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The Witcher Add-ons

Class



The Witcher Edition

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Witcher class add-ons

Signs

Igni (Sign of Fire)

Casting Time: 1 action; **Range:** Self (15-foot cone); **Duration:** Instantaneous

You unleash a blast of fire from your outstretched hand. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

Higher Tiers: The damage increases by 1d6 for each Sign tier above 1.

Enhancements:

1. **Scorched Earth:** The ground in the cone burns for 1 minute. A creature that enters the burning area for the first time on a turn or ends its turn there takes 1d6 fire damage.
2. **Widened Flames:** The cone becomes 30 feet.
3. **Lingering Burns:** A creature that fails its saving throw has disadvantage on the next attack roll it makes before the end of its next turn. Flammable objects in the cone that aren't being worn or carried catch fire.

Quen (Sign of Protection)

Casting Time: 1 bonus action; **Range:** Self; **Duration:** 1 minute

You surround yourself with a shimmering barrier of force. You gain temporary hit points equal to 5 × your Sign tier + your Intelligence modifier. The barrier ends when the

temporary hit points are lost or the duration ends.

Enhancements:

1. **Reflective Shield:** When a creature within 5 feet of you hits you with a melee attack and damages the barrier, it takes force damage equal to half the damage the barrier absorbed.
2. **Fortified Barrier:** The barrier grants additional temporary hit points equal to your Witcher level. While the barrier lasts, you have advantage on Constitution saving throws to maintain concentration.
3. **Reactive Burst:** When the barrier's temporary hit points are reduced to 0, it bursts. Each creature of your choice within 10 feet of you must make a Strength saving throw. On a failed save, a creature takes 3d6 force damage, is pushed 10 feet away from you, and is knocked prone. On a successful save, it takes half as much damage only. The damage becomes 5d6 at Sign tier 3 and 7d6 at Sign tier 5.

Aard (Sign of Force)

Casting Time: 1 action; **Range:** 30 feet (10-foot radius); **Duration:** Instantaneous

You unleash a blast of telekinetic energy at a point within range. Each creature in a 10-foot-radius sphere centered on that point must make a Strength saving throw. On a failed save, a creature takes 2d6 force damage, is pushed 10 feet away from the center of the sphere, and is knocked prone. On a successful save, it takes half as much damage only.

Higher Tiers: The damage increases by 1d6 for each Sign tier above 1.

Enhancements:

1. **Extended Reach:** The range increases to 60 feet. Alternatively, you can make the blast a 30-foot cone originating from you.
2. **Increased Force:** The damage increases by 2d6, and a creature that fails its saving throw can't take reactions until the start of your next turn.
3. **Mass Push:** The radius increases to 15 feet, and unsecured objects in the area that aren't being worn or carried are also pushed.

Axii (Sign of Charm)

Casting Time: 1 action; **Range:** 30 feet; **Duration:** Concentration, up to 1 minute

You attempt to beguile one creature you can see within range. The target must succeed on a Wisdom saving throw or be charmed by you for the duration. Choose one of the following modes when you cast the Sign:

- **Daze.** While charmed, the target is incapacitated and its speed is 0. It repeats the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success.
- **Persuade.** While charmed, the target regards you as a friendly acquaintance. The effect ends if you or your companions do anything harmful to it. When the effect ends, the target knows it was charmed, unless you applied the Mass Charm enhancement.

Higher Tiers: You can target one additional creature for each Sign tier above 1. The creatures must be within 30 feet of each other.

Enhancements:

1. **Heightened Charm:** The target has disadvantage on the first saving throw it makes to end the effect.
2. **Extended Control:** When you use the Persuade mode, the duration becomes 1 hour, and you can make one suggestion to the target, as if you had cast the *suggestion* spell on it.
3. **Mass Charm:** You can target two additional creatures. When the Persuade mode ends, the targets don't realize they were charmed.

