Found on cemetaurs	N/A	N/A	1	60
Kayran Eyes	R	Found on kayran	N/A	N/A	1	5000
Pike Meat	P	Found on pikes	N/A	N/A	1	500
Svalblod Teeth	R	Found on Svalblod	N/A	N/A	1	10000
Werebear Saliva	R	Found on werebears	N/A	N/A	.1	60
Wight Saliva	R	Found on wights	N/A	N/A	.1	100



Hydragenum

Alp Saliva

If dropped on food or drinks, alp saliva can cause a individual to sleep and have horrible nightmares.

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Aeschna Claw	R	Found on aeschnas	N/A	N/A	1	162
Alp Saliva	R	Found on alps	N/A	N/A	.1	250
Graveir Spine	P	Found on graveirs	N/A	N/A	.5	80
Hippocampus Fins	P	Found on hippocampus	N/A	N/A	3	89
Hippocampus Meat	P	Found on hippocampus	N/A	N/A	5	3500
Ilyocoris Meat	P	Found on ilyocoris	N/A	N/A	1	1000
Kayran Skin	R	Found on kayran	N/A	N/A	.5	5000



Vermilion

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Arachnomorph Eye	R	Found on arachnomorphs	N/A	N/A	.5	84
Dracoturtle Egg	R	Found on dracoturtles	N/A	N/A	3	500
Forktail Egg	R	Found on forktails	N/A	N/A	2	150
Gigascorpion Sting	P	Found on gigascorpions	N/A	N/A	1	89
Hirikka Bone	R	Found on hirikkas	N/A	N/A	2	10000
Kikimore Discharge	P	Found on kikimores	N/A	N/A	.1	55
Sandcrab Wings	R	Found on sandcrabs	N/A	N/A	.5	254



Sol

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Arachnomorph Venom	R	Found on arachnomorph	N/A	N/A	.1	83
Archgriffin Feather	R	Found on Archgriffins	N/A	N/A	.1	168
Bat wing bone	P	Found on bats	N/A	N/A	.1	36
Chort Eye	R	Found on chorts	N/A	N/A	.5	89
Dagon Eye	R	Found on Dagon	N/A	N/A	1	15000
Silver Basilisk Carapace	R	Found on silver basilisks	N/A	N/A	1	5000
Werecat Saliva	R	Found on werecats	N/A	N/A	.1	60

Quintessence

This item can be used to make 5 units of fifth essence.



Caelum

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Banshee Vocal Cords	R	Found on banshees	N/A	N/A	.1	183
Basilisk Carapace	R	Found on basilisks	N/A	N/A	1	267
Chort Bezoar	R	Found on chorts or fiends	N/A	N/A	1	325
Chort Dung	R	Found in chort's territory or in chorts	N/A	N/A	.5	76
Giant Brain	R	Found on giants and ice giants	N/A	N/A	5	436
Quintessence	R	Found on unicorns	N/A	N/A	.1	196
Shark Teeth	C	Found on sharks	N/A	N/A	.1	27
Wererat Saliva	R	Found on wererats	N/A	N/A	.1	60



Fulgur

Name	Rarity	Location	Quantity	Forage	Weight	Cost
Aguara Heart	R	Found on aguaras	N/A	N/A	.5	259
Archgriffin Egg	R	Found on Archgriffins	N/A	N/A	2	178
Dracoturtle Heart	R	Found on dracoturtles	N/A	N/A	5	756
Gargoyle Heart	R	Found on gargoyles	N/A	N/A	1	167
Lamia Venom	R	Found on lamias	N/A	N/A	.1	92
Rat Ears	E	Found on rats and wererats	N/A	N/A	.1	12
Royal Wyvern Egg	R	Found on royal wyverns	N/A	N/A	5	500
Unseen Elder Nail	R	Found on unseen elders	N/A	N/A	.1	5000

Mutagens

Similar Mutagens

Some of the monsters mentioned in this book are subspecies and small variations or monsters that are just very similar. Their mutagens are almost the same and can be looted for the species mutagen described below:

