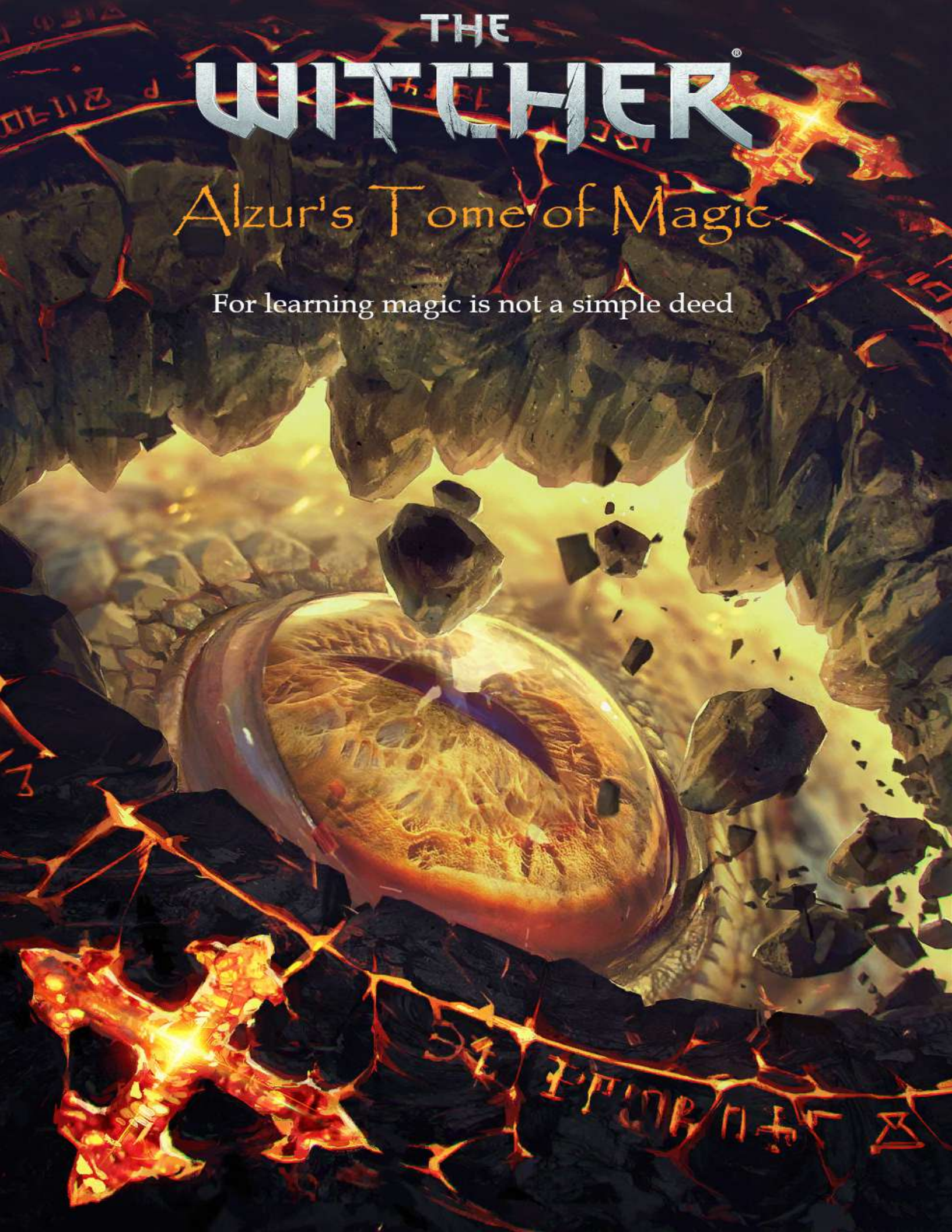


# THE WITCHER®

## Alzur's Tome of Magic

For learning magic is not a simple deed









# Table of Contents

<b>Magic.....5</b>	<b>Professions.....35</b>	<b>Exceptional Monsters.....54</b>
The Chaos.....5	Berserker.....35	Alzur's Beast.....54
Mage Spells.....8	Hunter.....37	Observers.....56
Incantations.....21	Herbalist.....39	Greater Demon.....60
Witcher Signs.....26	Farseer.....41	Molder of Death.....64
Rituals.....30	Psionic.....43	Death Whisperer.....68
Hexes.....33	Demonologist.....45	Death Knight.....72
	Necromancer.....47	
	<b>Necrotic Damage.....49</b>	<b>Monsters.....76</b>
		Skeletons.....76
		Treants.....78

This is based on property owned by R. Talsorian and CD Projekt Red based on the novels by Andrzej Sapkowski, no claim to the rights is made to any of this material. The rights to the art included in this document are presumed to be reserved by their respective owners, included at the foot of each image where known. This document is for non-commercial use only.

The text from "The Chaos" and "Berserker" attributed to Alzur is not of mine authorship. It's from The Witcher Fandom and Fanon and I take no claim to its authorship.

The Spells, Incantations and Rituals are highly based on D&D 5e and on the official books of The Witcher TRPG.

The Witcher Signs are based on content of The Witcher Fanon.

The Exceptional Monsters described here are based on non canon content and some of it is based on D&D 5e.

The Professions are highly based on the official professions and highly inspired by the homebrews of /u/fredrikhuhtanen and /u/CyphDND.

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 fan work.

Keep your swords sharp!



Illustration by Bogna Gawrońska







# The Chaos by Alzur

*Anyone can foretell the future. And everyone does it, for it is simple. It is no great art to foretell it. The art is in foretelling it accurately.*

*—Andrzej Sapkowski, The Tower of Swallows*



**Magic plays a large and central role in our universe. It is used not only by mages, but by the many witches, priests, druids and myriad other magical creatures that inhabit the world. Magic is used by harnessing the power of Chaos. While a few simple spells, like a witcher's sign can be used by anyone, only those born with the power are capable of truly wielding its incredible power.**

There are multiple scholarly definitions of the term magic. I could cite them all, pointing out their various inconsistencies and pondering which should be considered most correct, but I will not. Instead, I will borrow the words I heard from my own professor, when I was young and inexperienced and put forth a similar question.

Magic is oftentimes referred to as "the Art". This is no coincidence. Magic is perceived by many as an elite discipline requiring artistry and talent, and indeed very few possess the immense creative abilities needed to wield it. Those with magical talent can use it to create things of awe and beauty- wonders without which the world would certainly be a much more miserable place. Therefore, those who name magic a beautiful blessing, brought forth into this world by the Conjunction of the Spheres, are in a sense correct.

Magic has also been called chaos incarnate: a primal, dangerous force, merciless and destructive. In the hands of the unwary, it becomes a key that can open

the forbidden door, behind which lies ruin and destruction. Therefore, those who say that magic is a curse born of chaos during the Conjunction of the Spheres that will doom this world are also correct.

Finally, according to others, magic is science-that is, knowledge which can only be acquired through extensive study, discipline, and hard work. In this view, magic is progress. It is a process of constant advancement initiated during the Conjunction of the Spheres, which brings development, eliminates the ailments of this world, provides answers to the questions that plague mankind, broadens minds, and introduces innovation. It is therefore also correct to say that magic is its own particular science.

In the end, magic is all three of the above. It is Art, Chaos, and Science: a blessing, a curse, and progress. It all depends on who calls upon it, and for what purpose.

Magic stems from nature. It is in the earth we walk upon, in the fire burning in its heart, in the air we breathe, and in the water which brings life and which flows within us. If you happen to be gifted with the particular talent, all you need do is reach out your hand and grasp the magic all around you.

## Mages

A mage, also sometimes called wizard, sorcerer, or sorceress, is a person skilled and educated in the use of magic. Only rare individuals have the potential to become mages and many of those with this potential are doomed to madness. Unless the individual in question learns to control their power quickly, he or she may end up a half-insane, slobbering farseers. That is why schools of sorcery were created, where talented children study for many years, acquiring knowledge and mastering magical skills. Because of their powers, mages age more slowly than ordinary people.

They can extract magical energy from the four elements, transport themselves long distances and heal, as well as kill, in the blink of an eye. They have extensive scientific and political knowledge; in the latter respect, many mages are the equals of rulers.

The word "mage" is used mostly to refer to people trained in magical academies like Aretuza or Ban Ard and is rarely used to refer to magic-wielding druids or priests (especially the latter, since insist on the rubbish of claiming their powers are given their powers by the gods). Of course, the powers of the latter are considerably less powerful than a mage.



## Psionics

Psionics comprises a wide area of mental abilities which may be used without drawing power from any element, utilizing just the psyche and vital energy of the user. A person who uses psionics but is not a proper mage is called psionic.

## Sources

A Source is a person born with a natural affinity for magical abilities which are rather difficult to control once they have bloomed, which can sometimes lead to mental illness, like catatonia, if not helped.

Schools of sorcery, like Aretuza and the facility in Ban Ard, were created to help these children cultivate and control their powers, lest the abilities drive them mad. At one point, if one learned of a Source, mages from these schools would hunt them down and tear them away from their families by force or deceit. However, this practice eventually died out by the 1260s and was replaced with a softer approach: any mage that learned of a Source was required to inform the Chapter of Wizards, so they could keep an eye on the Source and, at the right time, try to fascinate them with magic to bring them into the fold. Stressful situations usually work as trigger to a Source's ability. However, this is double-sided: while Sources can wield an extreme amount of power, it's completely uncontrollable and will only happen when they least expect it as they act more like a transmitter of magical energy, rather than wielders of it. This can lead to dire situations where even a castle or half a town can be destroyed if not brought under control.

## The Sources of Power

The simplest supernatural abilities, some of which not even considered magic, are based only on the intellect of the user. Persons who utilize the power of mind are referred to as psionics.

Some individuals are born with innate magical potentials. They are called Sources and have the Power of their own. Some mages use them as mobile canisters of energy, but it is considered immoral nowadays. Which does not mean it does not happen.

There are four Primary Elements (and unknown number of Para-Elements). Manifesting themselves in the world they are the basic sources of Power. While most of the spells work best if use one specific element, casting them utilising another is still possible though hard.

**Earth**—Though this element is almost universally accessible, earth is not an efficient transmitter of energy. Drawing from it requires a large expenditure of labor, mainly on account of the static nature of the Power held within. Most sorcerers find the effort required to be disproportionate to the gains realized. It cannot be denied, however, that those who have mastered this art have exceptional means at their command, for the Power hidden within earth is tremendous. Earth magic comes from the Elemental Plane of Earth, inhabited by the earth genies, the d'ao.

**Air**—This most fickle and dynamic element also holds impressive potential. Unlike the element of earth, it is much easier to draw upon and requires less effort. This does not mean, however, that it is simpler, for air's capricious nature demands great skill and knowledge. A sorcerer who lacks the appropriate proficiency will simply be unable to attune himself sufficiently to the element and will not draw a satisfactory amount of the Power. A certain intuition is needed, and that comes only with years of experience and constant practice. Air magic comes from the Elemental Plane of Air, inhabited by the air genies, the djinn.

**Fire**—Many a young adept has met a tragic end when trying to prematurely harness this most unpredictable and chaotic element. The Power flowing through fire is as grand as it is fickle. Drawing upon fire provides energy readily and swiftly sometimes too swiftly. The Power channeled from fire is easiest to "contract" upon, and an inexperienced adept may not be able to stop drawing energy before it is too late. Sources in particular must exercise extreme caution, as coming into contact with the Power drawn from fire may suddenly activate their peculiar abilities, usually in a destructive manner. Fire magic comes from the Elemental Plane of Fire, inhabited by the fire genies, the ifrit.

**Water**—Due to its moderate dynamics, water is the optimal medium for inexperienced sorcerers to learn to channel the Power. As with the other elements, any concentration or manifestation of water can be used as a source of magical energy. However, it is best to start by drawing from water veins, preferably from their intersections—the most widespread Places of Power. Easily detectable by even the least experienced adepts, and isolated from most external influences, intersections are a relatively safe source of the Power. In time, a sorcerer will be able to learn how to draw energy from the many variable and mercurial manifestations of the element of water—for a calm lake requires a different approach than a rapidly flowing stream. The sea, on account of its dynamism, is a particularly troublesome source. Despite its vast stores of energy, drawing upon it is best left to more experienced sorcerers. Water magic comes from the Elemental Plane of Water, inhabited by the water genies, the maride.

Apart from the four fundamental elements from which mages can draw power there is also the fifth source, variously referred to as the quintessence (fifth element), spirit, idea or just the magic. To utilize its power one must either combine the primary elements or draw from the mysterious plane called Ether or Astral Plane. The Ether is inhabited by a variety



of non-corporeal entities such as hymys; visitors from this strange dimension are sometimes called Astrals.

Many useful magic spells are based on this element, such as teleportation. It is worth noting that while they can be obtained just by mixing primary elements, creatures such as unicorns perceive drawing from them as cheap trickery, which could suggest that they either draw from the Astral Plane or are Sources with innate power. Watchers are sometimes called "genies of the fifth element", but the knowledge we have about such a creature is almost nothing.

Forbidden Magic, Forbidden Arts or Black Magic are joint term for practices banned by Brotherhood of Sorcerers. They involve, among others, goetia, necromancy and mutations on intelligent races. The latter being banned after the partial failure of the project that created the witchers.

Goetia, or demonology, is the forbidden practice of summoning creatures from alternate dimensions or worlds across time and space, usually with the intention of bargaining with them for information or services. Its power comes from the demons inhabiting the demon or para-elemental planes.

Necromancy is a subclass of magic which is aimed at casting spells on the dead, whether to reanimate a corpse temporarily for information or to re-live a dead man's last moments, and so forth. Due to its invasive nature on the dead, as well as the horrible potential side effects, the practice is banned by the Brotherhood of Sorcerers. Which does not mean they do not practice it when it is convenient.

### **The Brotherhood of Sorcerers**

The Brotherhood of Sorcerers was the oldest organization of mages in the Northern Kingdoms. Formed in the aftermath of the non-aggression pact established by the Novigradian Union in the 8th century, it united and had control over most of the magic users, magic academies like Aretuza or Ban Ard, and institutions, such as Rissberg. It was led by the Chapter, which consisted of two

main governing bodies that guided magical practice for centuries before dissolving completely as a consequence of the events that transpired during the Thanedd coup in 1267.

The most distinguished practitioners of magical art first founded the Council of Wizards to institute codified rules on the use of magic, but the creation of a new hierarchy of order sparked a brief civil war, costing the life of Raffard the White, who opposed its formation.

The Council was eventually split into two groups of 5 mages: the Chapter of the Gift and the Art and the Council of Wizards, with the Chapter having the highest hierarchy and the Council the lower, but the latter still wielded important authority in the Brotherhood. The Council was established to aid the Brotherhood in administering and regulating practitioners of magic. In particular, the Council focused on magical experiments, research, and expanding magical knowledge.

The Brotherhood regulated and oversaw the use of magic, making sure that practices such as demonology, necromancy, and Artefact compression (labeled "black magic") were kept to a bare minimum, and the practitioners of such magics were given fair and just sentences; these sentences usually being shackled in dimeritium for several centuries. Individuals who ignored the ban used to be excluded from the Brotherhood and were considered as renegades, e.g. Myself or Idarran of Ulivo. However, though all mages are equal before the law, some of them are actually "more equal than others"; an open secret was commonly breaking the bans in Rissberg until it came to light after the deaths of Grandmaster Ortolan and his favorite, Sorel Degerlund.

After the coup that essentially dissolved the Brotherhood, former Council member Philippa Eilhart established the Lodge of Sorceresses. Unlike the Brotherhood, the Lodge was female-only and included sorceresses from both the Northern Kingdoms and the Nilfgaardian Empire.

### **Council of Wizards**

Council of Wizards, Supreme Council of Sorcerers, Council of Mages, or simply the Council, was the lower chamber within the Brotherhood of Sorcerers, but still held considerable power among them and consisted of five members. During the Thanedd coup, its members were split on all sides: Yennefer and Carduin remained neutral, Fercart sided with Nilfgaard, and Radcliffe and Philippa helped the North.

### **The Chapter**

Chapter of the Gift and the Art, commonly referred to as Chapter of Wizards, Chapter of Sorcerers, or simply the Chapter, is the higher chamber in the Brotherhood of Sorcerers. It usually consists of five members. After the Thanedd coup (during which most the Chapter members were pro-Nilfgaardian), the organization practically ceased to exist.

### **The Lodge**

The Lodge of Sorceresses arose from the ruins of the Brotherhood of Sorcerers after the incident on Thanedd Island essentially killed the older order among mages. It was a secret organization composed entirely of female mages and even referred to as a sisterhood due to no men being invited, as the sorceresses saw men as too incompetent to handle governing areas of magic.



# Mage Spells

Illustration by Diego de Almeida Peres



*Spells have been my life as a mage. I myself invented some of them and some even carry my name. A spell is a mage's most powerful weapon, but can be their most powerful shield or an aid to soldiers in war.*

*Some mages decide to specialize in one of the four elements, but some, usually the most powerful, choose a wide range of elements. You can do as you like, but aware of your options.*

*Not only necromancers can use necromancy, but its side effects can be rather displeasing. Of course, necromancy is a powerful source of power and can make you feel invincible sometimes, but, again, be aware of your choices. Some mages, as myself, know their way around a bit of necromancy just in case.*

—Alzur

## Necrotic Damage

Necrotic damage works differently than other types of damage. Unless otherwise stated, necrotic damage cannot be soaked by armor and it can only be cured over time. But even this cure is not enough. Necrotic damage can be cured from your HP, but they leave an almost permanent mark on your ~~page~~ 49. For this, see the rules on

## Novice Spells

### Mixed Element

#### Acid Breath

**STA Cost:** 4

**Effect:** Acid Breath allows you to spit a large quantity of acid at one target in 6m. The target takes 2d6 acid damage and any equipment hit takes 1d6/2 ablation damage.

**Range:** 6m

**Duration:** Immediate

**Defense:** Dodge or Block

#### Voice Illusion

**STA Cost:** 3

**Effect:** Voice Illusion makes the chaos run through your vocal cords. You are able to manipulate the sound of your voice for the duration of the spell. You can change your voice to a more calming tone, giving you +3 in Charisma, or to a more frightening tone to give you +3 to Intimidations and anything else the GM allows. You can also talk without moving your lips.

**Range:** Self

**Duration:** 2d10 Rounds

**Defense:** None

### Earth

#### Codlysiau

**STA Cost:** 4

**Effect:** Codlysiau makes vines with spikes and thorns sprout from the ground on a 20m radius centered on a point within range. Any creature walking through this has half speed and takes 2d6 piercing damage to their feet for every 4m they walk. If they fall on this, they immediately receive 2d6 piercing damage to every body part.

**Range:** 20m

**Duration:** 1d10 Rounds

**Defense:** Reposition

#### Light Feet

**STA Cost:** 2

**Effect:** You make the earth react to your steps and you gain impulse on walking or running. You or a creature within range double its SPD for the duration of the spell.

**Range:** Self/20m

**Duration:** 1d6 Rounds

**Defense:** None

### Air

#### Big Jump

**STA Cost:** 2

**Effect:** You can use a current of wind to jump 3 times as you normally would. You can also make a creature within range be affected by this spell.

**Range:** Self/20m

**Duration:** 1d6 Rounds

**Defense:** None

#### Shocking Blow

**STA Cost:** 2

**Effect:** Shocking Blow makes electricity run through your hands. For the duration of the spell, your punch attacks deal 1d6 extra electrical damage and have a 50% chance to make your opponent **staggered**.

**Range:** Self

**Duration:** 1d6 Rounds

**Defense:** None



## Fire

### Small Eruption

**STA Cost:** 3

**Effect:** Small Eruption hurls small hot volcanic stones at your opponent. For every point you roll above your opponent's defense (maximum 10), you deal 1d6 bludgeoning damage + 1d6 fire damage. Each stone counts as its own attack.

**Range:** 10m

**Duration:** Immediate

**Defense:** Dodge or Block

### Soot Breath

**STA Cost:** 2

**Effect:** You blow a thick cloud of smoke from your mouth forming an enormous cone of smoke. Any enemy inside the range that fails their defense is blinded for 1d6 rounds.

**Range:** 3m Cone

**Duration:** Immediate

**Defense:** Reposition or Block

## Water

### Hevenne's Snowballs

**STA Cost:** 3

**Effect:** Hevenne was a cintrian mage that invented this spell by accident, while playing with a child he adopted. Hevenne's Snowballs hurls thick snowballs at your opponent. For every point you roll above your opponent's defense (maximum 10) you deal 1d6 bludgeoning damage. Each ball counts as its own attack.

**Range:** 5m

**Duration:** Immediate

**Defense:** Dodge or Block

### Ice Spike

**STA Cost:** 5

**Effect:** Ice Spike creates a spike to stab up into a target. This spike does 5d6 piercing damage and remains until destroyed. It can be destroyed by doing 20 points of damage to it or 5 fire damage.

**Range:** 6m

**Duration:** Immediate

**Defense:** Dodge or Block

## Necromancy

### Borrow Life

**STA Cost:** 5

**HP Cost:** 0 (2d6)

**Effect:** You pull some of your life force from your future days. You gain 2d6 temporary HP, but after the end of the battle, when the blood is colder, you not only lose the temporary HP, but you take 2d6 necrotic damage. You can also give this temporary HP to any creature within range.

**Range:** Self/20m

**Duration:** Until the End of the Battle

**Defense:** None

### Cemetery Dust

**STA Cost:** 4

**HP Cost:** 1d10

**Effect:** You blow cemetery dust on a 3m cone in front of you. Any creature that breathes this dust starts suffocating on the next turn. The **suffocation** ends after 1d6 rounds, but the target can spend an action to roll a DC15 Endurance roll to end the effect immediately.

**Range:** 3m Cone

**Duration:** Immediate

**Defense:** Reposition

### Cut the Soul

**STA Cost:** 6

**HP Cost:** 2d10

**Effect:** You deal yourself some necrotic damage (HP Cost) and the next physical attack you hit deals double that necrotic damage to the target. If the target blocks, they still take the necrotic damage.

**Range:** A Creature You Hit

**Duration:** 1d6 Rounds

**Defense:** Dodge

### Death's Darkness

**STA Cost:** 2

**HP Cost:** 1d6

**Effect:** For the duration of the spell, you can see in complete darkness with no penalties, but takes -3 to all actions when in daylight.

**Range:** Self

**Duration:** 1d6/2 Hours

**Defense:** None

### Demonic Eyes

**STA Cost:** 6

**HP Cost:** 2d10

**Effect:** Your eyes turn completely black and you emanate a frightful energy that can paralyze and even make a creature pass out of fear. Any creature within range looking at you must make a Resist Magic roll. If they fail, they are **stunned**. On the next turn, if they fail the Stun Save, they fall unconscious and takes 1 action to wake them up.

**Range:** 10m

**Duration:** Immediate

**Defense:** Resist Magic

### Mirror of Sorrow

**STA Cost:** 5

**HP Cost:** 2d6

**Effect:** You create 1d6 illusory copy of the greatest fear of your target. You gain this information telepathically, but the target can use a Resist Magic roll to prevent you getting this information. If they succeed, you can choose a form for these copies. These copies are intangible, but indistinguishable from the real deal and controlled by the caster's mind. Controlling the copies does not require an action, but they cannot leave the spell's range.

**Range:** 10m

**Duration:** Active (3 STA + 1d6/2 HP)

**Defense:** Resist Magic

### Rotting Blow

**STA Cost:** 6

**HP Cost:** 2d6

**Effect:** Rotting Blow adds the Poison (50%) or the Disease (50%) effects to any weapon for the duration of the spell.

**Range:** 10m

**Duration:** 1d6 Rounds

**Defense:** None

## HP Cost

HP Cost is an amount of necrotic damage that a caster suffers when casting a necromancy spell. This damage also applies for the cumulative damage on pg.49.

## Similar Spells

Some of the spells in this book have similar effects. That is on purpose. One of the main goals of this book is to make possible for character to be a fire mage or a water mage or even a necromancer. This is obviously not mandatory and if your character is a mage that learns a bit from everything, this spells can be rather redundant and, since the resources and time to learn spells make this task not that easy, you are advise to chose one of the similar variations to learn, as there are many different spells to learn.