Yrden (Sign of Binding)

Casting Time: 1 action; **Range:** 30 feet (10-foot radius); **Duration:** Concentration, up to 1 minute

You draw a glowing circle of runes on the ground, centered on a point within range. For the duration, the area is difficult terrain for creatures other than you. A creature that enters the area for the first time on a turn or starts its turn there must succeed on a Dexterity saving throw or be restrained while it remains in the area. A restrained creature can use its action to make a Strength check against your Sign save DC, freeing itself on a success.

Creatures in the area can't become invisible or ethereal, and a creature with the Incorporeal Movement trait can't move through objects or other creatures while in the area.

Higher Tiers: The radius increases by 5 feet at Sign tier 3 and again at Sign tier 5.

Enhancements:

1. **Enhanced Binding:** A creature restrained by the circle takes 2d6 psychic damage at the start of each of its turns, and it uses an Intelligence or Wisdom check (its choice) instead of a Strength check to escape.
2. **Extended Duration:** The duration becomes concentration, up to 10 minutes. As a bonus action on your turn, you can move the circle up to 10 feet.
3. **Disrupting Runes:** Creatures in the area have disadvantage on Constitution saving throws to maintain concentration.

Oils

Each oil deals its extra damage when you hit a creature of the listed kind with the oiled weapon. Unless an oil says otherwise, the extra damage is of the weapon's damage type.

Beast Oil. *Effective against:* Beasts. *Extra damage:* 1d6.

Cursed Oil. *Effective against:* Shapechangers and lycanthropes. *Extra damage:* 1d6.

Insectoid Oil. *Effective against:* Insects and arachnids (beasts or monstrosities). *Extra damage:* 1d6 poison.

Specter Oil. *Effective against:* Undead with the Incorporeal Movement trait (ghosts, specters, wraiths). *Extra damage:* 1d6 radiant; the weapon counts as magical against them.

Draconid Oil (5th Level). *Effective against:* Dragons. *Extra damage:* 1d8.

Elementa Oil (5th Level). *Effective against:* Elementals and constructs. *Extra damage:* 1d8.

Hybrid Oil (5th Level). *Effective against:* Monstrosities that combine two or more creatures (chimeras, griffons, harpies, manticores). *Extra damage:* 1d8.

Necrophage Oil (5th Level). *Effective against:* Undead without the Incorporeal Movement trait (ghouls, zombies, wights). *Extra damage:* 1d8.

Ogroid Oil (11th Level). *Effective against:* Giants. *Extra damage:* 1d10.

Relict Oil (11th Level). *Effective against:* All monstrosities. *Extra damage:* 1d10.

Witcher Potions

Swallow. For 1 minute, you regain 2d4 hit points at the start of each of your turns if you have at least 1 hit point.

White Raffard's Decoction. You regain hit points equal to 3d8 + your Witcher level.

Thunderbolt. For 1 minute, you have a +1 bonus to weapon attack rolls, and your weapon attacks deal an extra 1d6 damage on a hit.

Tawny Owl. You regain two expended uses of your Witcher Signs.

Petri's Philter. For 1 minute, your Sign save DC increases by 1, and Signs you cast deal an extra 1d6

damage to one target of your choice.

Cat. For 8 hours, you can see normally in darkness, both magical and nonmagical, out to 60 feet.

De Vries' Extract. For 1 minute, you can see invisible creatures and objects within 60 feet of you, and you are aware of the location of any creature within 30 feet of you, even through walls.

Golden Oriole. You are no longer poisoned, and for 1 hour you are immune to poison damage and the poisoned condition.

Blizzard. For 1 minute, your speed increases by 10 feet and you have advantage on Dexterity saving throws. Once on each of your turns when you reduce a creature to 0 hit points, you can make one weapon attack as a bonus action.

Full Moon. For 1 hour, your hit point maximum and current hit points increase by an amount equal to your Witcher level.

Black Blood. For 1 hour, your blood is poisonous to monsters that feed on it. When an undead creature hits you with a melee attack, or any creature hits you with a bite attack, it takes 3d6 acid damage (once per turn).

Killer Whale. For 1 hour, you can hold your breath for the entire duration, you can see normally underwater out to 60 feet, and you have advantage on Strength (Athletics) checks to swim.

