DUALINK

Kaer Morhen

Armor Set



The Witcher Edition

Stamina Points

Stamina points are a resource that symbolizes the physical and mental fortitude required to perform rigorous actions in battle. This system introduces a dynamic element of resource management that allows players to take extra actions or enhance their abilities, adding depth tocombat and decision-making. You have a number of Stamina Points to twice your Constitution modifier.

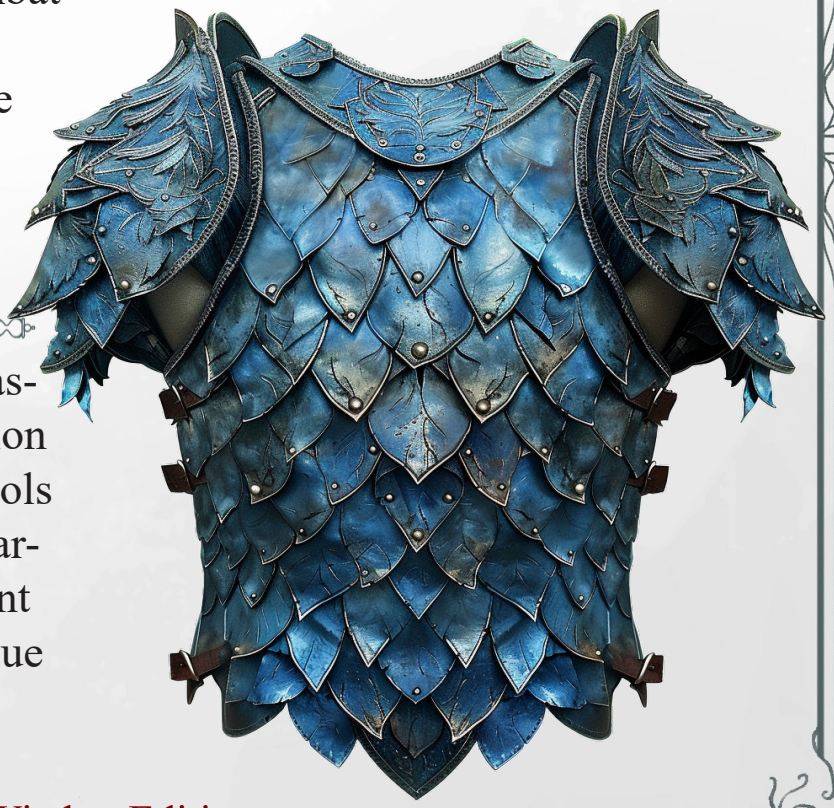
Warden's Resilience

Armour (Halfplate), ***Rare***

This sturdy halfplate cuirass is masterfully crafted to balance protection with agility. Embossed with symbols of the School of the Wolf, the "Warden's Resilience" integrates ancient Witcher enchantments. Its deep blue hue is reminiscent of the twilight skies over Kaer Morhen.

Witcher's Last Stand. When you drop to 0 hit points, you can instead drop to 1 hit point once per long rest.

Guardian's Grace. You can spend 3 stamina points to gain advantage on one saving throw, usable a number of times equal to your proficiency bonus per long rest.



Pathfinder's Step

Wondrous item, ***uncommon***

These greaves are designed for enhanced mobility across varied terrains. Colored in the dark blues and blacks of the Kaer Morhen landscape at night, they empower the wearer, increasing movement speed significantly.

Stride of the Swift. The greaves increase the wearer's movement speed by 10 feet.

Trailblazer's Tread. You can spend 1 stamina point to ignore difficult terrain for 10 minutes. You can choose to spend 2 stamina points in order to leave a trail behind. Allied creatures that follow the trail also ignore difficult terrain.

Shadow Walker

Wondrous item, ***uncommon***

These lightweight yet durable boots are tailored for stealth and rapid movement, essential for any Witcher needing to close in on their prey or make a tactical retreat.



Fleet Foot. The wearer can take the Dash action as a bonus action.

Silent Sprint. The wearer can spend 1 stamina point to make a Dash action that does not provoke opportunity attacks.