## Hevenne

*Hevenne was a kindhearted man. Or, at least, that is what we thought. He had adopted many children over the years and only later we found out he was kidnapping sources to draw from their powers. Poor children.*

—Alzur



## Learning Necromancy

Any mage can learn necromancy spells, be a earth mage or a generalist mage. The same can be said for necromancers, who can learn other types of magic. The necromancer profession is only here to supply resources to deal with the necrotic damage for those who want to make the necromancy type their main type.

### Deirdan

*Deirdan was not a common sight. He was an incredible mage who used the chaos to overcome his physical limitations. One of the best students I ever had.*

—Alzur

### Shadow Tentacles

**STA Cost:** 3

**HP Cost:** 2d6

**Effect:** Shadow Tentacles makes black ebony tentacles emerge from the ground and grab the legs from the target. The target is grappled. They must make a Dodge/Escape against the original Spell Casting roll or make 20 points of damage to it.

**Range:** 10m

**Duration:** Until Destroyed

**Defense:** Dodge

### Sickening Touch

**STA Cost:** 5

**HP Cost:** 2d10

**Effect:** Sickening Touch affects the creature you touch giving it a symptom of a disease. (Use the Complications, Afflictions & Remedies homebrew).

**Range:** A Creature You Touch

**Duration:** 2d6 Days

**Defense:** Resist Magic

### The Vision of Death

**STA Cost:** 5

**HP Cost:** 2d6

**Effect:** You choose a creature within range. You force them to see a vision of their death or the death of a loved one. If they fail the Resist Magic roll, their mind is overwhelmed by these visions and the target is **stunned**. If the target has less than half total HP, they take additional 2d6 necrotic damage. This can only be used on sentient creatures.

**Range:** 20m

**Duration:** Until Shaken Off

**Defense:** Resist Magic

## Journeyman Spells

### Mixed Elements

#### Deirdan's Sight

**STA Cost:** 10

**Effect:** Deirdan was a powerful elven mage. He is said to be blind, but had the incredible capability to see the chaos. For the duration of the spell, you can see monsters, magic users, people affected by spells or curses and places of power up to 1km of you.

**Range:** Self

**Duration:** 1d6 Hours

**Defense:** None

#### Fighting Hands

**STA Cost:** 12

**Effect:** Fighting Hands makes the chaos run through a weapon in your hands. This chaos channels your willpower and guides your hands. This allows you to roll Spell Casting instead of the skill usually required for the weapon. The spell ends if the weapon leaves your hands.

**Range:** A Weapon in Your Hands

**Duration:** 1d6 Rounds

**Defense:** None

#### Magical Armor

**STA Cost:** 12

**Effect:** Magical Armor makes the chaos run through your body protecting you from physical blows. Until the next turn you and all your armor gain resistance to bludgeoning, slashing and piercing damage.

**Range:** Self

**Duration:** 1d6 Rounds

**Defense:** None

### Magical Diagnose

**STA Cost:** 12

**Effect:** Magical Diagnose allows you to access the nature of a curse (DC20) or a hex (DC15) and a way to break it (DC25/20). You must know of the curse or hex already when casting this spell.

**Range:** A Creature You Touch

**Duration:** Immediate

**Defense:** None

### Magical Protection

**STA Cost:** 12

**Effect:** Magical Protection gives you extra 5 points of armor to every body location for the duration of the spell.

**Range:** Self

**Duration:** 1d6 Rounds

**Defense:** None

### Manipulate Memory

**STA Cost:** 10

**Effect:** Manipulate Memory allows you to hide or implant a memory into a target's mind. Cleansing Ritual eliminates the effect of this spell.

**Range:** 6m

**Duration:** Until Cured by a Cleansing Ritual

**Defense:** Resist Magic

### Psychic Barrier

**STA Cost:** 12

**Effect:** Magic Barrier allows you to create a telepathic shield around you that blocks a number of spells and ranged attacks equal to 2 times your Spell Casting skill value.

**Range:** 10m

**Duration:** Active (4 STA)

**Defense:** None

## Earth

### Earthen Grasp

**STA Cost:** 10

**Effect:** A small portion of rocks engulfs a body part of the target. This does 2d6 bludgeoning damage to that body part every turn. The stones take 20 points of damage to break. Otherwise a Dodge/Escape check must be made at a DC equal to your original Spell Casting roll to escape. Every round that the target fails the Dodge/Escape check, the DC rises by 1 point as the stones tighten.

**Range:** 20m

**Duration:** Until Destroyed

**Defense:** Dodge



## Green Grapple

**STA Cost:** 8

**Effect:** When you try to grapple an enemy, vines come out of your arms and help you. You can roll Spell Casting to make the grapple and if you succeed, they are automatically **pinned**.

**Range:** An Enemy You Are Trying to Grapple

**Duration:** Until Escaped

**Defense:** Dodge

## Lava Ground

**STA Cost:** 12

**Effect:** Cracks open on the ground and lava comes out from it covering a 2mx2m space.

Anyone that goes through the lava takes 2d6 fire damage and halves their SPD for that terrain. The lava takes 1d10 rounds to solidify, and these effects end.

**Range:** 10m

**Duration:** Until the Lava Solidifies

**Defense:** Reposition

## Quake Hearing

**STA Cost:** 8

**Effect:** You touch the ground in front of you and you are able to hear the steps of everyone in 100m. You can identify what kind of creature makes those steps, but cannot identify their identity.

**Range:** 100m

**Duration:** 1d10 Minutes

**Defense:** None

## Sand Wall

**STA Cost:** 15

**Effect:** You summon a wall of sand to defend from attacks. The wall is a 2mx2m square, half a meter thick. It can take up to 20 points of damage. This spell can be used as a defensive action (block). This wall blocks a number of melee attacks equal to 2 times your Spell Casting skill value.

**Range:** 6m

**Duration:** Active (4 STA) or Until Destroyed

**Defense:** None

## Trip

**STA Cost:** 8

**Effect:** A small portion of earth comes from behind the target and trips him. They must roll their defense at a -3, as they are not seeing the attack coming. If they fail, they are knocked prone.

**Range:** 10m

**Duration:** Immediate

**Defense:** Dodge

## Wastre's High Ground

**STA Cost:** 12

**Effect:** Wastre was a verdanian mage famous for his courage. He lifted himself on a column of rock and had the attention of all the battlefield, giving his soldier advantage in combat. Wastre's High Ground creates a 6m column of rocks on your feet. You can spend 2 STA per round to lift it up to 4m per round.

While on the top of the column, every target seeing you counts you as melee range per the rules of Ganging Up. You can cast this spell again to make the column go back inside the ground. The column can be destroyed doing 35 points of damage to it.

**Range:** Self

**Duration:** Until Re-Cast

**Defense:** None

## Air

### Deep Breath

**STA Cost:** 8

**Effect:** You use the chaos to make the air around easier to breathe. For the duration of the spell, you can use a Recovery Action to recover twice as you normally would.

**Range:** Self

**Duration:** 1d6 Rounds

**Defense:** None

### Guided Projectile

**STA Cost:** 8

**Effect:** You put the chaos through a throwable weapon or a projectile. You have a +6 to your next attack with that weapon.

**Range:** 10m

**Duration:** 1d6 Rounds

**Defense:** None

### Silence Orb

**STA Cost:** 12

**Effect:** You create a 2mx2m orb of air that traps any sound made inside around a target within range. They cannot speak with or hear anyone outside and, if they need verbal components on their spells, they are unable to cast them.

**Range:** 20m

**Duration:** Active (4 STA)

**Defense:** Reposition

## Suck Air

**STA Cost:** 12

**Effect:** You suck the air of a target's lungs. They lose 3d6 STA points. If they lose all of their STA they are not only **stunned**, but **suffocating** until they recover the STA lost previously.

**Range:** 10m

**Duration:** Immediate

**Defense:** Resist Magic

## Wind Spear

**STA Cost:** 10

**Effect:** You create a compact air spear that can be thrown and deals 3d6 piercing damage as a normal spear. This spear creates a wind current from you to the target and if they do not move until your next turn, any ranged attack follows this current and has a +3 to the roll, even if you missed the first attack.

**Range:** 20m

**Duration:** Until Next Round

**Defense:** Dodge or Block

## Wind Wall

**STA Cost:** 15

**Effect:** You summon a wall of wind to defend from attacks. The wall is a 2mx2m square, half a meter thick. It can take up to 20 points of damage. This spell can be used as a defensive action (block). This wall blocks a number of ranged attacks equal to 2 times your Spell Casting skill value.

**Range:** 6m

**Duration:** Active (4 STA) or Until Destroyed

**Defense:** None

## Zaiphi's Sphere of Wind

**STA Cost:** 12

**Effect:** Zaiphi was a cidarian mage who was famous for her sword fight skills. Zaiphi's Sphere of Wind create a 4m radius sphere of strong wind around you that puts every creature within range at a -2 to every attack and defense roll.

**Range:** Self

**Duration:** 1d6 Rounds

**Defense:** None

## Wastre

*Wastre was a brave mage. He put himself on the line of fire and he should be proud of that. Unfortunately for him, courage is sometimes a synonym for stupidity. He lifted himself on that rock too many times until he met some Skellige warriors. Those brute man destroyed his column and he fell for his death. Only if he had bothered to learn some air spells...*

—Alzur

## Zaiphi

*Zaiphi was a genius inside the battlefield. She always dreamt with being a warrior and her magical skills and forced state at Aretusa were not seen as obstacles. Unfortunately, warrior do not die on their beds peacefully sleeping. Her sphere of wind made some of the greatest warrior seem like mere roadside bandits, until she met the greatest warrior she had ever seen. Another friend lost on the battlefield...*

—Alzur



## Leithogg

*Another one of the pearls of Skellige. He unfortunately was driven almost mad after the kraken attack. Some say his guilt driven madness was a result of the influence of a demon of some sort. Maybe a hym could do it...*

—Alzur

## Dindach

*People usually see the Black Seidhe as evil versions of elves. Of course, this is not true. They are just as the regular elves we see throughout the continent. Dindach is an evil person for himself, not for his race. His talents cannot be denied. He could change the rules of the battlefield in mere seconds with his fire spells and you should hope to be so lucky to never fight against him.*

—Alzur

## Thonni

*And to think some people say that Skellige only gives us priests and druids. Thonni was leader and motivator of the expeditions to the Far North. She was also one of the first people of the continent to see a mammoth and a white dragon. Unfortunately, she disappeared inside the white wilderness.*

—Alzur

## Fire

### Blinding Light

**STA Cost:** 10

**Effect:** You let out a bright light from your hands in a 6m cone. Anyone who fail their defense is **blinded** for 1d10 rounds.

**Range:** 6m Cone

**Duration:** Immediate

**Defense:** Reposition or Block

### Dindach's Darkness

**STA Cost:** 10

**Effect:** Dindach was a powerful dark elven fire mage. Dindach's Darkness makes an area of 10m around you be covered in thick smoke. This smoke makes the area complete darkness and anyone that spends more than one turn inside it starts **suffocating**. You are not affected by this spell.

**Range:** Self

**Duration:** 2d6 Rounds

**Defense:** None

### Fire Spirits

**STA Cost:** 15

**Effect:** You summon 1d6 humanoid-like fire creatures. They immediately run towards any opponent within range and ram them. This deals 3d6 magical fire damage and knocks the target **prone**.

**Range:** 20m

**Duration:** Immediate

**Defense:** Dodge or Block

### Fire Wall

**STA Cost:** 15

**Effect:** You summon a wall of fire to defend from attacks. The wall is a 2mx2m square, half a meter thick. It can take up to 20 points of damage. This spell can be used as a defensive action (block). This wall blocks a number of water spells equal to 2 times your Spell Casting skill value.

**Range:** 6m

**Duration:** Active (4 STA) or Until Destroyed

**Defense:** None

### Greater Aenye

**STA Cost:** 8

**Effect:** Greater Aenye works the same way as the Aenye, but the ball of fire you produce is twice as big, doing 6d6 damage with 75% chance of lighting the target **on fire**.

**Range:** 20m

**Duration:** Immediate

**Defense:** Dodge or Block

### Heating Hands

**STA Cost:** 10

**Effect:** Your hand light themselves with fire. You can deal a punch attack dealing extra 2d6 magical fire damage or you can touch a piece of armor and deal 2d6 ablation damage to it.

**Range:** Self

**Duration:** 1d6 Rounds

**Defense:** None

### Thonni's Heat

**STA Cost:** 8

**Effect:** Thonni was a mage that went on the first expedition to the Far North of the continent. She created a spell to help cope with the extreme cold of the region. Thonni's Heat makes you emanate heat from your body to a 20m range. Anyone inside this area takes no penalty for cold.

**Range:** Self

**Duration:** 1d10 Hours

**Defense:** None

## Water

### Burning Steam

**STA Cost:** 12

**Effect:** You blow hot steam from your mouth in a 4m cone in front of you. Anyone within range takes 3d6 damage from the heat and is **suffocated** for the next turn.

**Range:** 4m Cone

**Duration:** Immediate

**Defense:** Dodge or Block

### Leithogg's Sorrow

**STA Cost:** 12

**Effect:** Leithogg was a powerful water mage who was the soul survival of a kraken attack. He created this spell to try to embrace the power of the creature that haunted his nightmares. Every creature within range, even friendly ones, see water made tentacles form from you and grab the target by their throats. The target receives 2d6 bludgeoning damage that armor does not soak and starts to **suffocate** the next turn. They are also grappled. They can make a Dodge/Escape roll to exit, as the tentacle is solid. The tentacle can be broken if 10 points of damage are dealt to it.

**Range:** 6m

**Duration:** Until Escaped

**Defense:** Dodge or Block

### Mystical Fog

**STA Cost:** 12

**Effect:** Mystical Fog makes anyone who fails the Resist Magic roll start **hallucinating** with their greatest fear. If they spend two turns inside this fog, they become **nauseated** with fear. If they spend three turns inside this fog, they are **stunned** with fear.

**Range:** 10m Radius

**Duration:** 1d10 Rounds

**Defense:** Reposition

### Sffêr Dŵr

**STA Cost:** 15

**Effect:** You create a 2m radius sphere of water around a target. They start **suffocating** on their next turn and the underwater combat rules apply. They need a DC15 Physique check to get out of the sphere.

**Range:** 10m

**Duration:** Active (4 STA)

**Defense:** Reposition



## Tide

**STA Cost:** 10

**Effect:** Tide summons a large quantity of water that forms a small wave knee high. Any creature within range must make a DC15 Athletics check or be knocked **prone** and dragged to the end of the cone.

**Range:** 10m Cone

**Duration:** Immediate

**Defense:** Reposition

## Water Pump

**STA Cost:** 8

**Effect:** You expand a small quantity of water and throws it an opponent. They take 5d6 bludgeoning damage and are knocked **prone**. For 1d6 rounds, the target also is vulnerable to electric damage. If the target blocks the blow, they are still knocked **prone**.

**Range:** 10m

**Duration:** Immediate

**Defense:** Dodge

## Water Wall

**STA Cost:** 15

**Effect:** You summon a wall of water to defend from attacks. The wall is a 2mx2m square, half a meter thick. It can take up to 20 points of damage. This spell can be used as a defensive action (block). This wall blocks a number of fire spells equal to 2 times your Spell Casting skill value.

**Range:** 6m

**Duration:** Active (4 STA) or Until Destroyed

**Defense:** None

## Necromancy

### Death Ward

**STA Cost:** 15

**HP Cost:** 2d10

**Effect:** You touch a creature and create a protective shield against death. The next time they fall under 0 or less HP, they instead fall to 1 HP and the spell ends.

**Range:** A Creature You Are Touching

**Duration:** 2d10 Rounds

**Defense:** None

## Demonic Shield

**STA Cost:** 15

**HP Cost:** 2d10

**Effect:** You negate the damage you take from the next blow dealt to you and the creature that attacked bursts into flames from the limbo dimension. They take 2d6 magical fire damage + half the damage you negated with the same nature. They are also **on fire**. This spell cannot negate magical damage and if it receives it, the spell ends.

**Range:** A Creature Attacking You

**Duration:** Until You Receive an Attack

**Defense:** None

## Disease Touch

**STA Cost:** 15

**HP Cost:** 3d10

**Effect:** Disease Touch affects the creature you touch giving it a Low or Medium danger disease. (Use the Complications, Afflictions & Remedies homebrew).

**Range:** A Creature You Touch

**Duration:** Variable

**Defense:** Resist Magic

## Flames of Death

**STA Cost:** 12

**HP Cost:** 2d10

**Effect:** Flames of Death makes your body be engulfed into flame-like shadows. Anyone that makes a melee attack at you receives 2d6 necrotic damage and has 75% chance of being **on fire**.

**Range:** Self

**Duration:** 1d10 Rounds

**Defense:** None

## Kandlasyr's Cure

**STA Cost:** 15

**HP Cost:** 2d10

**Effect:** Kandlasyr was a powerful nilfgaardian necromancer that swore to use his gifts to help his people. Kandlasyr's Cure heals double the HP cost you pay to cast this spell to a target within range. You can also use this spell against a DC to cure some status. Alcohol and Drugs – DC 12  
Poison and Oils – DC 15  
Major Illnesses – DC 18  
This spell cannot cure plagues such as Catriona. If used to cure a status, the spell does not regenerate HP.

**Range:** 20m

**Duration:** Immediate

**Defense:** None

## Necrotic Shadow

**STA Cost:** 13

**HP Cost:** 3d10

**Effect:** A shadow tentacle comes out from your shadow and connects to the shadow of the target. It does 2d6 necrotic damage. If it hits, every turn the connection still exists, your target takes 1d6 necrotic damage. You can cut the shadow connection by dealing 15 points of damage to it, but it is considered **incorporeal**.

**Range:** 10m

**Duration:** 1d10 Rounds or Until Destroyed

**Defense:** Dodge

## Raise Corpse

**STA Cost:** 15

**HP Cost:** 3d10

**Effect:** Raise Corpse allows you to interact with a pile of bones or a corpse and raise them, imbuing them with some of your own lifeforce. They get the statistics of the skeleton described at the end of this book. You can modify the statistics based on the gear of the corpse. The skeleton or corpse does continue its decaying process naturally, so if the corpse follows for some time, it will take 1d6 damage every 2 days, unless under the effects of the Stop Decay ritual. Skeletons and corpses cannot be healed, except for the Undead Healing spell.

**Range:** 20m

**Duration:** Until Killed

**Defense:** None

## Fumble and Overexertion

Necromancy deals with life, which has a variety of components as a complex source of magic. Fumbles and overexertion should be treated as mixed elements with the difference that the damage taken by those two situations is necrotic damage.

## Kandlasyr

*Kandlasyr was a fool. He tried to show that we could do good with necromancy. He was deserted from the brotherhood and hunted down by those who despise magic. As with myself, they will never understand this "ethical" questions will lead nowhere and only slow us down.*

—Alzur





## Controlling Undead

*Well, this is probably why necromancy is so poorly seen. Raising corpses is controversial by itself, but some priests (always them) started saying this allegedly forces the soul of the diseased back to their rotting body. A painful and an unholy process. With necromancy studies banned, I guess we will never know for sure. What we do know is that wraiths retain some of the memory of their time alive and failing to control one is certain death to an inexperienced mage.*

—Alzur

### Spirit Grasp

**STA Cost:** 15

**HP Cost:** 2d10

**Effect:** You touch a creature with 0 or less HPs. You grasp the soul leaving their body and put it back. You can stabilize the creature immediately. You roll spell casting roll at a DC equal to how far the character is below 0 HPs. If you fail, they take 1d6 necrotic damage. If you roll equal or up to 6 points above the DC, they leave death state, but have 0 STA. If you roll 7 to 9 points above the DC, they leave death state losing half their total STA. If you roll 10 to 12 points above the DC, they leave death state normally. If you roll 13 or 14 points above the DC, they leave death state and regain the HP cost you spent. If you roll 15 or more points above the DC, they leave death state, regain the HP cost you spent and are automatically stabilized the next time they fall into death state in the next hour.

**Range:** A Creature You Are Touching

**Duration:** Immediate

**Defense:** None

### Summon Wraith

**STA Cost:** 17

**HP Cost:** 3d10

**Effect:** You raise a Wraith from a corpse or a pile of bones. You can control telepathically this wraith for the duration of the spell. If the spell ends and the wraith is still alive, it becomes hostile to you. The wraith cannot be healed, except for the Undead Healing spell. You can ban the wraith at a 5 STA and 1d10 HP if they are still under your control.

**Range:** 20m

**Duration:** 2d10 Rounds

**Defense:** None

## Zutmos

*Zutmos punishment was way worse than most thought. His punishment was not blindness or deafness. He had just committed an horrible deed and anyone who wanted to live with him had to make great effort. He was abandoned by all. That was his punishment.*

—Alzur

### Zutmos' Curse

**STA Cost:** 15

**HP Cost:** 2d10

**Effect:** Zutmos was a bandit who was cursed to never see or hear another person again after killing a priestess in a big temple in Kovir. You choose a creature you can see within range. You can block their hearing and sight for the duration of the spell.

**Range:** 20m

**Duration:** 1d6 Hours

**Defense:** Resist Magic

Illustration by Ala Kapustka



## Raising an Animal or a Monster

A necromancer can use the Raise Corpse spell to raise an animal or a monster corpse. To make a zombie or skeleton of said creature, you can modify their stats by the following way. Their INT, EMP and CRA is now 1; Their BODY is reduced by 50% (rounded down, min of 1) affecting their derived statistics, if their body becomes less than 10 they lose their Crushing Force ability; they still have their natural weapons gaining 25% chance of causing Disease; they still have their abilities unless it is something impossible (for example, the Command Dead ability of Grave Hags depends on their thoughts, which they do not have when their corpse is raised); a skeleton loses the creature's natural armor and its resistances, a fresh corpse does not; the creature gains Superior Night Vision; the creature is now immune to bleeding, poison, being blinded, intoxication, nausea, suffocation and spells that affect the mind; the creature is now vulnerable to fire damage and damage from being on fire.

Remember: Elementa and Specters cannot be raised; Higher Vampires can only be raised if killed by another Higher Vampire; Necrophages take double damage from rotting.



## Master Spells

### Mixed Element

#### Anti-Magic Field

**STA Cost:** 28

**Effect:** An orb of 10m radius centered on you is formed. Any magic except this spell is blocked. Magic users lose all their Vigor, summoned creatures lose their magic and magical items lose their magical properties. Spells cast outside of the orb, but targeted inside it have no effect.

**Range:** Self

**Duration:** 1d6 Rounds

**Defense:** Reposition

#### Massive Healing

**STA Cost:** 27

**Effect:** Massive Healing boosts the natural healing of a target to heal them at a rate of 10 points of damage per round. This lasts for the duration of the spell. Alternatively, this spell can be used repeatedly to heal a critical wound for half as many rolls necessary.

**Range:** 2m

**Duration:** 1d6 Rounds

**Defense:** None

#### Mind Detection

**STA Cost:** 22

**Effect:** You can expand your mind through the chaos and feel the minds of others. You can see sentiments as colors and can hear people talking to themselves inside their minds. With this you can find a person in a crowd or in a city. The base DC is 15 for 10 people and the normal range. If you want to expand the range you add +2 to the DC for every extra 20m (rounded up). For every 10 extra people within range you add +2 to the DC (rounded up). You cannot actively search a specific information on a target's mind. While using this spell, you cannot do any other actions.

**Range:** 20m

**Duration:** Until Dispelled

**Defense:** None

#### Psychic Blast

**STA Cost:** 30

**Effect:** You create a psionic blast originating from your mind to damage the mind of others. You can distribute 10d6 psychic damage, that armor does not soak, between every creature up to 10m of you (Min of 1d6 each). A creature that reaches 0 HP with this spell has its head blown up.

**Range:** 10m

**Duration:** Immediate

**Defense:** Resist Magic

#### Psychic Blow

**STA Cost:** 22

**Effect:** Psychic Blow allows you to blast anyone within 2m of you back 12m. This attack does not do damage, but if your opponent hits something they suffer ramming damage. Anyone hit by this spell must make a Stun Save.