White Honey. All other Witcher potion effects on you end, and you

are no longer poisoned.

Bombs

As an action, you can throw a bomb at a point within 30 feet of you. It affects a 10-foot-radius sphere centered on that point. Saving throws against bombs use your Sign save DC. Bomb damage increases by 1d6 at 11th level and again at 17th level.

Grapeshot. Each creature in the area must make a Dexterity saving throw, taking 3d6 piercing damage on a failed save, or half as much on a successful one.

Dancing Star. Each creature in the area must make a Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much on a successful one. Flammable objects in the area that aren't being worn or carried catch fire.

Northern Wind. Each creature in the area must make a Constitution saving throw. On a failed save, a creature takes 2d6 cold damage and its speed is 0 until the end of its next turn. On a successful save, it takes half as much damage only.

Devil's Puffball. The area fills with poisonous gas for 1 minute. A creature that enters the area for the first time on a turn or starts its turn there must make a Constitution saving throw, taking 2d6 poison damage on a failed save, or half as much on a successful one.

Moon Dust. Each creature in the area must make a Constitution saving throw. On a failed save, a

creature can't change its shape for 1 minute, and if it is invisible it is outlined in silver light and can't benefit from being invisible for that duration.

Mutagens

Unless a mutagen says otherwise, its ability score increase can't raise a score above the listed maximum. You choose any listed option when you consume the mutagen.

Lesser Mutagens (9th Level)

Mutagen of Vigor. *Effect:* Your Strength score increases by 2 (to a maximum of 20), and you have advantage on Strength checks and saving throws.

Drawback: You have disadvantage on Intelligence checks and saving throws.

Mutagen of Swiftness. *Effect:* Your Dexterity score increases by 2 (to a maximum of 20), your speed increases by 10 feet, and you have advantage on Dexterity (Acrobatics) checks.

Drawback: You have disadvantage on Strength checks and saving throws.

Mutagen of Resilience. *Effect:* Your Constitution score increases by 2 (to a maximum of 20). Bludgeoning, piercing, and slashing damage you take from nonmagical attacks is reduced by 3.

Drawback: You have disadvantage on Dexterity checks and saving throws.

Mutagen of Keen Senses. *Effect:* You have advantage on Wisdom (Perception) and Wisdom (Survival) checks, and your darkvision

increases by 30 feet (or you gain darkvision out to 30 feet).
Drawback: You have disadvantage on Charisma checks and saving throws.

Mutagen of Fortitude. *Effect:* Your hit point maximum and current hit points increase by twice your Witcher level, and you have advantage on Constitution saving throws.
Drawback: You have disadvantage on Wisdom checks and saving throws.

Mutagen of Speed. *Effect:* Your speed increases by 20 feet, and you can take the Dash action as a bonus action.
Drawback: You have disadvantage on Strength checks and saving throws.

Mutagen of Clarity. *Effect:* Your Intelligence score increases by 2 (to a maximum of 20), and you have advantage on Intelligence checks and saving throws.
Drawback: You have disadvantage on Charisma checks and saving throws.

Mutagen of Deception. *Effect:* Your Charisma score increases by 2 (to a maximum of 20), and you have advantage on Charisma (Deception) and Charisma (Persuasion) checks.
Drawback: You have disadvantage on Wisdom checks and saving throws.

Mutagen of Agility. *Effect:* You gain proficiency in Dexterity saving throws, and you have advantage on Dexterity (Stealth) checks.
Drawback: You have disadvantage on Constitution checks and saving throws.

Mutagen of Fury. *Effect:* Your melee

weapon attacks deal an extra 1d4 damage. Once per turn, you have advantage on an attack roll against a creature that hit you since the end of your last turn.

Drawback: You have disadvantage on Wisdom checks and saving throws.

Greater Mutagens (15th Level; Wolf 8th Level)

Mutagen of the Aberration. *Effect:* Your Intelligence or Wisdom score increases by 2 (to a maximum of 22). You can communicate telepathically with any creature within 30 feet of you that understands a language, you have advantage on Intelligence (Investigation) checks, and you have advantage on saving throws against being charmed.