Alp - Bruxae
 Alpha Garkain - Garkain
 Arachasae queen - Arachasae
 Archgriffin - Griffin
 Armored arachasae - Arachasae
 Banshee - Pesta
 Basilisk - Cockatrice
 Chort - Fiend
 Ekhidna - Siren
 Ekimmara - Katakan
 Forktails - Cockatrice
 Ice Giant - Giant
 Genie - Elemental
 Ghoul - Alghoul
 Graveir - Cemetaur
 Ice Troll - Rock Troll
 Lamia - Bruxa
 Mula - Bruxa
 Nightwraith - Noonwraith
 Nosferat - Katakan
 Penitents - Noonwraith
 Protofleder - Fleder
 Royal Wyvern - Wyvern
 Treants - Golem
 Venomous Arachasae - Arachasae
 Vigilosaur - Cockatrice
 Water Hag - Grave Hag

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Red Mutagens			
Alghoul	+1 melee damage	15	Small spines on back
Amphisbaena	+1 brawling damage	15	Sharp fangs
Cemetaur	+2 melee damage	18	Reddish eyes
Chironex	+3 melee damage	20	Pale skin and eyes
Devourer	+2 melee damage	18	Blueish skin
Green Mutagens			
Aeschna	+2 BODY	24	Second row of teeth
Arachnomorphs	+5 HP	18	Blue bodily fluids
Dracoturtle	+2 BODY	24	Hard scales on back
Draug	+15 HP	22	Deep, strong voice
Eyehead	+1 BODY	22	Small brown scales
Blue Mutagens			
Aguara	+2 Vigor threshold	18	Pointed ears
Amarok	+1 Vigor threshold	15	Glowing red eyes at night
Arachnomorph	+1 Vigor threshold	15	Blue bodily fluids
Doppler	+1 WILL	22	Changing eyes
Gargoyles	+1 Vigor threshold	15	Stone-like protusions on skin

Mutagen Source	Effect	Alchemy DC	Minor Mutation
Red Mutagens			
Ekimmara	+3 melee damage	20	Gangly proportions
Fleder	+2 melee damage	18	Sharp teeth
Hydra	+1 REF	22	Small Fins
Werecat	+3 melee damage	20	Glowing eyes in the dark
Zeulg	+2 melee damage	18	Two new rows of teeth
Green Mutagens			
Giant	+2 BODY	24	Crooked teeth
Gigascorpion	+5 HP	18	Blue bodily fluids
Ilyocoris	+5 HP	18	Small red scales
Kikimore	+10 HP	20	Hard spines on back
Werebear	+1 BODY	22	Visibly swollen veins
Blue Mutagens			
Kraken	+2 WILL	24	Suckers on hand
Striga	+2 Vigor threshold	18	Red hair
Vila	+1 Vigor threshold	15	Completely white eyes and green hair
Wererat	+1 WILL	22	Rat-like ears
Wight	+2 Vigor threshold	18	Baldness and grey skin

Witcher Decoctions

Name	Effects
Aeschna	You gain immunity to Blindness and Suffocation and takes only 2 damage from Fire.
Aguara	You have a +5 to every Wilderness Survival check and a +3 to your WILL.
Alghoul	You gain your REC value of Health Points to every enemy you kill.
Cemetaur	You have a +5 to every roll against necrophages.
Chironex	You take no penalties from terrain or climate.
Doppler	You have a +5 to Streetwise, Charisma, Persuasion, Seduction and Intimidation.
Dracoturtle	You gain +10 to SP to all locations but your SPD is halved.
Draug	You are immune to Fire, Poison and Bleed effects.
Ekimmara	You have a +5 to every roll against vampires.
Gargoyles	You have a +5 to Brawling rolls and do an extra 5 damage in punch and kick attacks.

Name	Effects
Giant	You are immune to Stagger, Stun, Intoxication and Nausea effects and cannot be knocked prone
Gigascorpion	You have a 25% chance to poison you enemy in every melee attack.
Hydra	You negate every Critical Wound you suffer, taking damage as if the enemy hadn't rolled a critical.
Kraken	You have a +5 to Grapple, Pin, Choke and Throw and cannot be disarmed in combat.
Striga	You regenerate 10 Health Points per round at night.
Werebear	You have a +5 to your BODY and WILL.
Werecoat	You have a +5 to your REF and DEX.
Wererat	You have a +5 to your INT and CRA.
Wight	You have a +3 to Endurance and Physique
Zeugl	You are immune to Poison, Stun, Intoxication, Nausea and all deceases.