**Range:** 2m Radius

**Duration:** Immediate

**Defense:** None

#### Psychic Static

**STA Cost:** 25

**Effect:** You touch a sentient creature and they are overloaded by memories. If the target fails the Resist Magic roll, they take 8d6 psychic damage that armor does not soak and are stunned.

**Range:** A Sentient Creature You Touch

**Duration:** Immediate

**Defense:** Resist Magic

#### Stop Time

**STA Cost:** 30

**Effect:** You stop time for every creature but yourself. You can act as 2d6/2 turns before the time goes back to normal.

**Range:** Self

**Duration:** Immediate

**Defense:** None

#### The Doppler Effect

**STA Cost:** 22

**Effect:** The Doppler Effect allows you to disguise your appearance as well as your equipment. This illusion is only visual, so if anyone tries to touch a sword you made, for example, their hand would feel nothing.

**Range:** Self

**Duration:** 2d10 Hours

**Defense:** None

### Earth

#### Cerdded Trwy Garreg

**STA Cost:** 22

**Effect:** Cerdded Trwy Garreg makes up to five creatures touching you capable of walking through stones for the duration of the spell. If they let go of you, they lose the capability to walk through stone and melt into it, turning into stone. If only a part of the creature is melted, they are dismembered.

**Range:** Self + Up to 5 Creatures Touching You

**Duration:** 2d10 Minutes

**Defense:** None

#### Earth Shattering Stomp

**STA Cost:** 25

**Effect:** Earth Shattering Stomp allows you to stomp the ground with great force and cause a 6m long, 2m wide line of jagged stones to erupt from the ground. Everyone in the way of that line must make a reposition attempt or attempt to block with a shield. If a target fails, they take 6d6 damage to the torso, are **staggered**, and are knocked back to the end of the line. If they block, they are still knocked back to the end of the line. Afterwards, the stones recede into the ground.

**Range:** 6m

**Duration:** Immediate

**Defense:** Reposition or Block

#### Flegleornos' Rock

**STA Cost:** 22

**Effect:** Flegleornos was an ancient dwarven mage. She was raised on the mountains of Mahakam where she created this spell. Flegleornos' Rock throws a giant rock flying at an opponent. The target must make a reposition roll or take 10d6 damage to the torso.

**Range:** 10m

**Duration:** Immediate

**Defense:** Reposition

### STA Cost Past 25

Some spells have STA Costs higher than 25 points, which is the natural higher you can get as a mage. These are very powerful spells and the mages who cast them not only need to be very strong, but need to be aided by powerful items, such as focus or a mutagen to upgrade their vigor threshold.

### Flegleornos

*Flegleornos was the only dwarf mage I have ever met. I taught her everything I know about earth magic and she taught me how powerful an earth mage can be.*

—Alzur



## Radarild's Condition

*What happened to Radarild was quite curious. In his journeys, he found an old elven ruin built over a place of power. There, a portal was opened and the most strange creature came through it. I was part of the team who killed and studied it. I describe my findings later in this book.*

—Alzur

## Master Spells

*Not every mage rises to capability of learning master spells. Those who can have a great responsibility. Many of this spells can be used to trick common folk and many mages did that. This kind of behavior only contributed for building the bad reputation mages have nowadays.*

—Alzur

## Creating a Spell

Very experienced mages have created spells of many natures. If you allow, your players could be able to create their own spells when they reach the right stage. I suggest allowing only players who reach Spell Casting 10. Creating a spell demands time for study and training, so, I suggest the time required as: the regular time for that level +3 weeks. The player can suggest the mechanics or the effect, and you write the mechanics.

### Kinetic Shield

**STA Cost:** 25

**Effect:** You absorb part of the energy of any blows you take while the spell is functioning. You can redirect the energy of the blows you took on that turn in a physical attack dealing half of the damage you absorbed as extra damage right after the blows are dealt. The Kinetic Shield absorbs half the damage of the blows given before you apply them to your armor.

**Range:** Self

**Duration:** 1d10 Rounds

**Defense:** None

### Nature Attack

**STA Cost:** 30

**Effect:** You extend your power to the nature around you and it attacks every creature you choose within range.

Grasses: The grass tries to engulf the feet of your opponent and they halve its SPD;

Trees: To every tree at 4m of the target, they take 4d6 slashing damage;

Roots and Vines: Roots and vines come off the ground and try to grapple one hand of the target;

Stones: If you are in a terrain with large stones, each target gets hit by one and takes 4d6 bludgeoning damage.

To every effect, the target must make a Dodge/Escapes roll separately against the original Spell Casting roll.

**Range:** 10m

**Duration:** Immediate

**Defense:** Dodge or Block  
(Except for the grasses effect)

### Radarild's Prison

**STA Cost:** 25

**Effect:** Radarild was a gnome pirate who was turned into stone by a mysterious creature from another dimension. You touch a target and they begin to turn into stone. They are immediately **frozen**. The first turn they must make a Stun Save. If they succeed, the spell ends. If they fail, they are **stunned**. On a second turn, they must make a second Stun Save. If they fail again, they are turned into stone. While petrified, they have 10 times their natural weight with their equipment. While in petrified state, the target is unconscious. The process of petrification is excruciatingly painful for the target and the target must make a DC:15 Endurance check or take 6d6 bludgeoning damage to their torso. A target can be kept in a state of stone for an indefinite amount of time and their body is held in suspension so they don't age. While in petrified form, a target has their normal Health Points and 8 points of natural armor. If these points are expended, the target dies. If a limb is broken off, either with a DC:25 Physique check or 25 points of damage, the target is treated as if that limb was dismembered. If the head is snapped off, the target dies. Gluing pieces back onto a petrified creature doesn't reattach the limb. After a target is freed, they are stunned until they make a successful Stun Save. To free a target from petrified state, you need to put them through a Cleansing Ritual.

**Range:** A Creature You Touch

**Duration:** Until Escaped

**Defense:** None

### Ring of Stones

**STA Cost:** 25

**Effect:** Ring of Stones allows you to make a ring of jagged stones erupts from the earth all around you. Everyone within melee range of you must attempt a reposition roll or attempt to block with a shield. If a target fails, they take 4d6 bludgeoning damage to the torso, begin **bleeding** and are knocked back 2m. Afterwards, the stones recede into the ground. Alternatively, you can use this ability to create a ring of 2m tall jagged rocks with a radius of 4m. This ring of stone is centered on you and it requires a DC:16 Athletics check to climb. You can dismiss these stones as an action. Otherwise, they remain until something or someone does 30 points of damage to them.

**Range:** 2m Radius/4m Radius

**Duration:** Immediate/Until Dispelled

**Defense:** Reposition

### Sandstorm

**STA Cost:** 25

**Effect:** Sandstorm allows you to create a 2m sand tornado around yourself. This tornado immediately redirects ranged attacks as per Gwynt Troelli and acts a Zephyr spell against anyone within 2m of you. You cannot run while within this tornado, or make attacks out of it. But, if you move within 2m of a target, they are affected by Zephyr. Any target that is hit by the sand is **blinded** for 1d6 rounds.

**Range:** 2m Radius

**Duration:** Active (6 STA)

**Defense:** Reposition





## Air

### Air Bubble

**STA Cost:** 22

**Effect:** Air Bubble allows you to create a sphere of pure wind that sucks any gas you choose from an environment. You can use this to suck anything, from poisonous gas to fog. After the sphere sucks the gas, it floats up to the sky.

**Range:** 10m

**Duration:** Immediate

**Defense:** None

### Azoma's Breath

**STA Cost:** 30

**Effect:** Azoma was a half-elven redanian air mage. She was famous for being able to manipulate the air from her enemy's lungs. Azoma's Breath allows you to take a long and deep breath. This sucks the air of every creature in a 6m radius centered on you. They lose all of their STA and you recover half of what they lose. They are **suffocating** for 1d6 rounds and, even when they recover STA and leave their **stunned** state, they cannot use any action that uses STA until the suffocation ends.

**Range:** 6m Radius

**Duration:** Immediate

**Defense:** Resist Magic

### Blow Out

**STA Cost:** 22

**Effect:** You create a descendent gust of wind in a 10m radius area centered within range. Every fire and enemy on fire is blown out. Every creature hit is knocked **prone** and takes 1d6 bludgeoning damage to their torso. They also lose half their total STA. Any flying creature hit falls and takes falling damage +3d6 bludgeoning damage instead of the 1d6.

**Range:** 20m

**Duration:** Immediate

**Defense:** None

### Mystic Body

**STA Cost:** 25

**Effect:** Your body is mixed with the air around you. You gain a cloudy aspect and the status **incorporeal** for the duration of the spell.

**Range:** Self

**Duration:** 1d10 Rounds

**Defense:** None

### Strong Blow

**STA Cost:** 22

**Effect:** You fill your lungs with an unnatural amount of air. Then you are able to make a strong enough blow to throw any creature inside a 6m cone 10m away. The spell does 3d6 bludgeoning damage, but if the target hits anything while flying back, they take ramming damage.

**Range:** 6m Cone

**Duration:** Immediate

**Defense:** Reposition

### The Air Elemental

**STA Cost:** 25

**Effect:** Air elementals do not exist. This spell does gets close to it. You can summon a humanoid 2.5m tall with a gust made body. This creature has **incorporeal** status and never loses it, meaning they are immune to physical non magical attacks. They can deal two punch attack causing 4d6 bludgeoning damage and a 25% chance of knocking the target prone per round. If any creature ends their turn on the same spot as the "air elemental", they start the next turn **suffocated**. The "elemental" cannot leave the range or is immediately dispelled.

**Range:** 20m

**Duration:** 1d6 Rounds

**Defense:** None

### Weightless

**STA Cost:** 22

**Effect:** Weightless makes every target in a 10m area centered anywhere within range become weightless and start to float. They go up 4m per round and the rules of underwater combat apply. When the spell is ended, every creature inside this area falls and take falling damage.

**Range:** 20m

**Duration:** 1d10 Rounds

**Defense:** Reposition

### Winged Feet

**STA Cost:** 22

**Effect:** Winged Feet makes your feet be engulfed by small tornados. This gives you the ability to use your movement as flight. If you take 10 points of damage or is stunned, you fall and must make a DC:16 Athletics check or take falling damage.

**Range:** Self

**Duration:** 2d10 Rounds

**Defense:** None

## Fire

### Dragon's Breath

**STA Cost:** 25

**Effect:** Dragon's Breath allows you to breathe a 6m cone of magical fire. Anyone in this area must make a reposition roll. If a person in that area has a pavis, they can use a block defense to deploy their pavis as cover. However, the pavis takes 1d10 ablation damage. If anyone in the area fails to defend, they are lit **on fire** and take 4d6 magical fire damage to all body locations. Even if armor soaks this damage, the armor is ablated by 2 points.

**Range:** 6m Cone

**Duration:** Immediate

**Defense:** Reposition

### Eruption

**STA Cost:** 28

**Effect:** A small eruption of lava occurs on a point within range of your choice. If this eruption occurs on a creature, they take 5d6 magical fire damage to every body location and are **on fire**. After the eruption, the lava falls and cover an area of 6mx6m centered on the eruption spot. Every creature inside this area takes 2d6 magical fire damage to every body location and has a 50% chance of being **on fire**. The lava takes 10 rounds to solidify and any creature that steps on lava before it solidifies takes 2d6 fire damage to the feet and has a 25% chance of being **on fire**.

**Range:** 20m

**Duration:** Immediate

**Defense:** Reposition

### Flaming Stomp

**STA Cost:** 25

**Effect:** Flaming Stomp allows you to stomp the ground with great force and cause a 6m long, 2m wide line of fire to erupt from the ground. Everyone in the way of that line must make a reposition roll. If a target fails, they take 5d6 magical fire damage to the torso and are lit **on fire**. Afterwards, the line of fire dissipates.

**Range:** 6m

**Duration:** Immediate

**Defense:** Reposition

## Mages and Dragons

*We were always seen as problem solvers, but dragons are one kind of problem one cannot solve by himself. We sure learned a lot from them, including some magic, but they are as dangerous as they are intelligent.*

—Alzur

### Azoma

*Azoma was a woman of few words and immense power. I've seen her kill dozens of soldier in seconds with her air magic. But she did not use it like most of us, or even like I do. She manipulated the air inside enemies lungs. To this day, her name is said to initiate mages as a symbol of power and to name horror stories told to them.*

—Alzur



## Heat Ray Accidents

*I used to teach this spell to my students, but things started to appear more dangerous than at the beginning. After one of my students turned the other into dust, I reserved this to the most experienced students in an isolated environment.*

—Alzur

## Gainretr

*Gainretr was a finding. A pirate mage of all things. He did help his clan to earn coin, this is true. Unfortunately, he was not much of a fighter and he did not survive one encounter with a enormous dracoturtle.*

—Alzur

### Furnace Aura

**STA Cost:** 25

**Effect:** Furnace Aura makes you radiate an aura of intensive heat. When within 2m of you, a character takes penalties as if it were in Extreme Heat Conditions. If a creature starts its turn within melee range of you, they have a 50% chance of being **on fire**. Your equipment is not affected by this spell.

**Range:** Self

**Duration:** 2d10 Rounds

**Defense:** None

### Heat Ray

**STA Cost:** 30

**Effect:** A red hot ray goes out of your hands and deals 10d6 magic fire damage. If the target reaches 0 HP with this attack, they and all of their equipment are turned to dust. If the target blocks with an object, it takes the damage instead.

**Range:** 10m

**Duration:** Immediate

**Defense:** Dodge or Block

### Meteor

**STA Cost:** 30

**Effect:** Meteor summons a giant flaming rock from the sky. The rock falls over a 6mx6m area and everyone inside this area must make a reposition roll or take 10d6 magical fire damage to the torso and be lighted **on fire**.

**Range:** 20m

**Duration:** Immediate

**Defense:** Reposition

### Mystical Artillery

**STA Cost:** 27

**Effect:** Mystical Artillery hurls burning projectiles down on a 10m radius area centered anywhere within range that deal 8d6 piercing damage, has a 50% to knock targets **prone** and a 25% to light them **on fire**.

**Range:** 20m

**Duration:** Immediate

**Defense:** Reposition

### Ring of Fire

**STA Cost:** 25

**Effect:** Ring of Fire allows you to create an explosive fire from the ground all around you. Everyone within melee range of you must attempt a reposition roll. If a target fails, they take 5d6 magical fire damage to the torso and are **on fire**. Afterwards, the fire dissipates.

**Range:** 2m Radius

**Duration:** Immediate

**Defense:** Reposition

## Water

### Complete Dehydration

**STA Cost:** 30

**Effect:** You suck out almost all of the liquid inside a targets body. They take 8d6 damage from the dehydration that armor does not soak and lose 8d6 points of STA.

**Range:** 10m

**Duration:** Immediate

**Defense:** Resist Magic

### Freeze Liquid

**STA Cost:** 22

**Effect:** You can touch a body of water and cause an area with a 4m radius to freeze solid. If a creature in the area has a Leap stat high enough to let them escape the area, they may make a reposition roll to escape that area of water before it freezes. If they fail or their Leap would not get them out of the area, the target is unable to move or take actions until they can make a DC: 18 Physique check or until someone does 10 points of damage to the ice. Any creature trapped underneath the ice who needs to breathe air begins **suffocating**.

**Range:** A Liquid You Touch

**Duration:** Immediate

**Defense:** Reposition

### Freezing Ray

**STA Cost:** 22

**Effect:** You shoot a blue-white ray from your hands. Anyone hit by this spell is immediately **frozen** in a block of ice. This ice immobilizes the target and keeps them from taking actions. To break out of this ice, the target must make a DC:20 Physique check. Alternately, if someone deals 10 points of damage to the ice or 5 points of fire damage to ice it allows the person to break out. Any damage beyond the 10 points (or 5 points) required to break the ice is dealt to a random location on the target.

**Range:** 10m

**Duration:** Immediate

**Defense:** Dodge

### Gainretr's Wave

**STA Cost:** 22

**Effect:** Gainretr was a mage from clan Dimun, Skellige. He used his spells to help the ships go faster. Gainretr's Wave expand a small quantity of water into a large wave. The target receives 4d6 bludgeoning damage to the torso and is knocked back 8m. If they hit anything while knocked back, they take ramming damage.

**Range:** 10m

**Duration:** Immediate

**Defense:** Reposition

### Ice Wave

**STA Cost:** 25

**Effect:** Ice Wave allows you to create a 4m cone of jagged ice to erupt from the ground in front of you. Everyone in the way of that cone must make a reposition roll. If a target fails, they take 6d6 bludgeoning damage to the torso and are **frozen**. Afterwards, the cone of ice dissipates.

**Range:** 4m Cone

**Duration:** Immediate

**Defense:** Reposition



## Ring of Ice

**STA Cost:** 25

**Effect:** Ring of Ice allows you to create a ring of jagged ice from the ground all around you.

Everyone within melee range of you must attempt a reposition roll. If a target fails, they take 6d6 bludgeoning damage to the torso and are **frozen**. Afterwards, the ring of ice dissipates.

**Range:** 2m Radius

**Duration:** Immediate

**Defense:** Reposition

## True Hailstorm

**STA Cost:** 25

**Effect:** True Hailstorm allows you to rain giant balls of hail from the sky over a huge area. Anyone (except you) in the area has a 75% chance of being struck by a ball of hail. If they miss this roll, they must defend at a DC equal to your Spell Casting check or take 4d6 bludgeoning damage to a random location and have a 75% chance of being **frozen**.

**Range:** 40m Radius

**Duration:** 2d6 Rounds

**Defense:** Dodge or Block

## Waterspout

**STA Cost:** 22

**Effect:** Waterspout allows you to create a 2m waterspout around yourself. This waterspout immediately redirects ranged attacks as per Gwynt Troelli and acts a Zephyr spell against anyone within 2m of you. You cannot run while within this waterspout, or make attacks out of it. But if you move within 2m of a target they are affected by Zephyr.

**Range:** 2m Radius

**Duration:** Active (6 STA)

**Defense:** Reposition

## Necromancy

### Absorb All Life

**STA Cost:** 28

**HP Cost:** 6d10

**Effect:** Absorb All Life creates an orb of 20m radius with complete darkness around you. Anyone inside this orb takes 4d6 necrotic damage and you regain half of it. If a creature tries to leave the orb, they must make a Resist Magic Roll. If they fail, they cannot leave. They can try as many times as they want, but after the first of the turn, it costs an action.

**Range:** 20m

**Duration:** Active (20 STA + 3d10 HP)

**Defense:** Resist Magic or Reposition

### Necrotic Ray

**STA Cost:** 25

**HP Cost:** 3d10

**Effect:** You shoot a ray from your hands that destroys the life force of the target, dealing 8d6 necrotic damage. If the target gets killed by this spell, it rises as a corpse per the rules of the Raise Corpse spell.

**Range:** 10m

**Duration:** Immediate

**Defense:** Dodge or Block

### Raise Mutant

**STA Cost:** 20

**HP Cost:** 5d10

**Effect:** Raise Mutant allows you to interact with a buried corpse and raise them, imbuing them with some of your own lifeforce. The corpse is modified by dark magic and raises only after 1d6 hours. They get the statistic of a ghoul. The corpse does continue its decaying process naturally, so if the corpse follows for some time, it will take 1d6 damage every 2 days, unless under the effects of the Stop Decay ritual. Corpses cannot be healed, except for the Undead Healing spell.

**Range:** 20m

**Duration:** Until Killed

**Defense:** None

## Regrow Limbs

**STA Cost:** 28

**HP Cost:** 6d10

**Effect:** You can start a regeneration process of a Deadly Critical Wound, with the exception of decapitation. The wound takes the time it would for a Difficult Critical Wound to heal +2 days. If the process includes the regeneration of a body part, it takes +2 weeks instead of +2 days.

**Range:** A Creature You Touch

**Duration:** Immediate

**Defense:** None

## Resurrection

**STA Cost:** 30

**HP Cost:** 7d10

**Effect:** You can revive a creature that has died 1 minute (20 Rounds) ago. If one more second goes by, they are dead forever, unless you use a True Resurrection ritual. If a corpse goes through the Stop Decay ritual, the time until death is stopped.

**Range:** A Creature You Touch

**Duration:** Immediate

**Defense:** None

## Superior Disease Touch

**STA Cost:** 25

**HP Cost:** 5d10

**Effect:** Disease Touch affects the creature you touch giving it a High danger disease. (Use the Complications, Afflictions & Remedies homebrew).

**Range:** A Creature You Touch

**Duration:** Variable

**Defense:** Resist Magic

## The Hym Voice

**STA Cost:** 30

**HP Cost:** 4d10

**Effect:** You whisper something to yourself and only a sentient creature you can see of your choice can hear and understand it. The target hears their worst guilts and regrets nonstop inside their mind. If they fail the Resist Magic roll, they take 10d6 necrotic damage and are **stunned**.

**Range:** 20m

**Duration:** Immediate

**Defense:** Resist Magic

## Mages and Monsters

*Though we do study a few things about monsters, we should leave this beasts for the professionals. If are ever in need for a component of monstrous origin for a potion or ritual, call a witcher. It does not mean that you should not study. See my case, I do not only study such beasts, but am looking to change them and better understand their biology. Some say this might be dangerous, other say it is unethical. I continue my work nevertheless.*

—Alzur

## Mutants

*After the allegedly failure of the project that originated witchers, this practice was banned on sentient beings. I hope with my discoveries with feral monsters I can convince people of the benefits that mutations can bring.*

—Alzur

## Focus and Necromancy

Focuses have an effect on HP Cost as well as the STA Cost. For every point in the focus property, you need to take 1 less HP Cost. For example, an amulet with the Focus (2) property subtract 2 points from your HP Cost roll.



## Undead Army

**STA Cost:** 30

**HP Cost:** 6d10

**Effect:** Undead Army allows you to interact with a pile of bones or corpses and raise up to five of them, imbuing them with some of your own lifeforce. They get the statistics of the skeleton described at the end of this book. You can modify the statistics based on the gear of the corpse. The skeleton or corpse does continue its decaying process naturally, so if the corpse follows for some time, it will take 1d6 damage every 2 days, unless under the effects of the Stop Decay ritual. Skeletons and corpses cannot be healed, except for the Undead Healing spell.

**Range:** 20m

**Duration:** Until Killed

**Defense:** None

## Undead Healing

**STA Cost:** 22

**HP Cost:** 3d10

**Effect:** You can give some more of your life force to a friendly undead from the Raise Corpse or Summon Wraith spells. They regain the HP Cost you spent to cast this spell.

**Range:** A Friendly Undead Within 20m

**Duration:** Immediate

**Defense:** None

## Vampiric Touch

**STA Cost:** 25

**HP Cost:** 3d6

**Effect:** You touch a creature and absorb its lifeforce. You deal 5d10 necrotic damage and absorb it minus the HP Cost you paid.

**Range:** A Creature You Touch

**Duration:** Immediate

**Defense:** Resist Magic

Illustration by Nemanja Stankovic





# Priest Invocations

*Incantations are not how mages manifest their powers. They are way less powerful than spells in most cases, though they do things that mages are unable to. The origin of their power is uncertain, though priests claim it comes from the power of deities and druids usually claim a deep connection with natural elements.*

—Alzur



Illustration by Vlad Petruchik

## Novice Druid Invocations

### Forest Soul

**STA Cost:** 2

**Effect:** Forest Soul can grow a small plant from seed to maturity in one turn. This allows you to grow herbs and alchemical plants, but not larger plants such as trees.

**Range:** 4m

**Duration:** Immediate

**Defense:** None

### Kikimore's Spit

**STA Cost:** 2

**Effect:** Kikimore's Spit allows you to spit a large quantity of acid at one target in 4m. The target takes 2d6 acid damage and any equipment hit takes 1d6/2 ablation damage.

**Range:** 4m

**Duration:** Immediate

**Defense:** Dodge or Block

### Nightly Lights

**STA Cost:** 1

**Effect:** Nightly Lights casts a small cloud of friendly fireflies around you. They emit lights that create an area of bright light 4m centered on you. This light emits no heat and the bugs are scared of fire.

**Range:** Self

**Duration:** 1d6/2 Hours

**Defense:** None

### Spider's Silk

**STA Cost:** 3

**Effect:** You hurl a thick and sticky web at a target. If hit, the target is grappled until they make a DC: 16 Physique roll or do 10 points of damage to the web. If they try to block it, you automatically succeed.