Drawback: You have disadvantage on Charisma checks and saving throws.

Mutagen of the Beast. *Effect:* Your Strength or Dexterity score increases by 2 (to a maximum of 22). You gain proficiency in Athletics and Acrobatics if you don't already have it, and as a bonus action you can leap up to 20 feet without provoking opportunity attacks.

Drawback: You have disadvantage on Intelligence checks and saving throws.

Mutagen of the Construct. *Effect:* Your Constitution score increases by 2 (to a maximum of 22). You are immune to poison damage and the poisoned condition, and you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Drawback: You have disadvantage on

Wisdom checks and saving throws.

Mutagen of the Dragon. *Effect:* Your Strength or Constitution score increases by 2 (to a maximum of 22). Choose acid, cold, fire, lightning, or poison. You have resistance to that damage type, and once while the mutagen is active you can use an action to exhale a 30-foot cone of it. Each creature in the cone must make a Dexterity saving throw against your Sign save DC, taking 6d6 damage of the chosen type on a failed save, or half as much on a successful one.
Drawback: You have disadvantage on Dexterity checks and saving throws.

Mutagen of the Fey. *Effect:* Your Dexterity or Charisma score increases by 2 (to a maximum of 22). You have advantage on saving throws against being charmed, and you can cast *misty step* without expending a spell slot a number of times equal to your proficiency bonus while the mutagen is active.
Drawback: You have disadvantage on Wisdom checks and saving throws, and you have vulnerability to damage from cold iron weapons.

Mutagen of the Plant. *Effect:* Your Constitution or Wisdom score increases by 2 (to a maximum of 22). You have resistance to poison damage. Once while the mutagen is active, you can cast *entangle* without expending a spell slot, using your Sign save DC. While you are in sunlight, you regain hit points equal to your Constitution modifier at the

start of each of your turns if you have at least 1 hit point.
Drawback: You have disadvantage on Intelligence checks and saving throws.

Mutagen of the Undead. *Effect:* Your Strength or Constitution score increases by 2 (to a maximum of 22). You have resistance to necrotic damage. Once per turn, when you hit a creature with a melee weapon attack, it takes an extra 1d6 necrotic damage, and you regain hit points equal to the necrotic damage dealt.
Drawback: You have disadvantage on Wisdom checks and saving throws, and you have vulnerability to radiant damage.

Mutagen of the Giant. *Effect:* Your Strength or Constitution score increases by 2 (to a maximum of 22). Once while the mutagen is active, you can use a bonus action to grow as if under the enlarge effect of the *enlarge/reduce* spell for 1 minute (no concentration required).
Drawback: You have disadvantage on Dexterity checks and saving throws, and your speed is reduced by 10 feet.

Mutagen of the Humanoid. *Effect:* Your Dexterity or Intelligence score increases by 2 (to a maximum of 22). You gain proficiency in Deception and Persuasion if you don't already have it, and you can cast *disguise self* at will without expending a spell slot.
Drawback: You have disadvantage on Wisdom checks and saving throws.

Mutagen of the Monstrosity. *Effect:* Your Strength or Constitution score

increases by 2 (to a maximum of 22). You gain proficiency in Intimidation if you don't already have it. Once while the mutagen is active, you can use an action to roar. Each creature of your choice within 30 feet of you that can hear you must succeed on a Wisdom saving throw against your Sign save DC or be frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Drawback: You have disadvantage on Dexterity checks and saving throws.

Mutagen of the Ooze. *Effect:* Your Constitution or Strength score increases by 2 (to a maximum of 22). You have resistance to acid damage, you can move through a space as narrow as 1 inch wide without squeezing, and you have advantage on checks and saving throws to avoid or escape a grapple.

Drawback: You have disadvantage on Dexterity checks and saving throws.

High-Tier Mutagens (Wolf 16th Level)

A high-tier mutagen counts as a very rare item for crafting. You can prepare only one high-tier mutagen when you finish a long rest. Its special power (the spell or ability it grants) can be used once; after you use it, you can't use that mutagen's special power again until you finish a long rest. Spells cast this way use your Sign save DC and Intelligence as your spellcasting ability.

