DUALINK

School of the Griffin

Witcher Subclass



The Witcher Edition

School of the Griffin

Witchers of the School of the Griffin are scholars and swordsmen who uphold a tradition of disciplined study, honorable conduct, and service. They regard knowledge as a weapon, studying monsters and magic with the same care they devote to their blades.

Griffins specialize in weaving Signs into combat. Through precise gestures, measured footwork, and practiced control, they turn magical openings into decisive strikes. Their mastery lies in knowing when to draw steel, when to invoke a Sign, and how to make each strengthen the other.

Griffin Lore

At 1st level, you gain proficiency in the Arcana skill. If you already have this proficiency, you instead gain proficiency in your choice of History or Investigation.

In addition, you learn one additional Witcher Sign of your choice. This Sign does not count against your number of Witcher Signs known. You cannot learn a Sign you already know.

Beginning at 15th level, the number of uses granted by your Witcher Signs feature increases by one. You regain this additional use when you finish a long rest.

Signblade

Also at 1st level, your Signs and swordplay form a unified discipline.

Whenever you cast a Witcher Sign, you ready a magical charge that lasts

until the end of your next turn. The next time you hit a creature with a melee weapon attack before the charge expires, you expend the charge to deal an extra **1d8 force damage** to that creature.

If the creature is subject to an ongoing effect or condition caused by one of your Witcher Signs when the attack hits, it also cannot take reactions until the start of its next turn. Damage from an instantaneous Sign does not, by itself, qualify as an ongoing effect.

You can hold only one Signblade charge at a time. Casting another Witcher Sign replaces any unexpended charge and refreshes its duration. You can expend a charge only once per turn.

Woven Casting

At 8th level, you can fold a Witcher Sign into the rhythm of your attacks.

Once on each of your turns when you take the Attack action, you can replace one attack with the casting of a Witcher Sign you know that normally has a casting time of 1 action.

Casting a Sign in this way expends a use of your Witcher Signs feature as normal and otherwise follows the normal rules for casting that Sign, including its components and concentration requirements.

Immediately after casting the Sign, you can move up to **10 feet** without provoking opportunity attacks. This movement does not expend your movement for the turn.

Studied Recovery

When you finish a short rest, you can recover one expended use of your Witcher Signs feature. Once you recover a use in this way, you cannot do so again until you finish a long rest.

Runic Suppression

Starting at 12th level, you recognize the openings created by your Signs and exploit them to disrupt your foes.

When a creature you can see fails a saving throw against one of your Witcher Signs, you can impose one of the following effects on it:

- **Binding Force.** The creature's speed becomes **0** until the start of your next turn.
- **Arcane Fracture.** The creature subtracts half your proficiency bonus, rounded down, from the next saving throw it makes after the triggering save and before the end of your next turn.
- **Disruptive Pulse.** If the creature is concentrating on a spell or another effect, it must immediately make a Constitution saving throw against your Witcher Sign save DC. On a failed save, its concentration ends.

You can impose only one of these effects on a given creature per turn. The saving throw caused by Disruptive Pulse does not trigger this feature.

This feature applies both to saving throws made when you cast a Sign and to subsequent saving throws against that Sign while it remains active.

In addition, while you are

concentrating on a Witcher Sign, you have advantage on Constitution saving throws you make to maintain that concentration.

Grand Hexagram

16th-level School of the Griffin feature

Your mastery allows you to sustain overlapping Signs while maintaining your precision in combat.

When you cast a Witcher Sign that requires concentration, you can choose to sustain it without concentration. The Sign lasts for its normal duration, to a maximum of **1 minute**.

The Sign ends early if you become incapacitated or die. You can also end it at any time without taking an action. Its other ending conditions still apply.

Once you sustain a Sign in this way, you cannot do so again until you finish a short or long rest.

Runic Footwork

Once on each of your turns, when a creature you can see fails a saving throw against one of your Witcher Signs, you can immediately move up to **15 feet** without provoking opportunity attacks. This movement does not expend your movement for the turn.

You can use this movement in addition to the movement granted by Woven Casting.

Griffin Grandmaster

At 19th level, you have mastered the highest doctrine of the Griffin school: the seamless union of

knowledge, blade, and Sign.

Your Intelligence score increases by **4**, to a maximum of **24**.

In addition, while your Metamorphosis feature is active, you gain the following benefits:

- **Empowered Signblade.** The extra force damage dealt by your Signblade feature increases to **2d8.**
- **Greater Woven Casting.** When you use Woven Casting, you can replace up to **two attacks** within the same Attack action with the casting of Witcher Signs, rather than one. Each Sign must be different and must normally have a casting time of 1 action. You gain Woven Casting's 10-foot movement only once during that action.
- **Effortless Invocation.** The first Witcher Sign you cast during that use of Metamorphosis does not expend a use of your Witcher Signs feature.

Casting multiple Signs does not allow you to hold more than one Signblade charge or expend a charge more than once per turn. If both Signs require concentration, you must choose which one to maintain unless you use Grand Hexagram to sustain one without concentration.