**Range:** 10m

**Duration:** Immediate

**Defense:** Dodge

## Druid vs Priest

Though the division between priest and druid exists, you can choose from both incantations list when making your character, you might not want to or might want to choose most from one of the lists. This part of the book is written to make it possible.



### Shalla

*Shalla was powerful. For a druid. Her mistake was attacking targets too big for her. Mages from northern courts.*

—Alzur

## Journeyman Druid Invocations

### Absorb Elements

**STA Cost:** 4

**Effect:** You touch an element or receive an attack with that element and you absorb part of its power. You are resistant to that type of damage for the duration of the spell and can do extra 2d6 damage of the nature of that element. You can absorb silver, meteorite, iron, fire, acid, electricity, water (ice) or wood.

**Range:** Self

**Duration:** 2d6 Rounds

**Defense:** None

### Calm Animal

**STA Cost:** 5

**Effect:** You choose a feral creature within range. You touch its mind and it no longer sees you as a threat. Not only it does not attack, it defends you from anyone that does. If you have Natural Attunement as a race perk, you have a +3 to the Spell Casting roll.

**Range:** A Feral Creature in 10m

**Duration:** 2d6 Rounds

**Defense:** Resist Magic

### Cloud of Bugs

**STA Cost:** 4

**Effect:** A dense cloud of bugs form in a 10m radius centered on you. The area is considered complete darkness to everyone except you. Any hostile creature takes 1d6 piercing damage to every body location. Even if the damage does not go through the armor, it takes 1 ablation damage.

**Range:** Self

**Duration:** 2d6 Rounds

**Defense:** None

### Natural Poison

**STA Cost:** 6

**Effect:** Natural Poison allows you to produce a small quantity of poison from your hands. You can use it to poison food, drinks, blades or projectiles. This adds 25% chance of poison to your weapon's next attack.

**Range:** Self

**Duration:** Immediate

**Defense:** None

### Shalla's Cover

**STA Cost:** 6

**Effect:** Shalla was a powerful Scoia'tael druid that was also a master strategist for ambushes. Shalla's Cover allows you to create a magical area from 10m radius centered on you. No sound, smell or image leaves this area. Every creature gain +10 to Stealth and leaves no tracks. You can still be tracked and seen by magical means, which was the last thing Shalla learned.

**Range:** 10m Radius

**Duration:** 1d6 Hours

**Defense:** None

### Vine Whip

**STA Cost:** 6

**Effect:** Vine Whip creates a spiny whip of vine come out of a plant within range. A blow given with this deals 3d6 piercing damage and can grapple and opponent or a weapon.

**Range:** 10m

**Duration:** Immediate

**Defense:** Dodge or Block

## Master Druid Invocations

### Bestial Aspect

**STA Cost:** 12

**Effect:** You can develop an animal feature of your choice:

You can grow fins on your neck and breath underwater for the duration of the spell;

You can grow large wings and use your movement as flight. If you take 10 points of damage or is stunned, you fall and must make a DC:16 Athletics check or take falling damage;

You can grow large claws and deal extra 3d6 damage on your punch attacks, and they become fatal slashing damage;

Any of these changes are painful and deal 1d6 damage that armor does not soak.

**Range:** Self

**Duration:** 2d10 Hours

**Defense:** None

### Natural Camouflage

**STA Cost:** 12

**Effect:** You or a target you touch becomes invisible. This grants the target a +10 to Stealth and +5 to attack and defense. An Awareness check can be made to spot the person affected by this spell and a success halves the bonus. Yrden or Moondust Bombs end this spell.

**Range:** Self/A Creature You Touch

**Duration:** 2d6 Rounds

**Defense:** None

### Poisonous Fog

**STA Cost:** 11

**Effect:** A poisonous cloud of yellow-green gas forms around 10m radius centered on you. Any creature that ends their turn inside this fog, except you, is **poisoned** and **suffocated** on the next turn.

**Range:** Self

**Duration:** 2d6 Rounds

**Defense:** None

### Vegetal Language

**STA Cost:** 12

**Effect:** You are able to communicate with any vegetable to gain information on the terrain and who might have passed through there.

**Range:** Self

**Duration:** Immediate

**Defense:** None



## Arch Druid Invocation

### Animals

**STA Cost:** 16

**Effect:** You connect yourself with the aura of the animals all around. You can summon a Hard beast and two Medium ones. They obey verbal orders and are friendly to you and your allies.

**Range:** 20m

**Duration:** 1d10 Hours

**Defense:** None

### Forests

**STA Cost:** 16

**Effect:** You connect yourself with the aura of the plants and forests all around. You can summon any kind of treant described at the end of this book from trees, but they do not turn back to the tree form. The treant follows you until it is killed. It cannot be healed. You can only have 1 treant at a time.

**Range:** 10m

**Duration:** Permanent

**Defense:** None

### Moon

**STA Cost:** 16

**Effect:** You connect yourself with the light of the moon. You summon an area of 10m radius centered anywhere within range. This area is targeted with intense moonlight. Any creature you choose is now immune to fear or intimidation and receives 25 temporary HP. They are also cured of blindness and on fire conditions. This incantation can only be cast at night.

**Range:** 20m

**Duration:** 20 Rounds

**Defense:** None

### Mountains

**STA Cost:** 16

**Effect:** You connect yourself with the aura of the mountains and the minerals around you. You can summon a golem from the core rulebook from large enough stones. The golem follows you until it is killed. It cannot be healed. You can only have 1 golem at a time.

**Range:** 10m

**Duration:** Permanent

**Defense:** None

### Sun

**STA Cost:** 16

**Effect:** You connect yourself with the light of the sun. You summon an area of 10m radius centered anywhere within range. This area is targeted with intense sunlight. Any creature inside takes 10d6 magical fire damage and is **on fire**. The light is so strong that every creature has 50% chance of being **blinded** by it for 1d6 rounds. This incantation can only be cast by day.

**Range:** 20m

**Duration:** Immediate

**Defense:** None

### Waters

**STA Cost:** 16

**Effect:** You connect yourself with the aura of the lakes, rivers and oceans all around you. You summon a gigantic storm which rains enormous balls of hail and forms a waterspout around you. Anyone (except you) in the area of the incantation has a 75% chance of being struck by a ball of hail. If they miss this roll, they must defend at a DC equal to your Spell Casting check or take 4d6 bludgeoning damage to a random location and have a 75% chance of being **frozen**. The waterspout is created 2m around you. It immediately redirects ranged attacks as per Gwynt Troelli and acts a Zephyr spell against anyone within 2m of you. You cannot run while within this waterspout, or make attacks out of it. But, if you move within 2m of a target, they are affected by Zephyr.

**Range:** 20m

**Duration:** 10 Rounds

**Defense:** Variable

## Arch Druids

Arch druids are exactly like arch priests, but their adoration is not focused on entities, but on natural elements, as the Sun or the Moon or Forests. This invocations are supposed to substitute the Arch Priest Invocation with the focus on a natural elements for the players who want to focus on druid.



## Helveed

*The Church of the Eternal Fire is filled with bad people. Helveed was one of the worst. He was once a commander from their inquisition. The bastard died of old age in his bed.*

—Alzur

## Novice Preacher Invocations

### Blessing of Courage

**STA Cost:** 1

**Effect:** The Blessing of Courage gives the target a +3 to Courage and Resist Coercion for the duration of the invocation.

**Range:** 5m

**Duration:** 1d10 Rounds

**Defense:** None

### Blessing of Peace

**STA Cost:** 3

**Effect:** The Blessing of Peace makes enemies avoid attacking the target. Any creature that tries has to make a Resist Magic against your original Spell Casting roll.

**Range:** 5m

**Duration:** 1d6 Rounds

**Defense:** None

### Divine Word

**STA Cost:** 3

**Effect:** You shout a word or a small sentence linked to your chosen god. When you do, every creature you choose within range takes 1d6 psychic damage that armor does not soak. If the creature has sensibility to sound, this does 4d6 psychic damage and any other effect the sensibility grants. This crosses language borders as telepathy does.

**Range:** 10m

**Duration:** Immediate

**Defense:** Resist Magic

### Helveed's Deceit

**STA Cost:** 3

**Effect:** Helveed's Deceit allows you to make an illusion consisting only of sound. This can be a natural sound, as an animal growl or a thunder, or the sound of a voice of a person you already heard. You cannot make it come from you, only from your surroundings. It affects everyone in range around you.

**Range:** 20m

**Duration:** Immediate

**Defense:** None

## Journeyman Preacher Invocations

### Call of Vengeance

**STA Cost:** 4

**Effect:** For the duration of the incantation, any hostile creature up to 6m from you has a +2 to any Critical Effect roll done against them. Any attack gains 25% more chance to cause any effects that they normally would.

**Range:** 5m

**Duration:** 1d10 Rounds

**Defense:** None

### Condemn Soul

**STA Cost:** 7

**Effect:** You shout a condemnation from your god to a sentient creature of your choice. This damages their soul directly, dealing 1d6 necrotic damage.

**Range:** A Sentient Creature Within 10m

**Duration:** Immediate

**Defense:** Resist Magic

### Divine Aura

**STA Cost:** 5

**Effect:** Divine Aura creates an inspiring aura of the power of your god around you. Any friendly creature inside this aura has a +2 to attack and defense rolls and deals an extra 1d6 damage, including you.

**Range:** 10m Radius

**Duration:** 1d10 Rounds

**Defense:** None

### Light of the Gods

**STA Cost:** 7

**Effect:** Light of the Gods creates a very strong light coming from your hands or a symbol of your god. Any creature within range that fails their Resist Magic roll takes 1d6 damage that armor does not soak, is **blinded** for 1d6 rounds and has 10% chance of being on fire.

**Range:** 6m Cone

**Duration:** Immediate

**Defense:** Resist Magic

### Word of Inspiration

**STA Cost:** 6

**Effect:** You shout an inspirational phrase spoken to you by your god. Any ally inside the range gains 1 adrenaline die.

**Range:** 5m

**Duration:** Immediate

**Defense:** None

### Word of Power

**STA Cost:** 4

**Effect:** You fill your voice with the wraith of your god. You gain +3 to Intimidation rolls and any creature that fails this check receives 2d6 psychic damage that armor does not soak and is **stunned**.

**Range:** 10m

**Duration:** Immediate

**Defense:** Courage



## Master Preacher Invocations

### Divine Intervention

**STA Cost:** 10

**Effect:** You pray for help from your god and he answers it. Divine Intervention allows you to end one negative effect on a target, from fire to blinded, any effect.

**Range:** Self/10m

**Duration:** Immediate

**Defense:** None

### Divine Protection

**STA Cost:** 12

**Effect:** You pray to your god for protection and he answers it. Divine Protection makes you resistant to 2 types of non-magical damage of your choice for the duration of the spell.

**Range:** Self

**Duration:** 1d10 Rounds

**Defense:** None

### Divine Smite

**STA Cost:** 12

**Effect:** Divine Smite makes a form of your god's power to manifest. This can be a light from the sky or a swarm of bugs, but it must cover a 4m radius area of your choice. Any creature that enters the area for the first time or starts the turn there takes 3d6 magical damage that armor does not soak. You can direct the effect to move a number of meters equal to your Spell Casting skill value per turn as a free action.

**Range:** 20m

**Duration:** 1d10 Rounds

**Defense:** Reposition

### Divine Soldier

**STA Cost:** 12

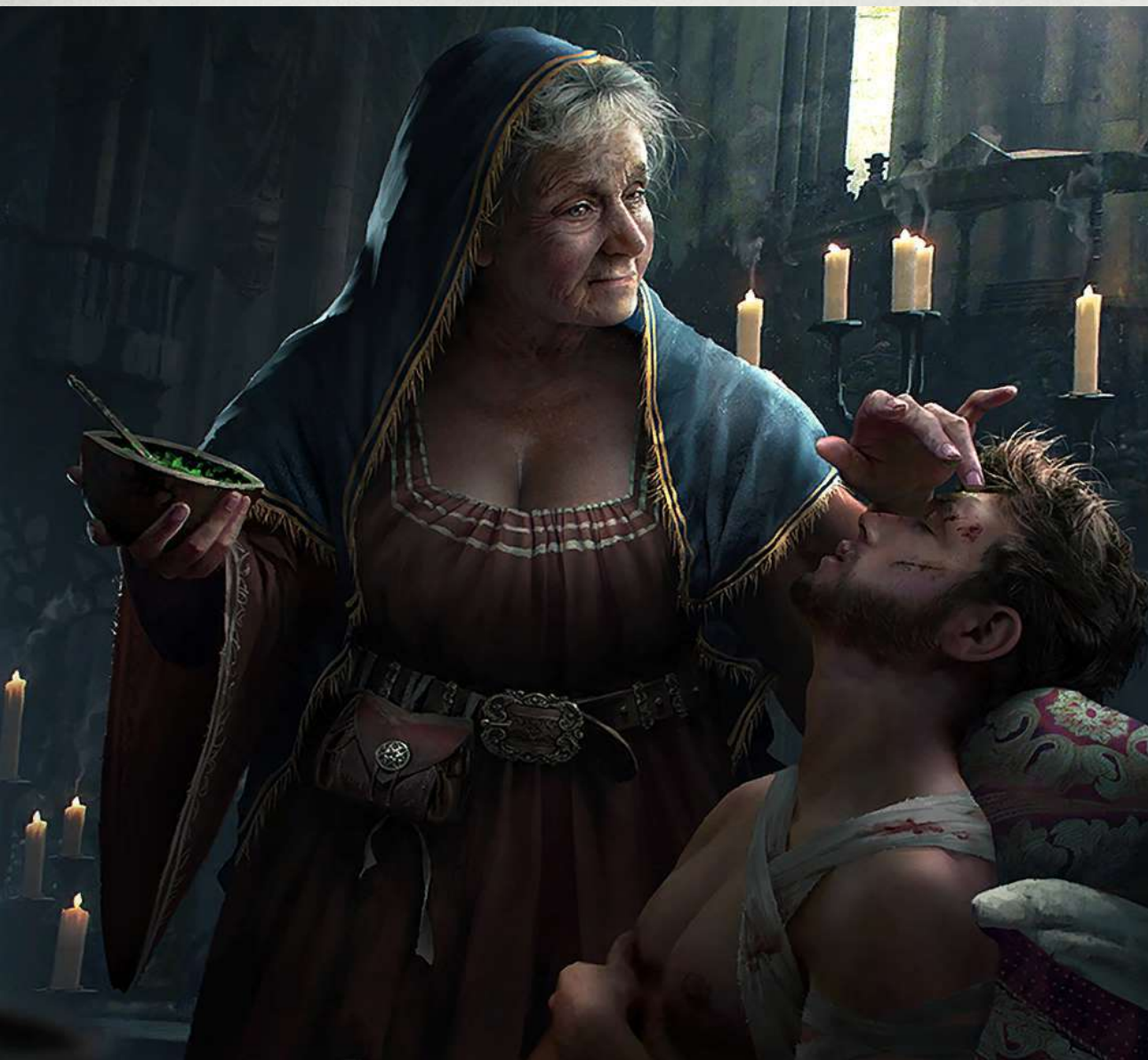
**Effect:** For the duration of the incantation, you are filled with inspiration by your god, granting you +3 to all attack and defense rolls.

**Range:** Self

**Duration:** 1d10 Rounds

**Defense:** None

Illustration by Bryan Sola





# Witcher Signs

Illustration by Anna Podedworna



*Most witcher use the most common basic signs. Yrden, Quen, Aard, Igni and Axii. But those are not the only ones that exist. There are some simple signs not that known, but the Griffin School developed some other Novice and Journeyman signs.*

*The Rat School developed some Master signs based on necromancy. Those are also described here.*

*This signs are very useful to witcher and can be good tools for a mage. I guess I will always see them as a reminder of what witcher could be as magic users.*

—Alzur

## Basic Signs

### Initial Signs

One could use this signs as one of the five first signs a witcher begins the game with or this could be additional signs to be learned by the Learning Magic rules from the core rulebook.

#### Aethric (Mixed)

**STA Cost:** Variable

**Effect:** Aethric blows a pure chaos stream from your hand. This stream interacts with magic allowing you to see magic, illusions, curses and ghosts as colorful patterns. Only a caster that knows this sign can interpret what he sees. The range is a cone with length of 1m for every STA point spent.

**Range:** Variable

**Duration:** Immediate

**Defense:** None

#### Chlorinic (Mixed)

**STA Cost:** Variable

**Effect:** Chlorinic makes you capable of blowing a poisonous gas from your mouth. Anyone hit by this gas has 10% of being **blinded** and **poisoned**. For every STA point spent after the first, the chance of being **poisoned** raises by 10%. If this gas mixes with water, it turns into acid and causes 1d6/2 ablation damage to equipment.

**Range:** 3m Cone

**Duration:** Immediate

**Defense:** Reposition

#### Hatri (Mixed)

**STA Cost:** Variable

**Effect:** Hatri reflects hate, bloodlust or hunger in the form of fear, terrorizing the target. For every 2 points of STA spent past the first, they spend one more round terrified. While terrified, the opponent cannot get any closer than you on purpose and must run away.

**Range:** 8m

**Duration:** Variable

**Defense:** Resist Magic

#### Shadi (Mixed)

**STA Cost:** Variable

**Effect:** Shadi makes you temporarily incorporeal. You are not only **incorporeal**, but you can also walk through surfaces. For every 2 STA point spent past the first, the effect lasts 1 round longer.

**Range:** Self

**Duration:** Variable

**Defense:** None

#### Heliotrope (Earth)

**STA Cost:** Variable

**Effect:** Heliotrope creates an instant shield when you cross your arms. For every STA point spent, the shield has 5 SP. Heliotrope is only cast as a defensive action. Heliotrope can also be cast to protect from ramming or falling damage.

**Range:** Self

**Duration:** Immediate

**Defense:** None

#### Vorg (Earth)

**STA Cost:** Variable

**Effect:** Vorg creates an instant barrier in front of you. The barrier is 2mx2m and half a meter thick. For every STA point spent, the barrier has 5 HP. You can freely walk away from this barrier.

**Range:** 2m

**Duration:** 5 Rounds

**Defense:** None



**Supirre (Air)****STA Cost:** Variable**Effect:** Supirre improves the audition of those close to it, allowing them to hear distant conversations or sounds through walls. For every STA point spent, the effect lasts 1 minute longer.**Range:** 4m**Duration:** Variable**Defense:** None**Volun (Air)****STA Cost:** Variable**Effect:** Volun throws out a wave of lightnings which does 1d6 electric damage per STA point spent and has a 50% chance of leaving anything it hits **staggered**. If the target is wearing metal armor or carrying metal weapons, they take 1d6+2 of electric damage per STA point spent instead of 1d6. Volun always deals damage to the torso unless used at point blank range. When used at point blank range, Volun can be aimed at body locations.**Range:** 2m Cone**Duration:** Immediate**Defense:** Reposition**Moahk (Water)****STA Cost:** Variable**Effect:** Moahk throws out a wave of water from your hand which makes the target vulnerable to electric damage for 5 rounds and have a 50% chance of being knocked **prone**. Moahk magically creates water, which can also be useful in dry environments.**Range:** 2m Cone**Duration:** Immediate**Defense:** Reposition**Somne (Water)****STA Cost:** Variable**Effect:** Somne makes one target fall unconscious. The target must be woken by taking an action to shake them and call them to snap out of it. For every 2 points of STA spent past the first, the target needs one more action to be woken.**Range:** 8m**Duration:** Until Shaken Off**Defense:** Resist Magic**Vyntir (Water)****STA Cost:** Variable**Effect:** Vyntir throws out a wave of cold air and ice which does 1d6 ice damage per STA point spent and has a 50% chance of **freezing** anything it hits. Vyntir always deals damage to the torso unless used at point blank range. When used at point blank range, Vyntir can be aimed at body locations.**Range:** 2m Cone**Duration:** Immediate**Defense:** Reposition or Block

## Alternate Sign Forms

**Aagni (Mixed)****STA Cost:** Variable**Effect:** Aagni combines the power of Aard and Igni. With both hands, you shoot out a strong wave of fire **staggering** targets with a 25% chance of anything it hits **on fire**. This wave does 1d6 magical fire damage and has 10% chance of knocking the targets **prone** for every STA point spent. For using both hands to cast, Aagni cannot be cast with weapons in hand.**Range:** 2m Cone**Duration:** Immediate**Defense:** Reposition**Acid Jet (Mixed)****STA Cost:** Variable**Effect:** Chlorinic now throws out a constant stream of acid from your hand, which does 1d6 acid damage per STA point spent, and causes 1d6/2 ablation damage to equipment. Acid Jet must be maintained every round with a number of STA points equal to 1/2 the number of STA points spent to cast the sign. You can switch targets on your turn and the stream can be aimed at body locations.**Range:** 3m**Duration:** Active (1/2 Initial STA)**Defense:** Dodge or Block**Invisibility (Mixed)****STA Cost:** Variable**Effect:** Shadi now makes you invisible granting a +10 to Stealth and +5 to attack and defense rolls. An Awareness check can be made to spot you and a success halves the bonus. For every 2 STA point spent past the first, the effect lasts 1 round longer.**Range:** Self**Duration:** Variable**Defense:** None**Boundary (Earth)****STA Cost:** Variable**Effect:** Vorg now creates a 2m straight line on the ground that makes anything that tries to cross it be knocked 2m back and, for every STA point spent, have a 10% chance of being knocked **prone** and **staggered**.**Range:** 2m**Duration:** 5 Rounds**Defense:** None**Chain of Lightning (Air)****STA Cost:** Variable**Effect:** Volun now shoots a sustained bolt of lightning at a target which does 1d6 electrical damage per STA point spent, and has a 75% chance of leaving the opponent **staggered**. The lightning can travel in a line through targets. For every target it passes through, the damage to the next target decreases by 1d6. If the next target would not take damage, the lightning does not hit.**Range:** 3m (Initial Target)**Duration:** Immediate**Defense:** Dodge (Only the First)**Icy Squall (Water)****STA Cost:** Variable**Effect:** Vyntir now throws out a constant stream of cold air and ice from your hand which does 1d6 ice damage per STA point spent, and has a 75% chance of **freezing** the opponent. Icy Squall must be maintained every round with a number of STA points equal to 1/2 the number of STA points spent to cast the sign. You can switch targets on your turn and the stream can be aimed at body locations.**Range:** 3m**Duration:** Active (1/2 Initial STA)**Defense:** Dodge or Block

## Alternate Form

As an optional rule, a witcher can only be allowed to learn an alternative form of a sign if they know the basic form of it.



## Necromancy Forms

The necromancy form of the signs should probably be considered as journeyman spells for the purpose of learning, but you could consider an optional rule that the witcher can only learn the necromancy form if he knows the alternative form.

## Necromancy and Witchers

The rules of necrotic damage apply to witcher as for any other spell caster (and being actually).

### Torrent (Water)

**STA Cost:** Variable

**Effect:** Moahk now throws out a constant stream water your hand which does 1d6 bludgeoning damage per STA point spent, and knocks the opponent **prone**. Torrent must be maintained every round with a number of STA points equal to 1/2 the number of STA points spent to cast the sign. You can switch targets on your turn and the stream can be aimed at body locations. Anyone hit by this sign is also vulnerable to electric damage for 5 rounds.

**Range:** 3m

**Duration:** Active (1/2 Initial STA)

**Defense:** Dodge

## Necromancy Sign Forms

### Blindness (Necromancy)

**STA Cost:** Variable

**HP Cost:** 1d6 per STA point

**Effect:** Shadi now creates a magical darkness in a 10m radius centered on you. Anyone inside this, except you, is **blinded** until stepping out of the darkness. Anyone outside cannot see what is inside. For every 2 STA point spent past the first, the effect lasts 1 round longer.

**Range:** Self

**Duration:** Variable

**Defense:** None

### Blood Torrent (Necromancy)

**STA Cost:** Variable

**HP Cost:** 1d6 per STA point

**Effect:** Moahk now throws out a constant stream worm blood from your hand which does 1d6 necrotic damage per STA point spent, and knocks the target **prone**. Blood Torrent must be maintained every round with a number of STA points equal to 1/2 the number of STA points spent to cast the sign. You can switch targets on your turn and the stream can be aimed at body locations. Anyone hit by this sign is also vulnerable to electric damage for 5 rounds.