Transmutation

Decoction
<p>Aeschna You only take half damage from bleeding, slashing and piercing.</p>
<p>Aguara You take no penalty to awareness using sound alone.</p>
<p>Alghoul You gain the ability Pounce and raise your LEAP by 5.</p>
<p>Cemetaur You are not attacked by necrophages and can start the fight with the rules of ambush even if they see you.</p>
<p>Chironex You are filled with a overwhelming stamina. You double your STA value.</p>
<p>Doppler You can change your voice and facial expressions even more. You have a +5 to Deceit and Disguise.</p>
<p>Dracoturtle You develop a proto turtle shell. You have a +10 SP to your torso and can stay underwater without breathing.</p>
<p>Draug You automatically escape death state, regaining 1 Health Point.</p>
<p>Ekimmara You regenerate 5 points of damage each round at night.</p>
<p>Gargoyle You have a +5 to BODY and are immune to poison.</p>



Witcher 3 on switch promotional image

Witcher Decoction Formulae

When creating a decoction, you must mix all of the ingredients listed below with 1 unit of mutagen from the appropriate monster and 1 bottle of spirits.

Transmutation

Decoction
<p>Giant You double your Punch and Kick damage and can block melee attacks with Brawling.</p>
<p>Gigascorpion You take no damage from extreme heat and are immune to poison.</p>
<p>Hydra You can regenerate limbs severed while using this decoction.</p>
<p>Kraken You can't be drowned and has +5 regeneration while underwater.</p>
<p>Striga Your LEAP becomes half of you RUN and you get a +3 to Athletics check.</p>
<p>Werebear You have a abnormal growth of nails and they become claws. You have a 25% chance of causing bleed on your punch and kick attacks.</p>
<p>Werecat You have a 50% chance of causing bleed on your punch and kick attacks.</p>
<p>Wererat You have a 25% chance of causing bleed and/or poison on your punch and kick attacks.</p>
<p>Wight You have immunity to poison and your ENC is doubled.</p>
<p>Zeugl You have a +5 to BODY, Endurance and Physique.</p>

Name	Craft DC	Craft Time	Components
Aeschna	16	1/2 Hour	⬇️⬇️⬆️⬆️
Aguara	18	1/2 Hour	⬇️⬇️⬆️⬆️⬆️
Alghoul	14	1/2 Hour	⬇️⬆️➡️
Cemetaur	16	1/2 Hour	⬇️⬆️⬆️➡️
Chironex	18	1/2 Hour	⬇️⬇️⬆️⬆️⬆️
Doppler	16	1/2 Hour	⬆️⬆️⬆️⬆️⬆️
Dracoturtle	18	1/2 Hour	⬆️⬆️⬆️⬆️⬆️
Draug	18	1/2 Hour	⬆️⬆️⬆️⬆️➡️
Ekimmara	16	1/2 Hour	⬆️⬆️⬆️⬆️
Gargoyles	16	1/2 Hour	⬇️⬇️⬆️⬆️

Name	Craft DC	Craft Time	Components
Giant	18	1/2 Hour	⬆️⬆️⬆️⬆️⬆️
Gigascorpion	16	1/2 Hour	⬆️⬆️⬆️⬆️
Hydra	18	1/2 Hour	⬆️⬆️⬆️⬆️⬆️
Kraken	18	1/2 Hour	⬆️⬆️⬆️⬆️⬆️
Striga	16	1/2 Hour	⬆️⬆️⬆️➡️
Werebear	18	1/2 Hour	⬆️⬆️⬆️⬆️⬆️
Werecat	18	1/2 Hour	⬆️⬆️⬆️➡️➡️
Wererat	18	1/2 Hour	⬆️⬆️⬆️⬆️➡️
Wight	16	1/2 Hour	⬆️⬆️⬆️➡️
Zeugl	16	1/2 Hour	⬆️⬆️⬆️➡️



Relic Items

Aerondight (Silver Long Sword) (Education DC: 18)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
P or S	+2	6d6	20	2	N/A	Armor Piercing Balanced Bleed (75%) Silver (6d6+4)	N/A	3	2

In Toussaint, the five principles of chivalry are admired by every one. Not many of the knights do follow them strictly. The Lady of the Lake gave this sword to a trusted knight so he could honor the inscriptions in the sword. The knight tried to kill a giant in the county and failed. The sword was never seen again

Wraith Blade (Long Sword) (Education DC: 18)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
P or S	+0	8d6	20	2	N/A	Fire (25%) Balanced Greater Focus Bleed (25%)	N/A	3	5

