DUALINK

Witcher

School of the Wolf



The Witcher Edition

School of the Wolf

Witchers from the School of the Wolf are renowned for their exceptional combat prowess and relentless pursuit of monsters. Trained to be master swordsmen and alchemists, they are deadly adversaries on the battlefield, capable of dispatching even the most formidable foes with ease.

Wolf's Resilience

At 1st level, your training at the School of the Wolf has instilled in you a keen sense of awareness and readiness for combat. You gain proficiency in the Perception skill if you don't already have it. Additionally, you can add your proficiency bonus to initiative rolls. You also gain proficiency with alchemist's supplies, allowing you to craft potions, bombs, and other alchemical concoctions with greater ease.

Accelerated Mutation

Also at 1st level, your rigorous training and exposure to alchemical mutagens allow you to adapt more quickly than other Witchers. You learn the feature Lesser Mutagens at 6th level instead of 9th.

Rapid Strikes

Starting at 8th level, your combat prowess and agility allow you to strike with incredible speed and precision. If you use your action to cast a Witcher Sign, you can make one weapon attack as a bonus action. Additionally, when you score a critical hit with a melee weapon attack, you can make an additional melee weapon attack as part of the same action.

All of the Mutagens mentioned in this subclass can be found at the end of the class description

→ link in Bio!

Bestial Alchemy

At 8th level, your expertise in alchemy extends to the harvesting of mutagens from the remains of fallen enemies. Whenever you defeat an enemy, you can spend 1 hour extracting mutagens from its body using your alchemist's supplies. This process ties into your Bestiary feature, allowing you to record the creature's traits and create a mutagen based on them.

Advanced Mutagens

Also starting at 8th level, your advanced alchemical skills grant you access to mid-tier mutagens, which are more potent than lesser mutagens. You can prepare a number of mutagens (lesser or mid-tier) equal to your Intelligence modifier (minimum of one) during each long rest. Mutagens last for an hour upon use, and you may only have 1 active at a time. You can store up to two prepared mutagens, allowing you to keep them ready for use when needed.

Alchemical Savant

At 12th level, your expertise in alchemy and combat has reached new heights, allowing you to harness the full potential of your concoctions and mutagens.



Your experience with mutagens allows you to refine their effects. When you use a mutagen, you can choose to either increase its duration by 1 hour or reduce its drawback. If you choose to reduce the drawback, it changes from disadvantage on specific checks and saving throws to a -2 penalty on those checks and saving throws instead. You may also use two mutagens at the same time now. Additionally, during a long rest, you can now prepare a combination of mutagens and alchemical items (such as bombs or potions) equal to twice your Intelligence modifier (minimum of two).

You can now create lesser mutagens without the need for a skill check, so long as the beast pertaining to the mutagen is part of your bestiary.

Combat Researcher

Also at 12th level, your ability to use alchemical items in combat has improved. You can now apply an alchemical oil or potion to a weapon or ally as a bonus action. Additionally, when you use a bomb, you can add your Intelligence modifier to the damage dealt by the item.



Apex Alchemy

At 16th level, your mastery over alchemy and mutagenic transformations reaches its pinnacle. You gain the ability to create and use high-tier mutagens, derived from the most powerful beings such as celestials, fiends, and other legendary creatures.

You can now create mid-tier mutagens without the need for a skill check, so long as the beast related to the mutagen is part of your bestiary.

Wolf's Mastery

At 19th level, you have reached the zenith of your training in the School of the Wolf. When you activate your Metamorphosis feature, you can consume one mutagen as part of the same action. Additionally, while you are in your Metamorphosis state, you ignore the drawbacks of any mutagen you have consumed.