**Range:** 3m

**Duration:** Active (1/2 Initial STA)

**Defense:** Dodge

### Dark Fire (Necromancy)

**STA Cost:** Variable

**HP Cost:** 1d6 per STA point

**Effect:** Igni now throws out a constant stream of fire-like shadows from your hand which does 2d6 necrotic damage per STA point spent, and has a 75% chance of lighting the opponent **on fire**. Dark Fire must be maintained every round with a number of STA points equal to 1/2 the number of STA points spent to cast the sign. You can switch targets on your turn and the stream can be aimed at body locations.

**Range:** 3m

**Duration:** Active (1/2 Initial STA)

**Defense:** Dodge or Block

### Dark Lightning (Necromancy)

**STA Cost:** Variable

**HP Cost:** 1d6 per STA point

**Effect:** Volun now shoots a sustained bolt of black lightning at a target which does 1d6 necrotic damage per STA point spent, and leaving the opponent **staggered**. The lightning can travel in a line through targets. For every target it passes through, the damage to the next target decreases by 1d6. If the next target would not take damage, the lightning does not hit.

**Range:** 3m (Initial Target)

**Duration:** Immediate

**Defense:** Dodge (Only the First)

### Dark Shield (Necromancy)

**STA Cost:** Variable

**HP Cost:** 1d6 per STA point

**Effect:** Quen now creates a dark shield around you. The shield has 10 HP for every Stamina point spent. Each round after the first, you must spend a number of STA points and HP equal to the initial cost to maintain the shield. Active Shield only covers you, but you can fit one other person into it if you are pressed together. While in the dark shield nothing, including incorporeal being, can pass in or out without destroying the shield first and you must move slowly to keep the shield up, meaning you cannot run. When the shield is expended or dropped, anything adjacent to you is pushed back 2m and takes 1d6 necrotic damage. This includes objects, furniture, and allies.

**Range:** Self

**Duration:** Active (Initial STA)

**Defense:** None

### Death's Coldness (Necromancy)

**STA Cost:** Variable

**HP Cost:** 1d6 per STA point

**Effect:** Vyntir now throws out a constant stream of cold air and ice from your hand which does 1d6 necrotic damage per STA point spent, and **freezes** the opponent. Death's Coldness must be maintained every round with a number of STA points equal to 1/2 the number of STA points spent to cast the sign. You can switch targets on your turn and the stream can be aimed at body locations.

**Range:** 3m

**Duration:** Active (1/2 Initial STA)

**Defense:** Dodge or Block



### Necrotic Trap (Necromancy)

**STA Cost:** Variable

**HP Cost:** 1d6 per STA point

**Effect:** Yrden now creates a necromantic trap that takes one round to prepare. This trap attacks using your Spell Casting & WILL and does 2d6 necrotic damage. The trap will make one attack against the closest enemy each round.

**Range:** 3m Radius

**Duration:** 1 Round per STA point

**Defense:** Dodge

### Rotting Jet (Necromancy)

**STA Cost:** Variable

**HP Cost:** 1d6 per STA point

**Effect:** Chlorinic now throws out a constant stream of a corrosive dark-blood from your hand which does 1d6 necrotic damage per STA point spent, and causes 1d6 ablation damage to equipment. Rotting Jet must be maintained every round with a number of STA points equal to 1/2 the number of STA points spent to cast the sign. You can switch targets on your turn and the stream can be aimed at body locations.

**Range:** 3m

**Duration:** Active (1/2 Initial STA)

**Defense:** Dodge or Block

### Soul Boundary (Necromancy)

**STA Cost:** Variable

**HP Cost:** 1d6 per STA point

**Effect:** Vorg now creates a straight ebony line on the ground that makes anything that tries to cross it be knocked 2m back and, for every STA point spent, have a 10% chance of being knocked **prone** and **staggered**. Anything that tries to cross also takes 1d6 necrotic damage.

**Range:** 2m

**Duration:** 5 Rounds

**Defense:** None

### Soul Sweep (Necromancy)

**STA Cost:** Variable

**HP Cost:** 1d6 per STA point

**Effect:** Aard now shoots a burst of cold wind around you. For each STA point spent, everything caught in the burst has a 10% chance of being knocked **prone** and **staggered**. Anything hit also has a 50% chance of being frozen. The burst travels out in all directions as a sphere. Flying creatures struck with Soul Sweep are knocked out of the air as well as being knocked down.

**Range:** 4m Radius

**Duration:** Immediate

**Defense:** Dodge

### Undead Puppet (Necromancy)

**STA Cost:** Variable

**HP Cost:** 1d6 per STA point

**Effect:** Axii now allows you to interact with a pile of bones or a corpse and raise them, imbuing them with some of your own life force. They get the statistics of the skeleton described at the end of this book. You can modify the statistics based on the gear of the corpse. This undead is your ally for a number of rounds equal to the number of STA points you spent on the spell. Skeletons and corpses cannot be healed, except for the Undead Healing spell.

**Range:** 8m

**Duration:** Variable

**Defense:** None

Illustration by Anna Podedworna

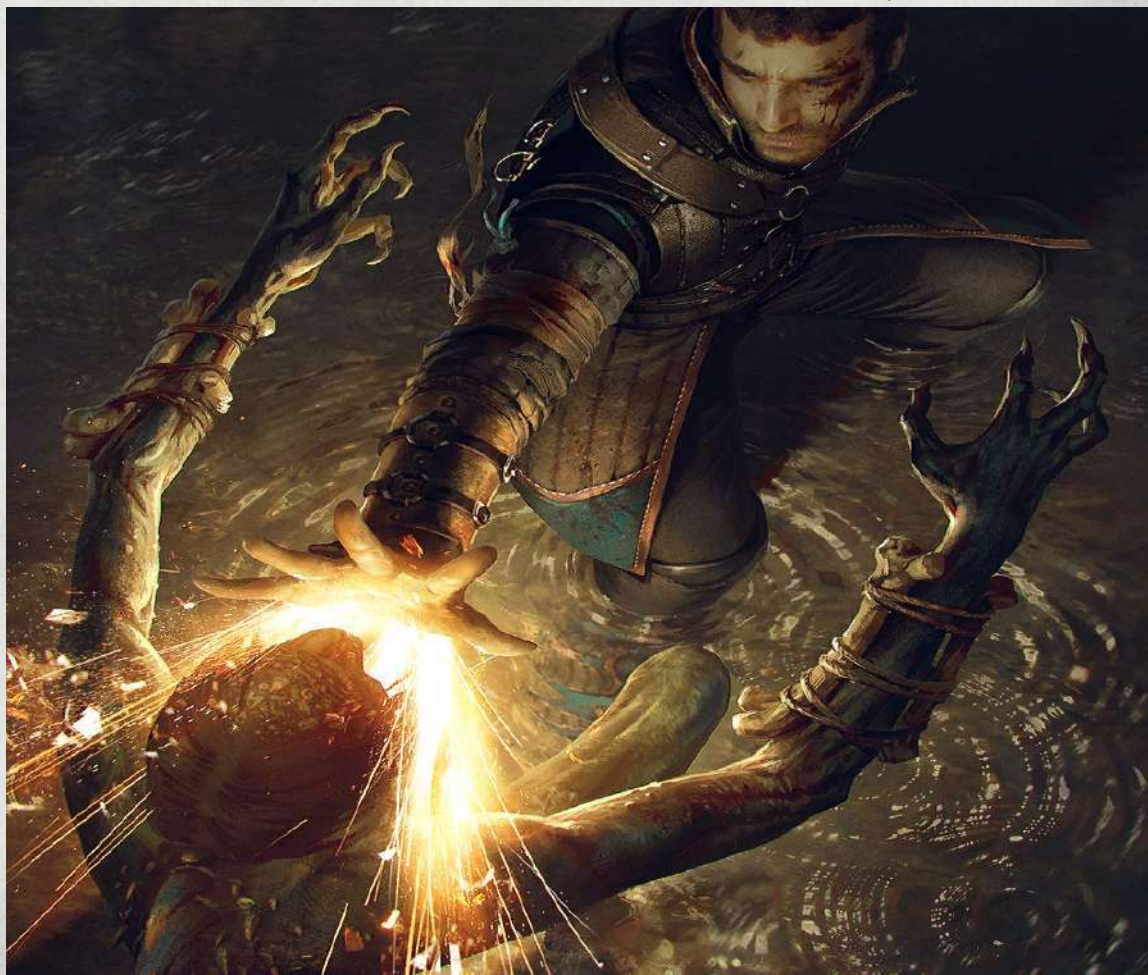




Illustration by Bryan Sola



# Rituals

*Rituals are not what you usually chose for the offensive. They are helpful to every magic user and can be the most useful tools for traveling mages. The only downside for rituals is the need for specific ingredients, some of which can be very rare.*

*Some rituals are not based on conventional magic, but on some of the forbidden arts. Necromancy rituals can be used by almost all magic users and some are described in this book. Goetia rituals are more complex and specialized rituals and the chaos is extracted from different sources. Goetia is practiced only by demonologists and are described on another section of the book.*

—Alzur

## Necromancy Rituals

As necromancy spells and signs, necromancy rituals have a HP Cost and the necrotic damage paid follow the rules described on pg.49.

## Novice Rituals

### Fake Death (Necromancy)

**STA Cost:** 3

**HP Cost:** 1d6

**Effect:** You put someone in a lethargic state that is indistinguishable from death. While in this state, any poison or disease is stopped, but not cured. The ritual must be cast again to put the person out of this state. If the person is not woken after the end of the duration, they die.

**Preparation Time:** 5 Rounds

**Difficulty Check:** 12

**Duration:** 2d10 Days

**Components:** Chalk (x2), Ashes (x2), Sewant Mushrooms (x2), Allspice Root (x2), Sulfur (x1), Beast Bones (x4), Venom Extract (x2)

### Stop Decay (Necromancy)

**STA Cost:** 3

**HP Cost:** 1d10

**Effect:** You put some of your life force into a decaying target. For the duration of effects of the ritual, the target stops decomposing.

**Preparation Time:** 5 Rounds

**Difficulty Check:** 12

**Duration:** 2d10 Days

**Components:** Cemetery Dust (x5), Fifth Essence (x1), Thread (x2), Chalk (x1), Dwarven Immortelle (x1), Verbena (x2), Infused Dust (x3)

### Predict Weather

**STA Cost:** 3

**Effect:** Predict Weather allows you to know how the weather is going to be at your location, allowing you to be aware of any harsh climate condition, for the next 24 hours.

**Preparation Time:** 5 Rounds

**Difficulty Check:** 12

**Duration:** Immediate

**Components:** A Bowl of Earth, Fifth Essence (x2), Green Mold (x2), Pearl (x2), Quicksilver Solution (x1), Celandine (x1)



## Journeyman Rituals

### Dead Man's Tales (Necromancy)

**STA Cost:** 12

**HP Cost:** 2d10

**Effect:** You force back the soul of a dead person to their rotting body. You can interrogate the person, but they are in excruciating pain along the whole process.

**Preparation Time:** 10 Rounds

**Difficulty Check:** 18

**Duration:** Until You Free the Soul

**Components:** The Body of the Interrogated Person, Fifth Essence (x5), Infused Dust (x5), Cemetery Dust (x4), Silver (x3), Crow's Eye (x3)

### Energy Beast

**STA Cost:** 12

**Effect:** You summon a pure chaos being in the form of a beast of your choice. This energy materialization has the beast's statistics. It cannot attack, but can do anything else the beast would be capable to do. It has its own will, but it obeys orders and, as an action, the caster can see and hear whatever the beast does. When it reaches 0 HP, it just disappears.

**Preparation Time:** 10 Rounds

**Difficulty Check:** 18

**Duration:** Until Killed or Dispelled

**Components:** Fifth Essence (x5), Infused Dust (x5), Chalk (x4), Beast Bones (x5), Raw Meat (x5), Wine Stone (x2), Scleroderm (x5)

### Hanmarvyn's Blue Dream (Necromancy)

**STA Cost:** 12

**HP Cost:** 2d6

**Effect:** Hanmarvyn's Blue Dream is a powerful necromantic ritual that allows a person to glimpse the recent memories of a deceased body. Only witches can experience the blue dream safely. Anyone who is not a witcher who tries to experience the blue dream must make a CD:20 Endurance check or take 2d6 damage that armor does not soak and be poisoned.

**Preparation Time:** 10 Rounds

**Difficulty Check:** 18

**Duration:** Until the Dreamer Wakes

**Components:** The Body of the Diseased, Fifth Essence (x3), Celandine (x1), Wolfsbane (x1), Bryonia (x1), Verbena (x1), Troll Tongue (x1)

### Magical Warning

**STA Cost:** 10

**Effect:** Magical Warning allows you connect your mind to a door or a window so you know when someone goes through it. You can choose creatures that will not set off this magical alarm.

**Preparation Time:** 10 Rounds

**Difficulty Check:** 18

**Duration:** 2d10 Hours

**Components:** Thread (x2), Fifth Essence (x1), Quicksilver Solution (x1), Spirits (x1)

### Magic Craftsman

**STA Cost:** 12

**Effect:** Magic Craftsman allows you to restore 1 reliability or SP for every 2 points you roll over the DC (Min. 1). You need to use 1 unit of the material where the abrasion was taken (for example, 1 unit of leather for a leather armor or 1 unit of silver for a silver sword).

**Preparation Time:** 10 Rounds

**Difficulty Check:** 18

**Duration:** Immediate

**Components:** 1 Unit of the Restoration Component, A Small Fire, Fifth Essence (x5), Infused Shard (x1), Glass, (x2), Ducal Water (x3)

### Walk on Water

**STA Cost:** 10

**Effect:** Walk on Water makes up to 5 creatures of your choice capable of walking over liquid surfaces for 1d10 hours.

**Preparation Time:** 10 Rounds

**Difficulty Check:** 18

**Duration:** 1d10 Hours

**Components:** Fifth Essence (x5), Infused Dust (x2), Chalk (x4), Essence of Water (x5)

## Master Rituals

### Conjure Elemental

**STA Cost:** 16

**Effect:** Conjure Elemental fills a stone corpse with elemental power. The process creates an Earth, Ice or Fire Elemental, depending on the item you choose. The Elemental is bound to your will. It will do anything that you ask it to, but it cannot think and can't perform finesse tasks that require fingers or grabbing small things. An elemental will execute the last order it was given. If it fails, it will try again endlessly until it succeeds or you order it to stop. If the order is ongoing ("fetch some water"), the elemental will continue to perform that order until it dies or you order it to stop.

**Preparation Time:** 10 Rounds

**Difficulty Check:** 20

**Duration:** Permanent

**Components:** Chalk (x2), A Perfect Gemstone (x1), Hardened Timber (x10), Stone (x10), Infused Dust (x5), Fifth Essence (x2), Elemental Stone (x1), Meteorite for Earth Elementals (x5), Essence of Fire for Fire Elementals (x5), Essence of Water for Ice Elementals (x5)

### Heal Soul

**STA Cost:** 20

**Effect:** Heal Soul is the only way to heal necrotic damage from your soul. At the end of the ritual, the person heals 20 points of necrotic damage from their soul. If this makes them regress any threshold, they cure that wound and lose its penalty.

**Preparation Time:** 20 Rounds

**Difficulty Check:** 20

**Duration:** Permanent

**Components:** Perfect Gemstone (x1), Fifth Essence (x5), Infused Shard (x5), Glass (x2), Ducal Water (x3), 1 Heart of any Kind, 5 Eyes of any Kind



### Necrotic Bomb (Necromancy)

**STA Cost:** 16

**HP Cost:** 4d10

**Effect:** Necrotic Bomb imbues a black pearl with the essence of death. When you throw it at an opponent it explodes, doing 4d6 necrotic damage at every body part. The damage is dealt by the shards of the pearl, so armor can soak the damage.

**Preparation Time:** 10 Rounds

**Difficulty Check:** 20

**Duration:** Permanent

**Components:** Black Pearl (x1), Fifth Essence (x5), Infused Dust (x5), Lunar Shards (x4), Pearl (x2), Optima Mater (x1), Zerrikanian Powder (x3)

### Soul Vessel (Necromancy)

**STA Cost:** 16

**HP Cost:** 4d10

**Effect:** You imbue a Perfect Gemstone with your life force. Your soul leaves your body and your body enters a similar state as Fake Death ritual. While inside the stone, you are fully aware of your surroundings and can possess people. When the spell ends or if the gemstone is destroyed, your soul comes back immediately to your body. If your body dies, you die. Your soul is incorporeal, but can take damage if you suffer an effect that make you lose this stat (Moondust Bombs, for example) and the damage goes to your body. If the body is further than 1km away from the soul when the gemstone is broken or the spell ends, you die. If you take damage while possessing another body, the damage goes to them. If they die possessed by you, your soul goes back to the gemstone. If the possessed body dies further than 1km away from the gemstone, you die.

**Preparation Time:** 10 Rounds

**Difficulty Check:** 20

**Duration:** 2d10 Days

**Components:** Perfect Gemstone (x1), Fifth Essence (x5), Infused Dust (x2), Vampire Saliva (x4), Venom Extract (x5)

### Tame Beast

**STA Cost:** 15

**Effect:** Tame Beast allows you to permanently make a feral creature (animals and monsters) friendly to you. The difficult check depends on the strength of the beast. An easy creature takes the smaller DC and a hard creature takes the higher.

**Preparation Time:** 10 Rounds

**Difficulty Check:** 14/20/22

**Duration:** Permanent

**Components:** The Beast you Want to Tame, Perfect Gemstone (x1), Fifth Essence (x5), Infused Shard (x1), Glass, (x2), Food for the Beast (x3), Chalk (x4), Dark Iron (x2)

### True Duplicate (Necromancy)

**STA Cost:** 20

**HP Cost:** 8d10

**Effect:** True Duplicate allows you to create a clone. This clone is identical to a creature you chose or a younger version of it. This duplicate takes 4 months to be ready after the ritual is prepared. When the original dies, their soul is immediately turned to the duplicate, unless it is restrained to the body somehow (If they are trapped in an undead form or if their body passed through a Stopping Decay ritual, for example).

**Preparation Time:** 10 Hours

**Difficulty Check:** 25

**Duration:** Permanent

**Components:** An Enormous Tank of Water, The Blood of the Target, Chalk (x2), A Perfect Gemstone (x1), Infused Dust (x5), Fifth Essence (x5), Raw Meat (x10), Beast Bones (x10), Wine Stone (x3), Golem Heart (x1)

### True Resurrection (Necromancy)

**STA Cost:** 20

**HP Cost:** 8d10

**Effect:** True Resurrection allows you to resurrect a corpse up to 10 days of its death. If one more second goes by, they are dead forever. If a corpse goes through the Stop Decay ritual, the time until death is stopped. When they come back to life, they do not regain any lost limbs or regenerate scars. They come back with milky eyes and pale skin, giving them the Feared status. They come back with 1 HP and can only be healed over time until the HP reaches maximum for the first time. They have a -8 to every statistic and the penalty loses -1 every day until it reaches -3. This -3 penalty cannot be removed. The revived person is forever afraid of fire and vulnerable to fire damage.

**Preparation Time:** 10 Rounds

**Difficulty Check:** 20

**Duration:** Immediate

**Components:** The Body of the Target, Chalk (x2), A Perfect Gemstone (x1), Infused Dust (x10), Fifth Essence (x10), Black Pearl (x3), Golem Heart (x1), Essence of Wraith (x3)

## Foraging for Black Pearls

Black Pearls can be found on ocean floor. It has a Rarity rating of Rare and a Forage DC of 30. If you successfully forage for Black Pearl, you find 1 Unit.



# Hexes

Illustration by Grafit-art

*Hexes are good weapons and tools for magic users. They can be used to damage your opponents or gain leverage on others. But remember, it is certain that hexes have a lot of uses, but they are best used out of battle.*

—Alzur



## No Right Way

**STA Cost:** 4

**Effect:** No Right Way makes the target incapable of walking to the right. They are physically incapable of turning right and looking right even if their life depends on it.

**Danger:** Low

**Requirement to Lift:** The subject must make a pentagon on the ground with chalk, turning left after every point. They then walk through the pentagon positioning a lit candle at every point. Then, the subject must sit at the center of the pentagon and wait for the candles to blow out naturally. After this, the subject walks backward picking up the candles.

## The Hex of the Hug

**STA Cost:** 4

**Effect:** The Hex of Hug makes the subject hug every person he meets, for most awkward, uncomfortable or inappropriate the situation.

**Danger:** Low

**Requirement to Lift:** The subject must have their hand ties to their back with a rope washed by ducal water. Then, the subject turns to face north, east, south and west, each time introducing themselves. They must do this 5 times.

## The Hex of the Hunger

**STA Cost:** 4

**Effect:** The Hex of Hunger makes every food the target eats taste like ashes. The subject still has the biological need for food and still feels hunger. Every time the subject eats, they get nauseated for 1d6 hours and fell stomach pain (Complications, Afflictions & Remedies).

**Danger:** Low

**Requirement to Lift:** At a new moon, the subject must make a meal that he loves to eat. He then throws it at a fire with balisse leaves and let the fire burn down naturally. They then eat the ashes of the food while sitting at the spot where the fire just ran out.

## The Hex of the Sun

**STA Cost:** 4

**Effect:** The Hex of Sun makes the subject mortally afraid of the sun. They cannot willingly go into the sunlight and if they go forced, they pass out.

**Danger:** Low

**Requirement to Lift:** At a full moon, the subject must draw a sun with chalk on the ground of a very high place. Then, the subject must take all their clothes and lay to sleep. The subject will be woken by the first rays of sun and the hex will be lifted. They must be woken by the sunlight or the hex will not be lifted.

## The Unwanted Follower

**STA Cost:** 4

**Effect:** The Unwanted Follower makes the subject be stalked by a small squirrel, but this squirrel does not exist. Only the subject is able to see it and if they try to show it to anyone, they see the squirrel hide. On time, the subject starts getting paranoid about this squirrel and even afraid of it.

**Danger:** Low

**Requirement to Lift:** The subject must take a few small beast bones, an animal fur or hide, some thread and fine art tools. The subject must make a small doll of a squirrel as they depict it on their mind. No matter the quality, as long as they try to depict what they see in their mind. Inside the doll, the subject puts the beast bones. When it is finished, the subject must throw the doll on a lit fire. When it burns down to ashes, the hex is lifted.



### Iron Fist

**STA Cost:** 8

**Effect:** Iron Fist makes the subject feel anything they carry in their hands, including weapons, as they were twice as heavy. This does not affect the real weight of the items, but this can limit what object a person can carry and makes the target be able to deal only one attack per turn with melee weapons.

**Danger:** Medium

**Requirement to Lift:** The subject must take an iron sword and melt it in a fire lit with optima mater burning in it. Then, they must take the iron melted and form two ingots. The subject must spend one whole day with one ingot on each hand.

### The Good Samaritan

**STA Cost:** 8

**Effect:** The Good Samaritan makes the subject unable to negate any requests made for them. May it be money or a favor, they are unable to say no even if they feel this may harm them.

**Danger:** Medium

**Requirement to Lift:** The subject gathers 1 Pearl, a Candle and blindfold. After placing the pearl under their tongue, the subject slips on the blindfold and holds the lit candle in both hands. The subject then turns to face north, east, south and west, each time saying something they done and saying why they did not want to do it.

### The Hex of the Speaker

**STA Cost:** 8

**Effect:** The Hex of the Speaker makes the subject unable to control the volume of their voice. Whenever the subject wants to speak, they must roll 1d6. On a 1 or 2 they whisper, on a 5 or 6 they shout and on a 3 or 4 they speak at a medium volume.

**Danger:** Medium

**Requirement to Lift:** The subject must spend one entire day in silence while sowing a gag with any material they would like. They must sleep with this gag and, on the next morning, they must cut the gag in four pieces. One must be thrown at the fire, one must be thrown at a large body of water, one must be buried and the other must be thrown out of a high enough place so it can be carried by the wind. Only after the disposal of all four pieces the subject can speak again.