Mutagen of the Archangel. *Effect:* Your Strength or Charisma score

increases by 2 (to a maximum of 24). You have resistance to radiant damage, and feathered wings grant you a flying speed equal to your walking speed. *Special Power:* When you hit a creature with a melee weapon attack, you can deal an extra 5d8 radiant damage to it. *Drawback:* You have disadvantage on Wisdom checks and saving throws, and you have vulnerability to necrotic damage.

Mutagen of the Demon Lord. *Effect:* Your Strength or Charisma score increases by 2 (to a maximum of 24). You have resistance to fire and poison damage. *Special Power:* You can cast *hellish rebuke* as a 5th-level spell (6d10 fire damage). *Drawback:* You have disadvantage on Intelligence checks and saving throws, and you have vulnerability to radiant damage.

Mutagen of the Ancient Dragon. *Effect:* Your Strength or Constitution score increases by 2 (to a maximum of 24). Choose acid, cold, fire, lightning, or poison. You are immune to that damage type. *Special Power:* As an action, you exhale a 30-foot cone of the chosen damage type. Each creature in the cone must make a Dexterity saving throw, taking 8d8 damage on a failed save, or half as much on a successful one. *Drawback:* You have disadvantage on Dexterity checks and saving throws, and your speed is reduced by 10 feet.

Mutagen of the Elder Elemental. *Effect:* Your Strength or Constitution score increases by 2 (to a maximum

of 24). Choose acid, cold, fire, lightning, or thunder. You are immune to that damage type. *Special Power:* You can cast *elemental bane* as a 5th-level spell.
Drawback: You have disadvantage on Charisma checks and saving throws, and you have vulnerability to the opposing damage type: cold for fire, fire for cold, thunder for lightning or acid, and lightning for thunder.

Mutagen of the Leviathan. *Effect:* Your Strength or Wisdom score increases by 2 (to a maximum of 24). You can breathe underwater, you gain a swimming speed equal to your walking speed, and you have resistance to cold damage. *Special Power:* You can cast *control water*.
Drawback: You have disadvantage on Dexterity checks and saving throws, and you have vulnerability to lightning damage.

Mutagen of Primus. *Effect:* Your Intelligence or Wisdom score increases by 2 (to a maximum of 24). You are immune to poison damage and have resistance to psychic damage. *Special Power:* You can cast *dominate person*.
Drawback: You have disadvantage on Charisma checks and saving throws, and you have vulnerability to lightning damage.

Mutagen of the Phoenix. *Effect:* Your Dexterity or Constitution score increases by 2 (to a maximum of 24). You are immune to fire damage.
Special Power: When you are reduced to 0 hit points but not killed outright, you instead drop to hit

points equal to your Witcher level, and each creature of your choice within 10 feet of you must make a Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much on a successful one. *Drawback:* You have disadvantage on Wisdom checks and saving throws, and you have vulnerability to cold damage.

Mutagen of the Kraken. *Effect:* Your Strength or Constitution score increases by 2 (to a maximum of 24). You can breathe underwater, you gain a swimming speed equal to your walking speed, and your reach with melee weapons increases by 5 feet. *Special Power:* You can cast *lightning bolt* as a 5th-level spell (10d6 lightning damage). *Drawback:* You have disadvantage on Dexterity checks and saving throws, and you have vulnerability to thunder damage.

Mutagen of the Lich. *Effect:* Your Intelligence or Constitution score increases by 2 (to a maximum of 24). You have resistance to necrotic damage. *Special Power:* You can cast *blight* as a 5th-level spell (9d8 necrotic damage). *Drawback:* You have disadvantage on Strength checks and saving throws, and you have vulnerability to radiant damage.

Mutagen of the Solar. *Effect:* Your Strength, Dexterity, or Charisma score increases by 2 (to a maximum of 24). You are immune to radiant damage. *Special Power:* You can cast *flame strike*.

Drawback: You have disadvantage on Constitution checks and saving throws, and you have vulnerability to necrotic damage.