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 Caretaker's spade (Bludgeon) (Education DC: 25)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
B	+0	6d6+4	15	2	N/A	Long Reach You regenerate 10% of the damage you do	N/A	1	5

The Caretaker served with the indifference of a golem, and proved as fierce in battle as it was diligent in its labors. It felt no pain – in fact, each blow it received seemed to give it strength, as did each blow it landed on Geralt with the spade it wielded as a weapon. What is more, the Caretaker was able to summon powerful spirits from the graves it had dug and could heal itself by absorbing them. The witcher had a hard time evading the devastating strikes of its weapon, and his only chance at wounding the creature came when it would stick its spade in the ground to draw on otherworldly energy in an attempt to petrify its foes with fright. The being known as the Caretaker had been summoned to the von Everec estate from another realm, making "demon" its most accurate designation. The Caretaker had been forced into servitude by magic. Its tasks - to care for the house and protect it from intruders. It performed these pedantically, tending the flowers, repairing the fences, tidying the yard... and murdering all intruders who set foot on the grounds, then burying their corpses in neat rows on untended land just beyond the manor garden's bounds.

The Bear Claw (Long Sword) (Education DC: 25)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
P or S	+2	10d6	15	2	N/A	Long Reach Balanced Bleed (25%) Meteorite	N/A	3	5

Svalblod was an ancient deity worshipped by a cult cast out of the lands of Skellige many years ago. Even in a land of violence-orientated culture, the worship practiced bloody and cruel rituals that repulsed the minds of many Skelliger. Only a few Skelligers remember its existence, among them were the Vildkaarls, or Berserker, under lead of fallen druid Artis.

Wild Hunt Sword (Long Sword) (Education DC: 16)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
P or S	+3	8d6	20	2	N/A	Armor Piercing Balanced Bleed (50%) Meteorite	N/A	3	2

Wild Hunt Staff (Staff) (Education DC: 16)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
B	+2	4d6+4	10	2	N/A	Long Reach Focus (3) Greater Focus	N/A	3	2

The Death Star (Bludgeon) (Education DC: 20)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
B	+3	8d6	20	2	N/A	Long Reach Stun (-2) Meteorite	N/A	3	5

Imlerith – a general of the Wild Hunt and a frequent guest in Geralt's nightmares – had been chasing Ciri for quite some time, striving to deliver her to his ruler, Eredin. This powerful and brutal warrior had fought in the countless battles and campaigns for conquest waged by the Aen Elle in other worlds. He prized physical confrontation above all else, seeking out direct, bloody skirmishes where opponents pit their strength, agility and training against each other in a contest to the death. Imlerith attacked Kaer Morhen along with the rest of the Hunt. There the keep's defenders witnessed heart-wrenching proof of this warrior's dangerous might. Vesemir, who had spent most of his long life with a sword in his hand, heroically stood to fight this foe but, to everyone's great despair, was bested after a bloody and hard-fought confrontation and perished at this monster's hands. Regardless of race or birth, most warriors share common desires and delights. Imlerith was no exception. Avallac'h informed Ciri that he was wont to wallow in corporeal pleasures and would take advantage of his stay in our world to attend the Crones' sabbath. Geralt and Ciri thus decided to meet him there and engage him in a final confrontation. Geralt won this battle, killing Imlerith and thus avenging the death of his master, Vesemir.

The Blood Eater (Axe) (Education DC: 20)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
S	+3	8d6+2	15	2	N/A	Long Reach Focus (4) Greater Focus Meteorite	N/A	3	5

After Geralt and Keira Metz entered an old elven ruin in search for Ciri, they found that the Wild Hunt had arrived there first. As the Wild Hunt had their navigator, Caranthir, with them, they were able to travel through the ruins with ease, leaving Keira and Geralt to search the ruins for portals in order to get through. However, the riders were unable to find Ciri. Once Geralt and Keira arrived, they found that Caranthir and Eredin were gone, with Nithral having stayed behind. The two engaged in a battle with Nithral but eventually, the elven warrior was slain by Geralt who continued to search the ruins with the sorceress.