### Dead Man Smell

**STA Cost:** 12

**Effect:** Dead Man Smell makes the subject smell as a rotting corpse. No matter how many baths or what substance the subject uses, they still smell horribly. This grants them a -5 on all social interaction rolls and can attract necrophages.

**Danger:** High

**Requirement to Lift:** The subject must take two units of mandrake root and crush it until only small pieces are left. Then, they must take a bath rubbing these pieces on themselves and leaving some in the water. After the bath, the smell is gone.

### The Hex of Alcohol

**STA Cost:** 12

**Effect:** The Hex of Alcohol makes alcohol a potent poison to the subject. The smell of alcohol makes the subject nauseated. If they drink a drop to a sip, they are intoxicated. If they drink more than a sip, they become poisoned.

**Danger:** High

**Requirement to Lift:** The subject must mix 4 kinds of alcoholic beverages inside one bottle. This bottle must be buried and the subject must spend one whole day lying on the burial site, abstaining from food and drinks. The next morning, the subject must dig the bottle up and drink it alone. They will probably get really drunk, but the hex will be lifted.

### The Hex of Bugs

**STA Cost:** 12

**Effect:** The Hex of Bugs makes the subject be followed by insects, spider and other arthropods everywhere they go. This grants a -2 to stealth and to all social interactions. This hex also makes the subject attracts insectoid monsters.

**Danger:** High

**Requirement to Lift:** The subject must gather 10 different species of bugs in separate pots. Then the bugs must be killed in a way they do not suffer and carefully put into an entomological box. This must be done carefully not to damage any insects and may take even a few days. When the box is done and sealed, the hex is lifted.

Illustration from Gwent: Witcher Card Game





# Berserker

Illustration by Anna Podedworna



## More Beast than Man (WILL)

A Berserker is turned into a bear when he consumes a mardroeme mushroom. Their bear form has double their normal HP, 10 SP of natural armor and +5 to their BODY stat. They also have the natural armor and attack with melee skill. Turning into a bear also turns all equipment with you. While as a bear, you have resistance to bludgeoning and steel damage, but are vulnerable to silver damage and cursed oil. The bear's skin acts as a natural Cold Weather Clothing. The bear form can last for as many hours as their **More Beast than Man** level. Every round as a bear, at the beginning of that round, the berserker must make a **More Beast than Man** roll against the control DC = 28-((WILL+INT)/2), and on a failure, they lose control for that round. You can turn back to your normal form anytime as long as you have control. Outside of battle, with cold blood, the berserker do not need to make control checks. If you are unconscious, you turn back to your normal form. 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. Any critical wounds you have are not passed to the bear form. If they were done while on the bear form, you suffer them until you go back to your natural form. When you take the bear form again, they are not passed.

### Starting Coin

150 crowns x 2d6

### Average

1050

"Now finish your soup, or a berserker'll come and swallow ye whole."

—Skellige mother scolding a child

*Skellige legends speak of men known as berserkers, who transform into bears when overwhelmed by battle rage. In doing so, they lose all self-awareness and are driven by a bloodlust, which they must satiate in order to return to human form. Few believe these blood-curdling tales, however, not even in Skellige, where the inhabitants usually treat even the least probable legends with the utmost gravity. This indicates either that berserkers are in fact mere figments of mead-sodden imaginations, or else, that they have learned to hide their abilities from the rest of the islanders.*

*The skalds' ballads indicate a berserker transformed in the heat of battle cannot be distinguished from a true-born bear. Only minute anatomical details - such as the shape of their tongues and teeth - reveal their secret. Descriptions of their fighting prowess paint them as invulnerable to pain and able to heal any wound received almost at once. If these men-turned-bears truly do exist, one can suppose that, like werewolves or lycanthropes, they are particularly vulnerable to oils that harm cursed creatures. But if we are to give credence to ancient songs about these creatures' deeds, about the mass murders and massacres they have committed, we can only hope that no witcher will have to test this hypothesis.*

—Alzur

## Defining Skill

More Beast than Man

## Vigor

0

## Magical Perks

None

## Skills

Athletics

Awareness

Courage

Dodge/Escapes

Endurance

Intimidation

Melee

Physique

Resist Magic

Wilderness Survival

## Gear (Pick 5)

Armored Trousers

Beer

Berserker's Axe

Brigandine

Chain Coif

Mace

Mardroeme x10

Satchel

Steel Buckler

Throwing Axe x5

## Bear Natural Weapons

Name	DMG	Effect	ROF
Claw Slash	4d6+5	Crushing Force	2
Bite	8d6	Crushing Force Bleed (75%)	1



## Foraging for Mardroeme

Mardroeme mushrooms (or Psilocybe mushrooms) can be found in fields, forests or caves. It has a Rarity rating of Rare and a Forage DC of 20. If you successfully forage for Mardroeme mushrooms, you find 1d6/2 Units.



Illustration by Kate Redesiuk



Illustration by Anna Podedworna

# Berserker Skill Tree

## More Beast than Man (WILL)

A Berserker is turned into a bear when he consumes a mardroeme mushroom. Their bear form has double their normal HP, 10 SP of natural armor and +5 to their BODY stat. They also have the natural armor and attack with melee skill. Turning into a bear also turns all equipment with you. While as a bear, you have resistance to bludgeoning and steel damage, but are vulnerable to silver damage and cursed oil. The bear's skin acts as a natural Cold Weather Clothing. The bear form can last for as many hours as their **More Beast than Man** level. Every round as a bear, at the beginning of that round, the berserker must make a **More Beast than Man** roll against the control DC =  $28 - ((WILL + INT) / 2)$ , and on a failure, they lose control for that round. You can turn back to your normal form anytime as long as you have control. Outside of battle, with cold blood, the berserker do not need to make control checks. If you are unconscious, you turn back to you normal form. 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. Any critical wounds you have are not passed to the bear form. If they were done while on the bear form, you suffer them until you go back to your natural form. When you take the bear form again, they are not passed.

The Man	The Balance	The Beast
Meditation	Bear Senses (INT)	Sharp Claws
A Berserker can take an hour to meditate and connect to their beast self to gain domain over it. For the rest of the day, you subtract half your <b>Meditation</b> level from the DC of control checks.	While on your normal form, you can make a <b>Bear Senses</b> check against the control DC to gain Night Vision and Sense Tracking abilities. These abilities last for as many hours as your <b>Bear Senses</b> level.	Your bear form has even sharper claws. You add half your <b>Sharp Claws</b> level to the Claw damage. Additionally, on level 5 you have 25% chance of bleeding on your Claw attacks and 50% on level 10.
More Man than Beast (WILL)	Hibernation (BODY)	Rearing Strike (REF)
When you fail a control check, you can make a <b>More Man than Beast</b> check against the control DC to not lose control on that round. You can do this as many times as half your <b>More Man than Beast</b> level per session.	While on your normal form, you can make a <b>Hibernation</b> check against the control DC. If you succeed, you can sleep through the day and regain double the amount of HP as you normally would and heal 2 days for the purpose of critical.	As a full round action on their bear form, the Berserker can rear up onto its hind legs and bring down both claws on a target with a <b>Rearing Strike</b> roll. If this attack hits, the target takes 6d6 damage to their torso, is knocked prone, and pinned by the bear. If the target tries to block this attack, they can negate the damage but they are still knocked prone and pinned unless they can beat your Physique check with their own Physique roll. If they do manage to succeed, the target is able to throw off the bear and is unaffected by any part of the <b>Rearing Strike</b> ability.
Under Control	Bear Skin (BODY)	Greater Bear
You gain an additional hour of bear form for every <b>Under Control</b> level. Additionally, on level 10, you gain the ability to sleep as a bear.	While on your normal form, you can make a <b>Bear Skin</b> check against the control DC. If you succeed, you gain extra SP equivalent to your <b>Bear Skin</b> level. On level 10, you also gain natural bludgeoning damage resistance. If you have the <b>Greater Bear</b> skill, you can make a check against the control DC+5 to gain the resistances you have on this form. These abilities last for as many hours as your <b>Bear Skin</b> level.	You can choose to turn into a great bear instead of a normal bear. This form has extra SP equal to your <b>Greater Bear</b> level and gain resistance to piercing damage on level 5 and slashing damage on level 10. You also have a bonus of half your <b>Greater Bear</b> level to all attack and defense rolls. While on this form, your control DC is 5 points higher.



# Hunter

Illustration by Graft Studio



"Well... certainly wouldn't be those Brokvar cowards. They'll say it ain't so, but a hundred years back their jarl walked them off the battlefield just 'cause the enemy showed in greater numbers."

—Folan about clan Brokvar

*A mage is not a scavenger. For that reason, we must contract some every once in a while. If you need ingredients whose source are animals, a hunter is your best option.*

—Alzur

## Hunter's Sight

A Hunter learns to be patient and to value each shot as if they have only one. A Hunter can make an Aim action as a normal action (instead of a full round action). To Aim this way, the Hunter must spend 10 - **Hunter's Sight** level of STA points. Hunters can stack up to their **Hunter's Sight** level of bonus with Aim instead of the regular +3.

## Starting Coin

150 crowns x 2d6

## Average

1050

## Defining Skill

Hunter's Sight

## Vigor

0

## Magical Perks

None

## Skills

Archery

Athletics

Courage

Crossbow

Dodge/Escape

Intimidation

Physique

Staff/Spear

Tactics

Wilderness Survival

## Gear (Pick 5)

50 crowns of animal parts

Armored Trousers

Brigandine

Chain Coif

Crossbow & bolts x20

Long Bow & arrows x20

Satchel

Spear

Steel Buckler

Throwing Knife x5



# Hunter Skill Tree

## Eagle Eyes

Distance	DC
Just outside the range	12
Half again the range	15
Double the range	18

## Hidden Trap

Traps	DC
<b>Snaring:</b> The trap has a DC the target must beat to free themselves from a Grapple.	14
<b>Disarming:</b> The trap swings at shoulder height striking the target's arm knocking their weapon away.	18
<b>Blinding:</b> The trap throws sand or dirt in the target's eyes, blinding them.	16
<b>Tripping:</b> The trap swings low and knocks the target's legs out from under them, knocking them prone.	14
<b>Bleeding:</b> The trap throws or swings spikes into the target, causing them to begin bleeding.	18
<b>Stunning:</b> The trap clubs the target in the head or stomach with enough force to stun the target.	16

## Blocking Dividing Ammo

A Dividing Ammo attack can be dodged with one action, and can be blocked as one action by a shield. Parrying a Dividing Ammo has a -6 penalty rather than a -3.

## Hunter's Sight

A Hunter learns to be patient and to value each shot as if they have only one. A Hunter can make an Aim action as a normal action (instead of a full round action). To Aim this way, the Hunter must spend 10 - **Hunter's Sight** level of STA points. Hunters can stack up to their **Hunter's Sight** level of bonus with Aim instead of the regular +3.

The Stalker	The Woodsman	The Killer
<b>Feel Nature (INT)</b>	<b>The Shadow</b>	<b>Eagle Eyes (DEX)</b>
When in a purely natural environment, a Hunter can roll <b>Feel Nature</b> at a DC set by the GM. On a success, the Hunter reads the signs around them to learn everything that passed through that area and what they did in the area. <b>Feel Nature</b> renders a very localized picture and cannot track things.	When trying to hide in a purely natural environment, a Hunter adds <b>The Shadow</b> level to any Stealth rolls to hide.	When making a ranged attack that would take range penalties, a Hunter can lower the penalty by up to half their <b>Eagle Eyes</b> value. They can also make an <b>Eagle Eyes</b> roll (DC:16) to attack targets within 3 times the range of their weapon at a -10 which can be modified by <b>Eagle Eyes</b> .
<b>Trail Finder (INT)</b>	<b>The Scavenger (INT)</b>	<b>Dividing Ammo (DEX)</b>
When tracking a target or trying to find a trail, a Hunter adds their <b>Trail Finder</b> value to Wilderness Survival rolls to find the trail or follow it. If the Hunter loses the trail while tracking with this ability, they can roll <b>Trail Finder</b> at a DC set by the GM to pick the trail back up immediately.	When looting an animal's corpse, the Hunter can make a DC:20 <b>The Scavenger</b> roll. If you succeed, you double the loot of every item the animal drops.	When making a ranged attack with a crossbow or a bow, a Hunter can roll <b>Dividing Ammo</b> in place of their normal weapon skill. If they hit, their ammunition divide on air and damage two randomly rolled parts of the body. Even if the attack is aimed, the second projectile will hit a random location. This attack use only one ammunition.
<b>Hidden Trap (CRA)</b>	<b>Wild Connection (WILL)</b>	<b>Weak Spot (INT)</b>
A Hunter can make a <b>Hidden Trap</b> roll to set a makeshift trap in a specific area. See the <b>Hidden Trap</b> table for traps that can be built. The Hunter can only build one type of trap at a time. Every trap has a 2m radius tripwire and requires an Awareness roll at a DC equal to your <b>Hidden Trap</b> roll to spot.	<b>Wild Connection</b> allows a Hunter to make a roll against an animal's WILLx4 to make a deep bond with it. They follow you as your companion until killed or released. You can have as many companions as half your <b>Wild Connection</b> level. You can only have up to 2 Hard or 4 Medium beasts at the same time as companions.	A Hunter can roll <b>Weak Spot</b> against the target DEXx3 to search for a weak spot that would make more damage. This takes 1 turn of studying, but allows the Hunter to make a targeted attack at a -6 to do double damage and cause bleeding.



# Herbalist

Illustration by Lorenzo Mastroianni



"Yes. A peaceful death, soothed by your concoctions. If I give her Swallow and something goes wrong, the whole village will hear her screams."

—Geralt of Rivia

*Some people think that herbalism is just picking and growing herbs. That is not true though. There is much knowledge involving herbalism that a mage do not usually has. An herbalist can be a useful acquisition for a mage.*

—Alzur

## Herbal Knowledge (INT)

A Herbalist has experience finding and using plants for alchemical substances. Any time a Herbalist makes a Wilderness Survival roll to forage a plant material, they subtract half their **Herbal Knowledge** level from the DC. They can also spend one hour analyzing an alchemical product (potions, decoctions, etc.). If they succeed a **Herbal Knowledge** roll against the Alchemy DC needed to brew the item, they immediately gain the knowledge about the formulae. They can write it down or memorize it.

## Starting Coin

150 crowns x 2d6

## Average

1050

## Defining Skill

Herbal Knowledge

## Vigor

0

## Magical Perks

None

## Skills

Alchemy

Business

Charisma

Deduction

Education

Endurance

First Aid

Human Perception

Teaching

Wilderness Survival

## Gear (Pick 5)

100 crowns of components

Alchemy Set

Clotting Powder x5

Dagger

Holy Symbol

Hourglass

Journal

Numbing Herbs x5

Sterilizing Fluid x5

Surgeon's Kit



## Improvised Remedy

Remedy	DC
<b>Vitriol + Rebis</b> +15 Health for 1 hour.	18
<b>Quebrith + Sol</b> Negates all pain for 1 hour	14
<b>Aether + Caelum</b> Cures Intoxication and Nausea conditions	14
<b>Fulgur + Vermillion</b> Grants immunity to Stun for 10 rounds	18
<b>Hydragenum + Rebis</b> Cures the poison condition	15
<b>Aether+ Vitriol</b> Grants immunity to hallucination for 1 hour	14
<b>Vermillion + Quebrith</b> +15 Stamina for 1 hour	18
<b>Fulgur + Sol</b> Puts you into a death-like coma for 1 hour	18
<b>Caelum + Hydragenum</b> Allows you to stay awake all night with no penalties	17
<b>Vermillion + Sol</b> +3 to Reflex for 10 rounds	15

# Herbalist Skill Tree

## Herbal Knowledge (INT)

A Herbalist has experience finding and using plants for alchemical substances. Any time a Herbalist makes a Wilderness Survival roll to forage a plant material, they subtract half their **Herbal Knowledge** level from the DC. They can also spend one hour analyzing an alchemical product (potions, decoctions, etc.). If they succeed a **Herbal Knowledge** roll against the Alchemy DC needed to brew the item, they immediately gain the knowledge about the formulae. They can write it down or memorize it.

The Gatherer	The Gardener	The Pharmacist
Experienced Forager	Private Garden (CRA)	Mental Catalogue (INT)
Despite being an specialist on herbs, the experience on foraging gives you a bonus on foraging any kind of item. You gain an additional bonus equal to half your <b>Experienced Forager</b> to your Wilderness Survival rolls made to forage items. This stacks up with the <b>Herbal Knowledge</b> bonus.	A Herbalist with one unit of any flora or herb may plant it in a small pot or soil plot. It takes 2d6 days for it to mature, must be tended to often and, once grown, can be harvested by rolling <b>Private Garden</b> against the herb's foraging DC. For every 2 points scored over this DC, the herb yields one additional unit. If looked after properly, a herb can be harvested again 2d6 days later.	A skilled Herbalist can keep a <b>Mental Catalogue</b> of formulae in their head at all times. When a Herbalist has memorized as many formulae as they can, they may roll <b>Mental Catalogue</b> at DC:15 to memorize one more. There is no limit, but every 10 formulae they have memorized adds 1 to the DC.
The Collector (INT)	The Caretaker (INT)	Dilution (CRA)
When you find a plant you are foraging, the Herbalist can make a DC:20 <b>The Collector</b> roll. If you succeed, you gain double the amount you rolled.	When caring for a plant on their garden, an Herbalist can make a <b>The Caretaker</b> roll against the herb's forage DC. If they succeed, they lower the DC by 1 for every point rolled above the DC to harvest it when it is mature. This roll can be made one time for every plant.	Any time a Herbalist sets out to make an alchemical item, they can make a <b>Dilution</b> roll at a DC equal to the formula's Alchemy DC. If they succeed, they create two units of the formula with the ingredients of one. This applies to all items created with alchemy, including potions, oils, decoctions, and bombs.
Natural Map (INT)	Fertilizer (CRA)	Improvised Remedy (CRA)
The Herbalist can make a <b>Natural Map</b> roll against a DC set by the GM. If they succeed, they gain knowledge of the biomes surroundings the current one and where it begins. For example, they can know if there is a beach, at which direction and the distance it is, even if they are inside a deep forest.	A Herbalist can brew a fertilizer from 2 units of any plant material. To do this, they must make a DC:20 <b>Fertilizer</b> roll. The fertilizer made this way can be applied to a plant on the Herbalist's garden reducing by half the total time to maturity of the target vegetable rolled.	By mixing alchemical substances, a Herbalist can create an <b>Improvised Remedy</b> that can grant effects based on what was put into it (see the <b>Improvised Remedy</b> chart in the sidebar). Each remedy remains viable for 3 days and must be drunk or chewed to grant the effect allowing only 1 use. Making a remedy takes 1 turn.



# Farseer

Illustration by Aleksandra Wojtas



## Future Glimpse (EMP)

A Farseer can use the chaos to see beyond any other human sight. Using a focus (cards, a mirror, throwing bones, anything), the Farseer can extend his mind to a target. This target can be a person, an object, a place, or the Farseer themselves. With a **Future Glimpse** roll, the Farseer is able to answer one question about the future. The roll is made against an unspecified DC based on how cloudy and how far on the future the answers it. Check the Future Glimpse table to see a suggestion. Every question needs a different roll and cost one STA. Successive questions count as one "spell" to the Vigor threshold. For every level in **Future Glimpse**, the Farseer has 1 Vigor threshold point.

"Nigh is the time of the White Frost and White Light."  
—Ithlinne Aegli aep Aeavenien

*Farseers are half insane sources who failed to control their innate powers and were consumed by them. They are able to manipulate the chaos to some extent, but nothing too powerful. Most farseers become what is called oracles, living predicting common folk near future and doing petty tricks.*

—Alzur

## Defining Skill

Future Glimpse

## Vigor

0

## Magical Perks

None

## Skills

Alchemy

Charisma

Deceit

Performance

Human Perception

Persuasion

Resist Magic

Stealth

Streetwise

Wilderness Survival

## Starting Coin

50 crowns x 2d6

## Average

350

## Gear (Pick 5)

A journal with a lock

Beast Bones x5

Belt Pouch

Candles x10

Dagger

Gwent Deck

Hand Mirror

Holy Symbol

Hourglass

Large Tent



### Future Glimpse

Value	Cost
<b>How Far?</b>	
Near Future	2
Couple Weeks	4
Couple Months	5
Years	10
<b>Magnitude</b>	
Mundane	2
Important to a person	4
Important to dozens	6
Important to cities	8
World Prophecy	10
<b>How Cloudy?</b>	
Not at All	2
A Little	5
Very Much	10

### What's a Cloudy Future?

When an outcome of an event is dependent on many others, you say it is cloudy, because many small changes can alter what will happen and it is almost unpredictable. If you want to talk about fate, cloudy futures are those who depend on many people fulfilling their fates.

### Predicting the Future

The mere fact that someone sees what will happen in the future can change it. What a farseer sees is one possible future, where nothing is changed about the decisions that lead to it. Sometimes, people will change their decisions to avoid a predicted consequence and that can be possible, GM's discretion. This changes can be seen as lies from the farseer, so be careful when reading people future.

### Life Saving Vision

Time	DC
Couple Minutes	15
Couple Hours	20
Half a Day	25
A Day	30

# Farseer Skill Tree

## Future Glimpse (EMP)

A Farseer can use the chaos to see beyond any other human sight. Using a focus (cards, a mirror, throwing bones, anything), the Farseer can extend his mind to a target. This target can be a person, an object, a place, or the Farseer themselves. With a **Future Glimpse** roll, the Farseer is able to answer one question about the future. The roll is made against an unspecified DC based on how cloudy and how far on the future the answers it. Check the Future Glimpse table to see a suggestion. Every question needs a different roll and cost one STA. Successive questions count as one "spell" to the Vigor threshold. For every level in **Future Glimpse**, the Farseer has 1 Vigor threshold point.

The Oracle	The Trickster	The Hypnotizer
<b>Deep Look (EMP)</b>	<b>Tricks (EMP)</b>	<b>Hypnotize (WILL)</b>
A Farseer is able to look in the eyes of a person and seeing a glimpse of their thoughts. As an action, a Farseer can roll <b>Deep Look</b> against a target's EMPx3 to gain a +5 bonus to Charisma, Deceit, Human Perception, Intimidation, Leadership, Persuasion or Seduction rolls by knowing details of how the target thinks. This cost 1 STA point.	A Farseer can take an hour and make a <b>Tricks</b> roll in the nearest town center. The total of this roll is the amount of money raked in by the Farseer while they perform on the street. A fumble can lower the roll, and a negative value means that not only do you fail to make any coin but you are also harassed by the locals for your poor performance, resulting in a -2 to Charisma with anyone in the town for the rest of the day.	A Farseer can learn the art of hypnosis. By rolling <b>Hypnotize</b> against the target's Resist Magic roll, you can make the target more suggestionable. If you beat the target's roll, you can give one order that has to be fulfilled. If the order is harmful to the target or someone the target cares about, you add +10 to their roll.
<b>Sixth Sense (EMP)</b>	<b>Trained Fingers (WILL)</b>	<b>Self Mirror</b>
The Farseer can have quick visions in battle that help him predict the movements of their enemies. As an action, the Farseer can roll <b>Sixth Sense</b> against the target INTx3. If they succeed, they gain +3 to attack and defense rolls against that target until the end of the battle. One use of this skill costs 1 STA. More than one use in the same battle count as one "spell" to the Vigor threshold.	You have learned to canalize the chaos through you hands. You can use the <b>Trained Fingers</b> roll instead of skilled manual work rolls such as Sleight of Hand or Pick Lock. Every attempt with this skill cost one STA. Successive rolls count as one "spell" to the Vigor threshold.	You can now hypnotize a target to see 1 illusory copy of you. This copy is intangible, but indistinguishable from you and controlled by your mind. Controlling the copy does not require an action. This copy lasts for as many rounds as your <b>Self Mirror</b> level.
<b>Life Saving Vision (EMP)</b>	<b>Levitare (WILL)</b>	<b>Illusion</b>
Once per session, a Farseer can have a <b>Life Saving Vision</b> . This returns the party to a point in time compatible with the table on the side and everything that happened from that point on was just a vision. Only the Farseer knows what happened and has all the knowledge they had before, being able to change what happened (or not).	<b>Levitare</b> allows you to lift and manipulate an object up to 5m away (up to 5 ENC per 1 point of <b>Future Glimpse</b> ) as though you were holding it. Every round costs 1 STA. Every round until the object is dropped costs another STA point and this adds up to one "spell" to the Vigor threshold.	You can make an hypnotized target see a large illusion. This illusion is intangible, but they can hear, see and smell it. You can control the copy with your mind and this does not require an action. This copy lasts for as many rounds as your <b>Illusion</b> level.