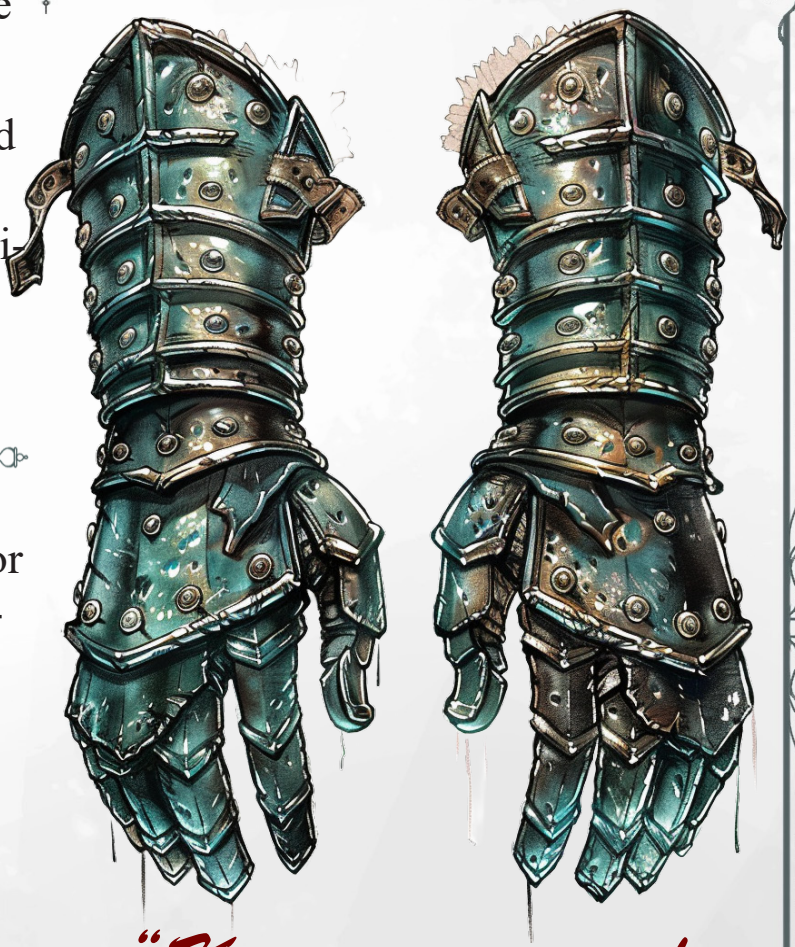
Grasp of Power

Wondrous item, ***uncommon***

Forged with reinforced leather and steel, these gauntlets are essential for any Witcher engaging in close combat.

Might of the Bear. Grants a +2 bonus to Strength (Athletics) checks.

Crushing Blow. You can spend 2 stamina points to add double your proficiency bonus to the next melee attack roll or add your proficiency bonus to the damage.



"Keep your sword sharp and your senses sharper. In our line of work, hesitation is a luxury we can't afford."

Set Bonuses

If you wear more than 1 equipment from this set you get access to the following features:

2-Piece Bonus: Harmony of Kaer Morhen. You gain a reaction where you can spend 2 stamina points to reduce the damage of an incoming attack by an amount equal to 1d10 + Constitution Modifier.

3-Piece Bonus: Witcher's Reflex. If the wearer rolls initiative with no stamina points, they recover 1d4 stamina points.

Full Set Bonus: Signs of the Elders. Spend 4 stamina points to cast one of the six Witcher signs (Aard, Igni, Yrden, Quen, Axii) as a bonus action.

A Witcher's advice on the Armor

"In the heart of battle, it's not the sharpest sword but the strongest shield that saves your skin. Warden's Resilience, it's your shield against the chaos of combat."

"Let the path be long and fraught with danger; with Pathfinder's Step, every stride you take is steady and swift. The wilderness bows before your pace."

"Silent as the night, swift as the galewear these and let your foot steps fall where shadows dwell. Shadow Walker boots, for when stealth is the sharper weapon."