The White Frost (Silver Long Sword) (Education DC: 20)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
P or S	+3	9d6	20	2	N/A	Armor Piercing Long Reach Bleed (100%) Silver (9d6)	N/A	3	5

The name of the King of the Wild Hunt, the identity of the lord of nightmares, the being behind the frightful mask - this long remained unknown. Over time, however, scraps of information gradually coalesced into a full likeness of our foe - but did nothing to detract from the terror he inspired. The Wild Hunt was in truth an elite cavalry brigade from the world of the Aen Elle, the Alder Folk, and was commanded by their ambitious and ruthless king, Eredin Bréacc Glas. He would travel via secret paths through the cold emptiness between his world from ours to capture victims and take them back to his homeland as slaves. The current object of his Hunt was Cirilla, whose power he wanted to harness for his own uses. The only obstacle in his path - Geralt of Rivia. Ciri was able to shed a bit of light on the King of the Wild Hunt's motivations. The threat of annihilation hung over the Aen Elle homeland. Eredin, a warrior and a conqueror by nature, decided to solve this problem in the simplest possible way - by seizing our world. The key to doing so? Ciri's power, which would allow him to open the gates to a full-scale invasion. Trusting in the strength of his magic and the skill of his Riders, Eredin boldly launched a frontal assault on Kaer Morhen. Despite the defenders' noble sacrifices, he came close to victory. Only Ciri's unleashed power forced Eredin to fall back. It was clear, however, that he would learn from this defeat and that his next attack would be insurmountable. According to Avallach'h, it was Eredin who bore responsibility for the death of Auberon Muircetach, the previous ruler of the Aen Elle. Revealing this fact would certainly not earn him friends and popularity amongst the Alder Folk. Eredin's last battle is worthy of a poem - nay, an epic - all to itself, yet this is neither the time nor the place to pen it. To be brief, on that fateful day the cruel King of the Hunt seemed unstoppable and tore asunder all who dared stand in his way - until, that is, his way led him smack into Geralt of Rivia. The two expert fighters faced off in a last skirmish on the ghastly deck of the Naglfar. The fight was long and difficult, but the witcher's blade struck true in the end, cutting down Eredin's dreams of power and conquest. So died Eredin Bréacc Glas, King of the Wild Hunt.

The Snowstorm (Staff) (Education DC: 20)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
B	+2	4d6	20	2	N/A	Long Reach Focus (5) Greater Focus Meteorite	N/A	3	5

This Aen Elle elf was one of Eredin's advisors and also, on account of his extraordinary abilities, an important officer of the Wild Hunt. Calling on arcane magic Caranthir would guide the Riders of the Hunt along mystic pathways through time and space in order to reach other worlds. He was also a master of more immediate forms of transport, such as the teleportation he made ample use of during the attack on Kaer Morhen. Yet even with his tricks and spells Caranthir still died during the final battle against the Wild Hunt, his body swallowed up by the cold waters of the ocean.

Forgotten Vran Sword (Sword) (Education DC: 25)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
P or S	+3	9d6	15	2	N/A	Greater Focus (Fire) +25 Health Points Balanced Bleed (75%)	N/A	3	3

This sword can be found in a locked safe in Dethmold's room beneath the Ruined library in Loc Muinne. The key to the safe can be looted from Dethmold's body. It is located within the Crypt of Mages in the same tower as the quest The Secrets of Loc Muinne. The witcher must cast Aard or Igni at the appropriate crystals to open a hidden door. Inside the next room is the sword. Taking it activates a boss fight with The Guardian.

Operator's Staff (Staff) (Education DC: 25)

Type	WA	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
B	+3	3d6	15	2	N/A	Greater Focus Focus (5) Long Reach +25 Health Points	N/A	3	3

The Operator's past is shrouded in mystery. Due to him being "from a bygone era", it is apparent he was enhanced in order to live longer. In 1272, the Operator was visited by Geralt of Rivia who solved protective puzzles with Bras of Ban Ard's help. When Geralt revealed that no one proclaimed him a Chosen One, Operator labeled him an intruder and began to attack him with all the spells he knew. Raining fireballs, teleporting himself around the chamber, summoning gargoyles and attacking face-on, the Operator ultimately lost to the witcher.