# Psionic

Illustration by Lorenzo Mastroianni



## Touch Mind (EMP)

A Psionic is able to feel a person's thought. As an action, a Psionic can roll **Touch Mind** against a target's EMPx3 to gain a +5 bonus to Charisma, Deceit, Human Perception, Intimidation, Leadership, Persuasion or Seduction rolls by knowing details of how the target thinks. This cost 1 STA point. What the Psionic feels cannot be put into words, so no one else can gain this bonus. For every level in **Touch Mind**, the Psionic has 1 Vigor threshold point.

"Yen, you know I hate it when you read my mind."

– Geralt of Rivia

*Psionics are also untrained magic users. Fortunately for them, they are usually not insane. We call psionics those raw magic users that use only mind abilities that range from telekinesis to telepathy. Not many of those are known and, to be honest, it is not easy to find a psionic if they are not very powerful, as they, sometimes, do not know themselves to be magic users.*

—Alzur

## Starting Coin

20 crowns x 2d6

## Average

120

## Defining Skill

Touch Mind

## Vigor

0

## Magical Perks

None

## Skills

Awareness

Charisma

Deceit

Deduction

Human Perception

Intimidation

Persuasion

Resist Coercion

Resist Magic

Small Blades

## Gear (Pick 5)

Cold Weather Clothing

Cooking Tools

Dagger

Flask of Spirits

Flint & Steel

Gwent Deck

Holy Symbol

Pipe w/ Tobacco

Sack

Sleeve Sheath



## Overexertion

Farseers and Psionics use magic differently than mages. They draw a little bit of magic from many different elements to achieve the effects they want. This means that overexertion or fumbles always uses the mixed elemental fumble result for this professions.

# Psionic Skill Tree

## Touch Mind (EMP)

A Psionic is able to feel a person's thought. As an action, a Psionic can roll **Touch Mind** against a target's EMPx3 to gain a +5 bonus to Charisma, Deceit, Human Perception, Intimidation, Leadership, Persuasion or Seduction rolls by knowing details of how the target thinks. This cost 1 STA point. What the Psionic feels cannot be put into words, so no one else can gain this bonus. For every level in **Touch Mind**, the Psionic has 1 Vigor threshold point.

The Telepath	The Telempath	The Telekinetic
<b>Telepathic Communication (EMP)</b>	<b>Sense Emotions (EMP)</b>	<b>Telekinesis (WILL)</b>
<b>Telepathic Communication</b> allows you to communicate telepathically with one subject for the duration of the spell, crossing language barriers. You can also use this skill to silently listen to a target's thoughts. If the target has a witcher medallion, this will cause it to vibrate, and if the target is a mage and has Magic Training, they get a chance each round to detect the telepathic spying by rolling Magic Training against your initial <b>Telepathic Communication</b> roll. If the target notices they are being spied, they can defend using a Resist Magic roll. Each round you have this telepathic connection cost 1 STA and they all stack up as one "spell" to the Vigor threshold.	A Psionic can sense more accurately the emotions of a person. As an action, the Psionic can make a <b>Sense Emotions</b> roll against the target's EMPx3. On a success, the Psionic feels the exact same feeling as the target and can instantly know how they are feeling at the moment and if they are being truthful. This way of feeling can be described to others. This costs 1 STA.	<b>Telekinesis</b> allows you to lift and manipulate an object up to 10m away (up to 10 ENC per 1 point of <b>Touch Mind</b> ) as though you were holding it. Every round costs 1 STA. Every round until the object is dropped costs another STA point and this adds up to one "spell" to the Vigor threshold. You cannot use this skill to do complex tasks such as picking locks, maneuvering things or using weapons.
<b>Oneiromancy (EMP)</b>	<b>Mind Manipulation (WILL)</b>	<b>Telekinetic Wave (WILL)</b>
<b>Oneiromancy</b> grants the Psionic a dream which unveils secrets and events of the past and present. To witness past/present events you must make a DC15/18 <b>Oneiromancy</b> check. <b>Oneiromancy</b> can be detected on present events by making a Magic Training roll that beats your <b>Oneiromancy</b> roll. You can bring as many people with you on your dream as you <b>Oneiromancy</b> level, but you must make a bond with them, asking personal questions that must be answered truthfully. It takes 10 rounds to prepare the ritual and the dream lasts for 1d10 rounds. This cost 8 STA.	<b>Mind Manipulation</b> allows you to force one target to feel one of the following emotions for 1d10 rounds: hatred, love, depression, or euphoria. To succeed you must make a <b>Mind Manipulation</b> roll against their Resist Magic roll. This costs 3 STA.	<b>Telekinetic Wave</b> shoots a wave of telekinetic force on a 4m cone, staggering creatures with a 10% chance of those affected being knocked prone for every level you have on <b>Touch Mind</b> . Anyone who is not able to reposition is hit.
<b>Mind Domination (WILL)</b>	<b>Emotional Field (WILL)</b>	<b>Fine Telekinesis (WILL)</b>
<b>Mind Domination</b> allows the Psionic to completely dominate a target's mind. You can tear out information from their mind and for every question you must make a roll. You can also make a command that the target must execute. On both cases, you must make a <b>Mind Domination</b> roll against their Resist Magic roll and if they fumble, their INT is permanently reduced by 1. If they reach an INT of 1 this way, they are forever catatonic and if they reach 0, they die. Every command costs 1 STA and every round of questions costs 1 STA and they all stack up as one "spell" to the Vigor threshold.	<b>Emotional Field</b> has the same effect as <b>Mind Manipulation</b> , but on a 10m radius centered anywhere you can see. Everyone inside this area feels the chosen emotion for 1d10 rounds and to defend they must make a Resist Magic roll higher than your original <b>Emotional Field</b> roll. This cost 2 STA for every target affected.	<b>Fine Telekinesis</b> allows you to do complex tasks with your mind, such as picking locks, maneuvering things or using weapons. If you need to make a roll for this tasks, you roll <b>Fine Telekinesis</b> instead of the usually required skill. Every round until the object is dropped costs one STA point and this adds up to one "spell" to the Vigor threshold.



# Demonologist

Illustration from Gwent: The Witcher Card Game



“Come now, a man must display some madness from time to time. Helps him feel alive.”

—Olgierd von Everec

*Demonologist's power do not come from harvesting the chaos directly, as mages do. They practice a ritual known as goetia, summoning demons and making pacts for power and favors. Goetia can be a powerful weapon for demonologists, but can be a great danger if they try to summon a too powerful demon.*

—Alzur

## Goetia (WILL)

A Demonologist gain their powers through deals with creatures from other planes, demons. A Demonologist can spend one hour to perform a ritual of **Goetia** and temporarily learn spells, rituals and hexes. By making a **Goetia** roll, you gain points to spend on the table to learn magic, with different levels costing different amounts. The Demonologist can spend another hour to perform the ritual again and change their magic list. Every **Goetia** ritual performed, the demon summoned has the chance to roll Resist Magic against the **Goetia** roll. If they succeed, they possess the Demonologist.

## Defining Skill

Goetia

## Vigor

5

## Magical Perks

Variable

## Skills

Business

Education

Hex Weaving

Human Perception

Intimidation

Resist Coercion

Resist Magic

Ritual Crafting

Small Blades

Spell Casting

## Gear (Pick 5)

100 Crowns of Components

Alchemy Set

Amulet, Simple

Belt Pouch

Dagger

Hourglass

Journal

Large Tent

Secret Pocket

Writing Kit

## Starting Coin

75 crowns x 2d6

## Average

525



### Possession

While possessed by a demon, a demonologist could be controlled by it, could be haunted by a hymn or whatever the GM wants. The Resist Magic of a demon is +10, but his WILL depends on the form it assumes (You can use the Vesemir's Journal homebrew for a demon and for an exorcism ritual).

### Goetia Cost

Level	Cost
Novice/Low	3
Journeyman/Medium	7
Master/High	12

### Overexertion

Demonologists use magic differently than mages. They draw magic from many different elements through demons. This means that overexertion or fumbles always uses the mixed elemental fumble result.

# Demonologist Skill Tree

## Goetia (WILL)

A Demonologist gain their powers through deals with creatures from other planes, demons. A Demonologist can spend one hour to perform a ritual of **Goetia** and temporarily learn spells, rituals and hexes. By making a **Goetia** roll, you gain points to spend on the table to learn magic, with different levels costing different amounts. The Demonologist can spend another hour to perform the ritual again and change their magic list. Every **Goetia** ritual performed, the demon summoned has the chance to roll Resist Magic against the **Goetia** roll. If they succeed, they possess the Demonologist.

The Summoner	The Occultist	The Warlock
<b>Small Invocation (WILL)</b>	<b>Improved Ritual</b>	<b>Demonic Vigor</b>
By taking an hour, a Demonologist can make a DC:20 <b>Small Invocation</b> roll to summon a demon to take the form of an Easy or Medium beast. This beast can be a mouse to a spy, a horse to be mount or anything else the GM allows. The demon receives one order and is released after their physical form dies or they fulfil the order.	Experience with goetia rituals have made the Demonologist improve it, correcting small mistakes and learning shortcuts to the desired results. For every level of <b>Improved Ritual</b> , you have 1 more point to spend on the Goetia Cost table learning magic.	As a Demonologist utilizes magic more and more, their body becomes more used to the flow. Every point a Demonologist has in <b>Demonic Vigor</b> grants +2 points to Vigor threshold. When this ability reaches level 10, your maximum Vigor threshold becomes 25. This skill can be trained, like other skills.
<b>Medium Invocation (WILL)</b>	<b>Tough Mind (INT)</b>	<b>Demonic Stamina (WILL)</b>
By taking an hour, a Demonologist can make a DC:20 <b>Medium Invocation</b> roll to summon a demon to take the form of an humanoid (use the stats of the bandit from the core rulebook). The demon receives one order and is released after their physical form dies or they fulfil the order.	Years of goetia rituals have made your mind stronger to the demonic attacks. Every time you practice a <b>Goetia</b> ritual, you can also roll <b>Tough Mind</b> . If your <b>Tough Mind</b> roll is higher than the initial <b>Goetia</b> roll, this is the DC the demon has to beat to possess you.	A Demonologist can roll <b>Demonic Stamina</b> against a target's current WILLx3. On success, the power of the last summoned demon grants 1d6 temporary STA for every point rolled over the DC. This lasts for as many rounds as their <b>Demonic Stamina</b> x2 or until the STA is spent.
<b>Higher Invocation (WILL)</b>	<b>Higher Demon</b>	<b>Pact (INT)</b>
By taking an hour, a Demonologist can make a DC:25 <b>Higher Invocation</b> roll to summon a demon to take the form of a Medium or Hard monster. The demon receives one order and is released after their physical form dies or they fulfil the order.	Goetia is now an habit and you learned to summon more powerful demons to make your magic even more powerful. You can add a bonus up to you level in <b>Higher Demon</b> to your Spell Casting until the next <b>Goetia</b> ritual, but the demon gains the same bonus on its Resist Magic roll.	Once a week, a Demonologist can make an eight hours ritual to summon a greater demon. They must make a DC:25 <b>Pact</b> roll. If they succeed, a greater demon is summoned and trapped in a magic circle. The Demonologist can make a wish for a price. A Demonologist can only offer his soul once, or the demon will know it. The demon is bound to the pact and must fulfill the terms.



# Necromancer

Illustration by Anna Podedworna



"Putrefaction's set in... but the vocal cords are intact. We might still get something out of him..."  
—Yennefer of Vengerberg

*Necromancers are mages that specialize on the dark art of necromancy. They can learn all sort of spells, but they chose to learn more about this kind of magic instead of learning about politics and alchemy as most mages do.*

—Alzur

## Magical Training (INT)

To qualify as a Necromancer Mage, a magically adept person must pass through the halls of one of the world's magical academies and learn the fundamentals of the magical arts. A Necromancer can roll **Magical Training** whenever they encounter a magical phenomenon, an unknown spell, or a question of magical theory. The DC is set by the GM, and a success allows the Necromancer to recall everything there is to know about the phenomenon. **Magical Training** can also be rolled as a form of Awareness that detects magic that is in use, or specters.

## Starting Coin

200 crowns x 2d6

## Average

1400

## Defining Skill

Magic Training

## Vigor

5

## Magical Perks

3 Necromancy Novice Spells  
2 Novice Spells  
1 Novice Ritual  
1 Low Danger Hex

## Skills

Deceit

Education

Hex Weaving

Human Perception

Intimidation

Resist Magic

Ritual Crafting

Spell Casting

Staff/Spear

Stealth

## Gear (Pick 5)

100 Crowns of Components

Belt pouch

Garter sheath

Hand mirror

Hourglass

Journal

Sleeve sheath

Staff

Stiletto

Writing Kit



### Learning Spells

Necromancers can learn all kind of spells, rituals and signs, not only those of necromancy, but if you want to play as a necromancer, you should probably focus on that.

# Necromancer Skill Tree

## Magical Training (INT)

To qualify as a Necromancer Mage, a magically adept person must pass through the halls of one of the world's magical academies and learn the fundamentals of the magical arts. A Necromancer can roll **Magical Training** whenever they encounter a magical phenomenon, an unknown spell, or a question of magical theory. The DC is set by the GM, and a success allows the Necromancer to recall everything there is to know about the phenomenon. **Magical Training** can also be rolled as a form of Awareness that detects magic that is in use, or specters.

The Commander	The Dark Mage	The Undead
Undead Soldier	Soul Resting	In Touch
<b>Undead Soldier</b> allows you to interact with a pile of bones or a corpse and raise them, imbuing them with some of your own lifeforce as per the rules of Raise Corpse. You must spend 5 STA and 2d6 of HP Cost. This <b>Undead Soldier</b> stands until killed or as many rounds as your <b>Undead Soldier</b> level.	A Necromancer can make a hole day sleeping rest and heal as many necrotic damage as their <b>Soul Resting</b> level. For every day of consecutive <b>Soul Resting</b> , the Necromancer takes one level of exhaustion (Use the Complications, Afflictions & Remedies homebrew) for this sleep is filled with nightmares and cannot rest. This exhaustion lasts until you have a healthy night of sleep.	As a Necromancer utilizes magic more and more, their body becomes more used to the flow. Every point a Necromancer has in <b>In Touch</b> grants +2 points to Vigor threshold. When this ability reaches level 10, your maximum Vigor threshold becomes 25. This skill can be trained, like other skills.
Slow Decay	Soul Shield	Immutable (WILL)
<b>Slow Decay</b> allows you to put some of your lifeforce into a decaying target to stop their decaying process. You must spend 2d10 of HP Cost to stop the decaying process for as many days as your <b>Slow Decay</b> level.	A Necromancer can cast a shield for their soul. This shield can absorb as many points of necrotic damage as your <b>Soul Shield</b> level. The points of the shield regenerate every day. If any points are remain from the last day, they are lost.	A Necromancer can roll <b>Immutable</b> at DC:16 whenever they would normally be affected by dimeritium. Success means that the Necromancer mostly shrugs off the dimeritium. They are still somewhat dizzy and uncomfortable, but retain half of their total Vigor threshold and can perform magic.
Transfer Lifeforce	Soul Armor	Expanded Magic (WILL)
<b>Transfer Lifeforce</b> allows you to heal a undead under your control with your touch. You must spend 20 STA and 2d10 HP Cost to heal as many points as your <b>Transfer Lifeforce</b> level.	As you learn the dark arts of necromancy, your soul becomes more resistant to necrotic damage. You develop a natural armor on you soul that does not ablate. The SP of this armor is equal to half your <b>Soul Armor</b> level.	By channeling magic through various magical foci, a Necromancer can wield incredible power. A Necromancer can roll <b>Expanded Magic</b> before attempting to cast a spell or ritual, at a DC of 16. On success, the Necromancer can channel the spell or ritual through any 2 of their foci that they choose, reducing the Stamina cost twice.



# Necrotic Damage

Necrotic damage works differently to other types of damage, they leave scars on your soul. Every time you take necrotic damage, you must write it down. You can heal the HP you lost only over time, but the damage on your soul is done and this is something necromancers have to be aware of. There are 10 thresholds, each with 10 steps. Nine of them are bad consequences and the last one is a good one. If you heal necrotic damage using the Heal Soul ritual and this makes you go back a step, you lose the consequence. The damage column is referring to accumulated damage.

## The Renegade Mage

Damage	Effect
10	Sometimes you feel abnormally cold for no reason (only until the next threshold)
20	You have nightmares themed by bloodshed and death almost every night
30	You find some white hair strands, but nothing too flashy
40	Sometimes, you feel as if you are being followed (only until the next threshold)
50	The taste of food and drinks is not the same anymore
60	You hear voices on your mind at night, but cannot understand them
70	You start to see how senseless the society is
80	You start to see how little a life means
90	You start to see how powerful you can get
<b>100</b>	<b>You feel stronger and more resistant, what gives you confidence (+1 Courage)</b>

## Modifiers

This modifiers should be used the same as racial modifiers, for example, permitting a stat or skill to be higher than 10.

## The Dark Mage

Damage	Effect
110	You feel an annoying tooth pain sometimes
120	The nightmares start to become worse (1% chance of being exhausted* the next day)
130	Your hair begins to turn white
140	You wake up to ugly scars on your back (-1 Seduction)
150	Food can be unbearable some days (1% of being nauseated for 1 hour after eating)
160	The voices can appear during the day now, but you still do not understand
170	What is the point of being nice? (-1 Charisma)
180	You start to be less sensitive to death and carnage
190	Your power grows and you like it
<b>200</b>	<b>You feel your magic getting stronger (+1 Spell Casting, Ritual Crafting and Hex Weaving)</b>

## Going to a new threshold

When you reach the last damage listed (on bold), you are considered to be on the next threshold.



## The True Necromancer

Damage	Effect
210	The aching tooth falls
220	The nightmares worsen (5% chance of being exhausted* the next day)
230	Your hair is almost all white
240	The scars on your back are all over your torso now (-1 Seduction)
250	You lose more and more taste (5% chance of being nauseated for 1 hour after eating)
260	Sometimes, you feel like you almost understand the voices
270	You feel physically weaker sometimes (-1 Physique)
280	You feel sick more often (10% more chance of getting sick*)
290	How much more powerful can I get?
<b>300</b>	<b>You feel your memory incredibly good (+2 Education)</b>

### Exhaustion and Sickness

For the effects marked with a \*, use the Complications, Afflictions & Remedies homebrew

## The Undertaker

Damage	Effect
310	Some other tooth starts to ache
320	The nightmares worsen (10% chance of being exhausted* the next day)
330	Your hair is completely white
340	The scars are now on your arms (-1 Seduction, Charisma, Persuasion, Leadership)
350	You lose more and more taste (10% chance of being nauseated for 1 hour after eating)
360	You are losing weight (-1 Physique, Endurance)
370	You feel more and more distant of people (-1 EMP)
380	You feel sick more often (15% more chance of getting sick*)
390	You are almost addicted to your power and prefer to use necromancy
<b>400</b>	<b>Sometimes, you do understand the voices. They help you (+2 Deduction)</b>

## The Evil Mage

Damage	Effect
420	You lose some teeth (-1 Spell Casting, Ritual Crafting, Hex Weaving and Verbal Combat)
440	The nightmares worsen (15% chance of being exhausted* the next day)
460	Your hair starts to fall
480	The scars are now on your neck (-1 Seduction, Charisma, Persuasion, Leadership)
500	You lose more and more taste (15% chance of being nauseated for 2 hours after eating)
520	You feel physically weaker (-1 BODY)
540	You feel more and more distant of people (-1 EMP)
560	You feel sick more often (20% more chance of getting sick*)
580	Your skin becomes paler (You are now tolerated to all of those you were equal)
<b>600</b>	<b>The voices can talk to you and you can talk back (+1 INT)</b>



## The Insane Mage

Damage	Effect
620	Your eyes become slightly whiter
640	The nightmares worsen (20% chance of being exhausted* the next day)
660	You have almost no hair
680	The scars are now on your face (You are now feared to all of those you were equal to)
700	You lose more and more taste (20% chance of being nauseated for 3 hours after eating)
720	You lose even more weight (-1 BODY)
740	People's lives mean nothing (-1 EMP)
760	Your skin has the color of a corpse's
780	Your body is weaker (every critical against you work as if a Balanced weapon did it)
<b>800</b>	<b>The chaos runs through your body and it likes it too**</b>

**\*\*(+2 to all magic skills and you are immune to diseases)**

## The Blood Queen/King

Damage	Effect
820	Your eye iris become milky
840	The nightmares worsen (25% chance of being exhausted* the next day)
860	Your hair has fallen off completely
880	You lose more and more taste (25% chance of being nauseated for 3 hours after eating)
900	You are sickly thin (-1 BODY)
920	Killing is almost fun (-1 EMP)
940	You have a short of breath sometimes
960	You are losing the ability to make a blow (-1 REF)
980	Sometimes the voices get loud (You are Hallucinating sometimes, GM discretion)
<b>1000</b>	<b>You feel your body getting stronger again (+1 BODY, +2 WILL)</b>

## The Nightmare

Damage	Effect
1030	Your eyes are completely white (You are now hated & feared to all of those you were equal to)
1060	The nightmares worsen (33% chance of being exhausted* the next day)
1090	You feel your body is colder than normal
1120	You feel no taste at all (33% chance of being nauseated for 6 hours after eating)
1150	You feel you were stronger once (-2 Physique)
1180	You have no emotions for people (-1 EMP)
1210	Your short of breath is more frequent
1240	You feel slower (-1 DEX)
1270	You cannot smell things anymore
<b>1300</b>	<b>You are in complete control of your mind now and you feel your body stronger***</b>

**\*\*\*(+1 WILL, immune to hallucinations and illusions. You have no need to eat and sleep anymore)**

## Mechanics and Effects

Some of the effects described influence only appearance and other traits of your characters that mechanics does not interfere. When writing this, I am taking into consideration that interpretation is a major factor on the game and losing one tooth, for example, is not something that would happen out of nowhere and can be quite scary for a character.



## The Corpse

Damage	Effect
1330	Your eyes have no use, your vision now is magic
1360	Your body is as cold as a corpse's
1390	Food is noxious (50% chance of being nauseated for 6 hours after eating)
1420	You feel you were stronger once (-2 Physique)
1450	Your short of breath is even more frequent and you feel you forget to breathe sometimes
1480	Your heart beats way slower
1510	Your feelings almost fade (-1 EMP)
1540	You are obsessed with power****
1570	You feel fire is more dangerous than before (You are now vulnerable to fire damage)
<b>1600</b>	<b>Your body is almost dead and you are walking by pure necromancy magic+</b>

\*\*\*\*(You are considered addicted to powerful magical items and ways to make you more powerful, like genies and sources and cannot be cured)

+(You are now immune to bleeding, poison, being blinded, intoxication, nausea and suffocation and you have Superior Night Vision. +2 BODY)

### Last Threshold

When you reach 2000 accumulated necrotic damage, you reach the last threshold. The mental traces you get while advancing through The Undead threshold make you delusional, addicted to power, completely addicted to toying with life and death and paranoid about every one around you. The immense power comes with an uncontrollable madness and you character could be taken over by the GM.

## The Undead

Damage	Effect
1640	Your skin begins to crumble (you lose any natural armor you have)
1680	Those who follow death, follow you (you are followed and attacked by necrophages)
1720	You are terrifying, to children and cats specially
1760	You attract specters and rats
1800	You are surrounded by death and flies++
1840	You want to understand more about life and death and makes experiments with corpses and killing creatures
1880	You despise the living
1920	You are almost a living skeleton now
1960	You are certain everyone around you want to kill you
<b>2000</b>	<b>You are in complete control of your life force+++</b>

++(you smell like a corpse and every physical blow you deal has 25% chance of Disease)

+++ (You gain the Immortal ability as well as the regeneration and the Mad for Power vulnerability. You are now seen as a **Molder of Death** - see sidebar)

### Molder of Death

The Molder of Death is a magic user and comes from a Mage, Source or Demonologist. A witcher becomes a Death Whisperer and a non magic user becomes a Death Knight.