Weavess Sowing Kit (Amulet) (Education DC: 20)

Focus	Bonus	Uses per Session	Ability	Conc.	Weight
2	Ritual Crafting (+2)	2	You can sow an image of you onto a piece of leather and anyone who touches it can hear your voice in their minds or you can "possess" the mind of the person and talk to others.	S	1
<p><i>Though the youngest of the three Crones, the Weavess was not one jot less ugly or evil than her older sisters. It was she who wove their magic tapestries of human hair gathered as tribute from the young children of nearby villages during their "cutting" ceremonies. These tapestries were how the worshipers of the Ladies of the Wood made contact with and paid homage to their deities.</i></p>					

Whispess Ear Necklace (Amulet) (Education DC: 20)

Focus	Bonus	Uses per Session	Ability	Conc.	Weight
2	Hex Weaving (+2)	2	You can use an action to hear a conversation with someone you know or in a place you have been. To do this you have to implant a human ear at the conversation (in the place, in a pocket, etc.).	S	.5
<p><i>The Crones of Velen were not just old — they were literally ancient, having been around since the reign of the first human kings and possibly even since the coming of the elves. Of the three ghastly sisters, the Whispess was the most ancient, or at least so claimed the swamp dwellers' whispered legends. Whispered, for if they spoke too loudly the Crone would hear it — for she demanded tribute in the form of human ears, which she hung from trees and through which, using primeval magic, she heard all that happened in the swamp.</i></p>					

Brewess Doll (Amulet) (Education DC: 20)

Focus	Bonus	Uses per Session	Ability	Conc.	Weight
2	Spell Casting (+2)	2	You can take an hour to concentrate on a person and inflict pain or whisper to someone through the doll. This cannot inflict damage or kill anyone, but can influence their actions.	T	.1
<p><i>The Crone known as Brewess was the middle of the three demonic sisters in terms of age — but the first in terms of size. Brewess was said to be a master concocter of magical mixtures, and, in the more ghastly legends, was said to know over a dozen different recipes for human soup. During the Crones' sabbath, it turned out the sisters truly did feed on human flesh, cooking them up in infernal pots spiced with root from the cursed tree growing on Bald Mountain.</i></p>					

O'Dimm Wooden Spoon (Amulet) (Education DC: 25)

Focus	Bonus	Uses per Session	Ability	Conc.	Weight
5	Spell Casting (+2) Hex Weaving (+2) Ritual Crafting (+2)	1	O'Dimm's magical energy remains in this spoon and through force of a wish you can choose, before casting, a spell, ritual or hex to be successful without a roll.	S	.1
<p><i>Gaunter O'Dimm, sometimes called Master Mirror or Man of Glass, presented himself as a former merchant of mirrors, now a mangy vagrant. However, as one might suspect, he was a much more powerful individual, creating pacts with people in exchange for their souls and being able to control time with a mere clap of his hands. Not much is known about Gaunter before his meeting with Geralt, but he stated that he was a former mirror merchant-turned-mangy vagrant because of the war.</i></p>					

Relic Armor Sets

Wild Hunt Armor* (Medium Armor) (Education DC: 16)

Stopping Power	AE	Effect	Coverage	ENC	Weight
20	3	Piercing Resistance Bludgeoning Resistance Slashing Resistance Poison Resistance +2 Resist Magic +2 Spell Casting	Head, Torso, Arms & Legs	0	15

Wild Hunt General Armor* (Heavy Armor) (Education DC: 20)

Stopping Power	AE	Effect	Coverage	ENC	Weight
30	3	Piercing Resistance Bludgeoning Resistance Slashing Resistance Poison Resistance Fire Resistance Bleeding Resistance +4 Resist Magic +4 Spell Casting +3 Vigor Threshold	Head, Torso, Arms & Legs	1	35

King of the Hunt Armor* (Heavy Armor) (Education DC: 20)

Stopping Power	AE	Effect	Coverage	ENC	Weight
36	3	Piercing Resistance Bludgeoning Resistance Slashing Resistance Poison Resistance Fire Resistance Bleeding Resistance +6 Resist Magic +6 Spell Casting +3 Vigor Threshold +25 Health Points	Head, Torso, Arms & Legs	4	45

Infidels Bones (Medium Armor) (Education DC: 25)

Stopping Power	AE	Effect	Coverage	ENC	Weight
20	3	Retricted Vision Hated & Feared Status +5 HP to every enemy killed Double Adrenaline Points Immune to mind manipulation even through magic	Head	0	1

The Skeleton Plate (Heavy Shield)(Education DC: 25)

Stopping Power	AE	Effect	Coverage	ENC	Weight
30	3	Full Cover	Shield	1	8

*Any Wild Hunt Armor gives you the Hated & Feared status to anyone who knows the Wild Hunt until they realize you are not one of them.