Illustration by Manuel Castañón



Illustration by JasonEngle

Skill Base	
Athletics	26
Awareness	20
Brawling	24
Courage	20
Endurance	38
Intimidation	18
Physique	40
Resist Magic	25
Stealth	20
Wilderness Survival	19

<b>Armor</b>	25
<b>Regeneration</b>	—

Resistances	
Fire, S/P/B damage	
Immunities	
Poison, Magical Charm, Fear, Stun	

Susceptibilities	
Beast Oil	

<b>Dodge Base</b>	25
<b>Reposition Base</b>	26
<b>Block Base</b>	24

Bounty	
10000	

Loot	
Crystallized Essence (x5d10)	
Fifth Essence (x5d10)	
Infused Dust (x5d10)	
Optima Mater (x5d10)	
Random Rune (x2d6)	



**Exceptional  
Difficult**

**Intelligence**  
*Feral*

**Senses**  
*Superior  
Night Vision*

INT	1
REF	15
DEX	16
BODY	30
SPD	10
EMP	1
CRA	1
WILL	10

STUN	10
RUN	30
LEAP	6
STA	150
ENC	500
REC	20
HP	300



<b>Height</b>	16m
<b>Weight</b>	130000kg
<b>Environment</b>	Where Summoned
<b>Organization</b>	Solitary

# Alzur's Beast

## Lore & Behavior (Monster Lore DC:23)

*This amazing beast was first seen by me. Is it a beast from another universe, whose first contact with our world was my doing. I did not have the opportunity to study it that much, but I used some weaker versions of the Double-Cross to modify creatures of our plane of existence and I have learned some more things about the ritual and this gave me a lot more knowledge. And made me be expelled from the order. I will continue my studies and I would not advise letting this creature come to our plane. They are immensely powerful and control it might be a problem.*

—Alzur



Attacks							
Name	ATK Base	Type	DMG	Rel.	RNG	Effect	ROF
Bite	24	P	10d6	20	—	Crushing Force, Long Reach, Armor Piercing, Ablating	1
Claw Slash	24	S	8d6	20	—	Crushing Force, Long Reach, Bleed (75%), Knock-Down (50%), Ablating	3
Tail Strike	24	B	5d6+3	15	—	Crushing Force, Long Reach, Knock-Down (75%), Stun (-2), Ablating	1

#### Ability: Heightened Senses

Alzur's Beast has an amazing sight, being able to see even in complete darkness. But that is not the end of it. The Beast takes no penalty for using only scent and hearing to orient themselves.

#### Ability: Supernatural Speed

The Beast can take its full round and spend 20 STA to make an attack with all of its weapons (with specified ROF). After using this ability, The Beast is stunned until it can make a Stun save.

#### Ability: Charge

If its target is more than 10m away, The Beast can take its full round to charge up to 20m and make a single Horn Gore attack with a base of 21. If the target fails to reposition, they take 12d6 damage to the torso and are knocked back 20m. If the target strikes anything while flying back, they take a number of d6s of damage to the torso equal to the half the number of meters they flew. If The Beast misses its target, it continues to charge the rest of the distance in a straight line. If it hits a wall or an equally solid object, The Beast becomes stunned until it can make a Stun Save and they deal half that damage to the construction.

#### Ability: Swallow

Alzur's Beast can use an action to attempt to swallow a target whole instead of dealing the damage of the Bite attack. A successfully swallowed opponent is automatically considered **pinned** and starts to **suffocate** the following round, they also suffer 2 ablative damage to all armor and weapons carried (more fragile items may be destroyed also). Escape is possible on the first round with a Brawling check against The Beast's initial Bite check +2 as a DC. If The Beast ever takes more than 30 damage from one source, it immediately vomits up prey it has swallowed.

The Double Cross of Alzur is a powerful and mysterious ritual created by the mage Alzur. This ritual inspired the illustration on the cover of this book and made possible the summoning of gargantuan and powerful beasts. The creature here described is absurdly powerful and should only be used at the end of long campaigns when the players have improved their characters and gathered some magical items and strong weapons. This a monster that should be faced with an army, much like a dragon, and a confrontation with it is meant to kill. Feel free to use the Double Cross of Alzur as a campaign motivation as it is a dangerous and rare ritual that is stuff of legends.



Illustration by Bernard Beneteau

Skill Base	
Athletics	17
Awareness	17
Brawling	17
Charisma	17
Courage	20
Deceit	14
Education	17
Endurance	23
Human Perception	15
Intimidation	18
Persuasion	15
Physique	25
Resist Coercion	20
Resist Magic	20
Stealth	9
Wilderness Survival	16

<b>Armor</b>	10
<b>Regeneration</b>	—

Resistances	
—	
Immunities	
—	

Susceptibilities	
Relict Oil	

<b>Dodge Base</b>	20
<b>Reposition Base</b>	17
<b>Block Base</b>	19

Bounty	
5000	

Loot	
Black Pearl (1d6/3)	
Death Essence (x3d10)	
Fifth Essence (x3d10)	
Infused Dust (x3d10)	
The Observer's Horde	



**Exceptional  
Complex**

**Intelligence**  
*Sapient*

**Senses**  
*Superior  
Night Vision*

INT	7
REF	10
DEX	8
BODY	15
SPD	10
EMP	6
CRA	1
WILL	10

STUN	10
RUN	30
LEAP	6
STA	60
ENC	150
REC	12
HP	120



<b>Height</b>	2.5m
<b>Weight</b>	2000kg
<b>Environment</b>	Ruins
<b>Organization</b>	Solitary

# Observers

## Lore & Behavior (Monster Lore DC:30)

Observers are enormous and powerful creatures from another universe. They accumulate hordes as dragons and defend their lairs, almost never leaving it. They have spherical bodies with a large eye on the center and 9 smaller eyes, all of which are capable to see. Everyone of the eyes has one different magical ability. When you get close to them, they can attack with their big sharp teeth. They can also manipulate air magic and keep themselves hovering all the time, making the combat even harder. If you can reach them, they also have 7 tentacles that can use to attacks you. Not an easy fight.

—Alzur



### Attacks

Name	ATK Base	Type	DMG	Rel.	RNG	Effect	ROF
Bite	19	P	10d6	20	—	Crushing Force, Improved Armor Piercing, Ablating	1
Hooks	19	B	4d6	20	—	Long Reach, Crushing Force, Grappling, Ablating, Stun (-4)	7

### Ability: Eye Rays

After making an attack, the Observer shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 40m of it:

1. Charming Ray. The targeted creature must succeed on a DC:25 Resist Magic check or be Charmed for 1 hour or until the Observer deals damage to them. While Charmed, the creature sees the Observer as an ally. This ray does not miss. The target can make a DC:28 Block check to block the ray. The object takes no effect.
2. Stunning Ray. The targeted creature must succeed on a DC:25 Resist Magic check or, for 10 rounds, they must make a Stun save at the beginning of their turn. If they fail, they are stunned until next turn. This ray does not miss. The target can make a DC:28 Block check to block the ray. The object takes no effect.
3. Fear Ray. The targeted creature must succeed on a DC:25 Resist Magic check or be frightened for 10 rounds. The creature can use a full round action to roll under their INT to end this effect immediately. While frightened, the creature cannot get any closer from the Observer willingly and has -5 to attack and defend against the Observer. This ray does not miss. The target can make a DC:28 Block check to block the ray. The object takes no effect.
4. Slowing Ray. The targeted creature must succeed on a DC:25 Resist Magic check or have its speed halved for 10 rounds. They also cannot make Extra Actions until the end of the effect. This ray does not miss. The target can make a DC:28 Block check to block the ray. The object doubles its weight for 10 rounds.
5. Telekinetic Ray. If the target is a creature, it must succeed on a DC:25 Dodge or Reposition check or be moved telekinetically 10m in any direction. It is considered pinned by the telekinetic grip until the Observer's next round. The target can make a DC:28 Block check to block the ray. The object moves instead. The target can make a DC:25 Physique check to hold the object.
6. Sleeping Ray. The targeted creature must succeed on a DC:25 Resist Magic or fall asleep and remain unconscious for 10 rounds. To wake up the target, it takes an action. This ray has no effect on Elemental and Specters. The target can make a DC:28 Block check to block the ray. The object takes no effect.
7. Petrification Ray. The targeted creature must make a DC:25 Dodge or Reposition check or suffer the effects of Radarild's Prison. The target can make a DC:28 Block check to block the ray. The object turns into stone.
8. Heat Ray. If the target is a creature, it must succeed on a DC:20 Dodge or Reposition check or take 10d6 magic fire damage. If the target reaches 0 HP with this attack, they and all of their equipment are turned to dust. The target can make a DC:25 Block check to block the ray. The object takes the damage instead damage.
9. Death Ray. The targeted creature must succeed on a DC:20 Dodge or Reposition check or take 10d6 necrotic damage. If the target reaches 0 HP with this attack, it rises as a corpse per the rules of the Raise Corpse spell. The target can make a DC:25 Block check to block the ray. The object takes the damage instead damage.

10. Choose one

### Ability: Anti-Magic Cone

An Observer's central eye continually produces a 45m cone of anti-magic (90°). This functions just like Anti-Magic Field spell. All magical and supernatural powers and effects within the cone are suppressed - even the Observer's own Eye Rays. Once each round, during its turn, the Observer decides whether the cone is active or not (the Observer deactivates the cone by shutting its central eye).

### Ability: Flight

An Observer can take its movement action to move 30m either horizontally or vertically. The Observer can only be knocked out of the air by stunning it or knocking it unconscious. If the Observer is knocked out of the air, it must make a DC:25 Athletics check or take falling damage based on how far it fell.

### Ability: Covered by Eyes

Observer's smaller eyes can see as clearly as their main eye. They cannot be flanked (Ganging UP rules) and have a +4 to Awareness checks based on sight.

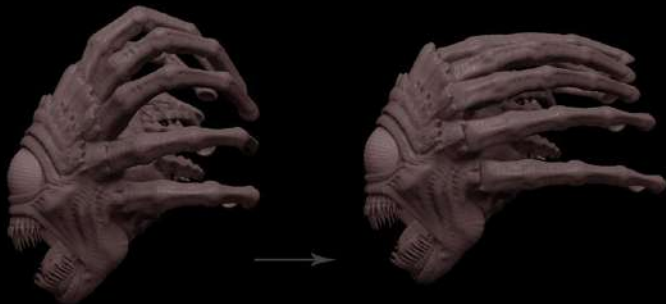


Illustration by Bernard Beneteau



# Observer Lifepath

Flying motion: tentacles "pulse" like an underwater jelly fish.



7 sharp hooks can extrude from the back, held by tendons. Hooks are used to catch and paralyze preys while it feeds on them.

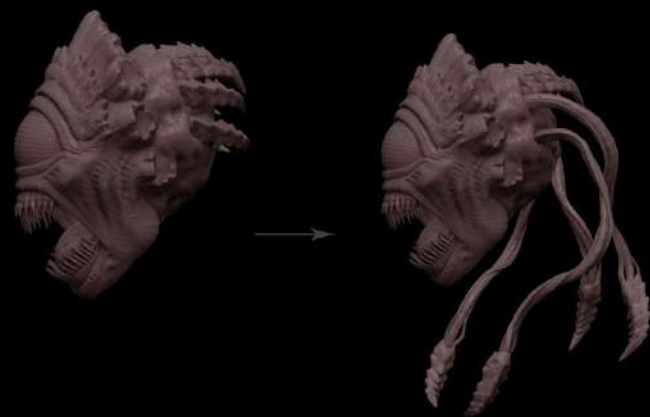


Illustration by Bernard Beneteau

Roll	Age
1	<b>Young</b> This Observer is a few decades old and has had 1 major life event. They have 5 Pick Up Skill Points to spend. Their horde is worth 5,000 Crowns.
2-3	<b>Young Adult</b> This Observer is a few centuries old and has had 2 major life events. They have 10 Pick Up Skill Points to spend. Their horde is worth 10,000 Crowns.
4-5	<b>Adult</b> This Observer is a few millennia old and has had 3 major life events. They have 15 Pick Up Skill Points to spend. Their horde is worth 15,000 Crowns.
6-10	<b>Elder</b> This Observer is a more than 100,000 years old and has had 4 major life events. They have 20 Pick Up Skill Points to spend. Their horde is worth 25,000 Crowns.

Roll	Raising
1	This Observer grew up fighting with siblings and others of his kind, earning a number of bite and scorch scars as trophies.
2	This Observer grew up fighting humans and raiding cities. Their body is a jagged map of scars and broken weapons.
3	This Observer grew up in the depths of their lair, collecting their horde and polishing their scales and claws.
4-7	This Observer grew up sequestered away in the mountains and rarely encountered others giving them a wary gaze.
8	This Observer was raised by a loving parent and enjoyed a peaceful childhood, reflected in their smooth scales.
9	This Observer was traumatized as a youth and has never recovered, giving them a haggard, defensive posture.
10	This Observer roamed the Continent and beyond as a youth and collected many eclectic trinkets that they have.

Roll	Personality	Pride	Hatred	Horde
1	Secretive	Their personal style	Arrogance	Gemstones & Gold
2	Rebellious	Their physical strength	Society	Weapons & Armor
3	Violent	Their home	Feisty prey	Gemstones & Gold
4	Idealistic	Their lineage	Unchallenging prey	Pelts & Hunting Trophies
5	Contemplative	Their knowledge	Humans	Gemstones & Gold
6	Stern	Their accomplishments	Magic	Magic Paraphernalia
7	Deceptive	Their charisma	Disruptions to their lair	Gemstones & Gold
8	Friendly	Their material possessions	A specific elder race	Historical Records & Tomes
9	Arrogant	Their resiliency	Being harmed or slighted	Gemstones & Gold
10	Nervous	Their skills	A certain type of monster	Regal Statuary & Furniture



Roll	Life Events
1	<b>Gained Infamy</b> This Observer's actions gained it great infamy across the Continent. They may have helped killed a loved adventurer or perhaps they burned a city to the ground. They gain +5 Reputation.
2	<b>Found an Ancient Ruin</b> This Observer discovered an ancient ruin to make its lair in. This lair is riddled with networks of hallways made by its original inhabitants and is guarded by a golem, that the Observer has learned to command.
3	<b>Became the Secret Patron of a Cult</b> This Observer has gathered a small cult of followers who are loyal to a fault and believe the Observer will grant them power. This Observer has 20 cultists (Choose between any Humanoids) who follow its orders and will risk their lives.
4	<b>Collected a Relic</b> This Observer came across a relic item in their travels and added it to their horde. This relic is the prized possession of the Observer but it may lone it to any patrons or allies it may have who can use the relic.
5	<b>Made Life-Long Enemies with a Human Noble Family</b> This Observer managed to make enemies with a human noble family at some point in it's life. This has lead to a feud between the Observer and the noble's family that has lasted generations. The Noble's family are always harrying the Observer.
6	<b>Their Horde was Stolen</b> This Observer's horde was stolen by someone and they are searching for it. The culprit may have been another Observer, it may have been mercenaries, or any number of other options. Either way this Observer is hunting for it's lost horde.
7	<b>Coexisted with a Village</b> This Observer came to coexist with a nearby village or other settlement. The settlement respects the Observer and likes having it nearby. They may be in a symbiotic relationship with the Observer. They are invested in helping the Observer.
8	<b>Migrated</b> This Observer once lived in another lair somewhere else in the world. Something caused them to migrate to their current lair but their previous lair is still hidden away where they can return to it.
9	<b>Raided a Major City</b> This Observer raided a major city on the Continent and stole thousands of crowns worth of treasure. Their name has gone down in the history of the Continent as a terrible monster. This Observer gain +8 Reputation.
10	<b>Had some Offspring</b> This Observer has 1d6 younglings that they either raised or are currently raising. Depending on your choice, this Observer either has adult offspring who they are in contact with or they have young Observers in their lair at the moment.

Roll	Interests
1	<b>Keeping Pets</b> This Observer enjoys keeping pets and has a small (1d6) group of pets (beasts) in its lair that follow its commands.
2	<b>People Watching</b> This Observer enjoys watching the comings and goings of settlements near it's lair. They have two friends who live nearby.
3	<b>Linguistics</b> This Observer enjoys studying linguistics and learning new languages. They gain +3 points in all languages.
4	<b>Military History</b> This Observer enjoys studying military history and watching great battles. They gain +4 to Tactics.
5	<b>Banking</b> This Observer is deeply involved in the local banks. They have many debtors who will do anything to pay off their debts.
6	<b>Traveling</b> This Observer enjoys traveling and has see nearly every part of the map. They gain +6 points in the Well Traveled ability.
7	<b>Numismatics</b> This Observer collects coins from all countries, regions, and races. They have a collection of coins
8	<b>Magical Study</b> This Observer enjoys studying magical theory and places of power. They gain +6 points in the Magic Training ability.
9	<b>Hunting</b> This Observer enjoys hunting for sport in the wild near their lair. They gain +6 points in the Practiced Paranoia ability.
10	<b>Debating Travelers</b> This Observer enjoys debating with travelers and lecturing explorers. They gain +4 to Resist Coercion.

Roll	Combat Style
1-2	<b>Eye Rays</b> This Observer prefers to stay at a distance or in the air and use it's eye rays to kill attackers.
3-4	<b>Tentacles</b> This Observer keeps a small distance, only enough to grab enemies with its Hooks.
5-6	<b>Languid Fighter</b> This Observer doesn't like to engage in combat directly and hates to be hurt. If seriously hurt, it will stay at a distance.
7-8	<b>Collateral Damage</b> This Observer enjoys destroying the surrounding area, trying to collapse buildings on enemies and make difficult terrain.
9-10	<b>Hooks &amp; Fangs</b> This Observer likes to get into melee combat and attack with its Hooks and Bite attacks.



Illustration from Gwent: The Witcher Card Game

Skill Base	
Athletics	22
Awareness	20
Brawling	22
Charisma	16
Courage	22
Deceit	23
Education	18
Endurance	25
Human Perception	12
Intimidation	25
Persuasion	19
Physique	25
Resist Coercion	25
Resist Magic	25
Stealth	22
Wilderness Survival	18

<b>Armor</b>	10
<b>Regeneration</b>	5

Resistances	
Necrotic	
Immunities	
Bleeding, Magical Charm, Fire	

Susceptibilities	
Specter Oil	

<b>Dodge Base</b>	24
<b>Reposition Base</b>	22
<b>Block Base</b>	24

Bounty	
5000	

Loot	
Black Pearl (1d6/3)	
Death Essence (x3d10)	
Fifth Essence (x1d10)	
Infused Dust (x1d10)	
Sulfur (x5d10)	



**Exceptional  
Difficult**

**Intelligence**  
*Sapient*

**Senses**  
*Night Vision*

INT	10
REF	14
DEX	14
BODY	15
SPD	10
EMP	6
CRA	5
WILL	12

STUN	10
RUN	30
LEAP	6
STA	65
ENC	150
REC	13
HP	130

<b>Height</b>	Variable
<b>Weight</b>	Variable
<b>Environment</b>	Anywhere
<b>Organization</b>	Solitary

# Greater Demon

## Lore & Behavior (Monster Lore DC:20)

*Demon is a horrible term. It describes a whole myriad of creatures from a series of dimensions, from different natures with different goals and abilities. Another horrible term is Greater Demon. These creatures are powerful spectral creatures from another dimension. Some can come to our dimension at will and others need help. What they have in common is the fact they are immensely powerful. Most of them come from the Limbo dimension and they have almost unique abilities that allows them incredible deeds.*

—Alzur



Attacks							
Name	ATK Base	Type	DMG	Rel.	RNG	Effect	ROF
Demonic Weapon	24	Variable	6d6	15	Variable	Improved Armor Piercing, Crushing Force	2
Claw Slash	24	P/S	5d6+3	15	—	Bleed (75%), Balanced, Crushing Force	4

### Ability: Teleport

A Greater Demon can teleport instantaneously anywhere they want. They cannot take any one with them and only go with what they have in hands.

### Vulnerability: Unchallenged

Greater Demons have unmatched power. Nevertheless, they are arrogant and love to show and say how powerful they are. A Greater Demon never refuses a challenge in his Unchallenged characteristic. If they are beaten in this challenge, they are banned back to their dimension for 5 years. Unless they have help.

### Ability: Granting Wishes

Like Genies, Greater Demons can grant wishes to the extent of their power. But unlike Genies, they do not always trade this for their freedom. They can trade a wish for anything they want, but they usually want your soul. If you trade your soul, the instant they fulfill your agreement, which usually has the ending conditions, they will instantly kill you. Your body and belongings turn to dust and your soul is theirs. Forever.

### Ability: Immortal

A Greater Demon is immortal. What comes to our world is a physical manifestation of the creature. They can only be killed by necrotic damage, which they are resistant to. If a Greater Demon is killed by some other way than by ending his HP with necrotic damage after they took at least 65 points of it, they are just banned back to their dimension. The Demon can return to life a number of months later equal to the number of negative Health Points they have when they die. A summoning ritual can be made and facilitate his return.

### Ability: Magical Influence

By taking its full turn, a Greater Demon can breath a 10m cone of a magical element (defined on the lifepath). 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 Demon's attack roll, which has a base 20. 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 1d10 ablation damage. If anyone in the area of the Greater Demon's fire fails to defend against the demonic breath, they take 7d6 damage to all body locations and suffer an additional effect. Even if armor soaks this damage, the armor is ablated by 2 points. Once the Greater Demon has used its Demonic Breath Ability it must cool down and cannot use this ability again for 5 rounds.

### Ability: Telepathy

Greater Demons can use any language they want, but not very well, and can communicate via Telepathy. They can also go though the mind of a target and if the target wants to resist they must roll a DC:26 Resist Magic.

### Transformation: Disguise

The Greater Demon can look like anything they want, including turn invisible. While disguised, the Demon can chose to maintain their appearance and still not be recognized. The Demon cannot use their weapons or their Breath ability.



# Greater Demon Lifepath

Roll	Ability
1	<b>Command Demons</b> The Demon can use its action to command up to 10 lesser demons within 20m of them. These demons will follow their orders to the letter as best they can. They take the form of a Easy or Medium monster.
2	<b>Magical Talent</b> This Demon can cast a single spell. They gain a Base Spellcasting of 16, a Vigor Threshold of 15 and access to 1 Journeyman Mage Spell. This Demon cannot learn new magic.
3	<b>Cause Nightmares</b> The Demon can take its action to instill terrible nightmares in a target they can see within 10m. The target must beat a DC:25 Resist Magic check or be affected. These nightmares seem just like real life to the target and the Demon can control the nightmare and view what the target does in the nightmare. The next morning, the target regains half the Hit Points they would have normally and doesn't regain any Stamina.
4	<b>Drain Lifeforce</b> The Demon can use an action to drain the vitality of a target by rolling at a base 20 against a target they are grappling. If the target fails to beat this roll with Resist Magic, the Demon drains 3d10 Stamina from the target and regenerate that amount of Stamina.
5	<b>Time Manipulation</b> The Demon can manipulate time at his will. They can stop time for how long they want and make anyone they want not be frozen.
6	<b>Psychic Pulse</b> The Demon can use a full round to create a psychic pulse. Anyone within 6m of the Demon must make a DC:25 Resist Magic check or be <b>staggered</b> for 2d6 rounds and takes a -3 to Awareness due to their vision doubling and shifting. If a target who is <b>staggered</b> by the Demon's Psychic Pulse fails to defend against another Psychic Pulse they are <b>stunned</b> .
7	<b>Deceive</b> The Demon can manipulate the mind of any target they want. Be by giving an order or by convincing of something, the target must make a DC:20 Resist Magic roll. If they fail, they are convinced and obey that order.
8	<b>Summon Fog</b> The Demon can use its action to summon a deep, dark fog. This wave of fog fills an area (with a 30m radius) initially centered on the Demon. Anyone (save for the Demon) in this fog is unable to see anything that is farther than 4m from them. By spending an action, the Demon can move the fog 10m. This fog lasts 24 hours or until the Demon uses an action to dismiss it. A Mage can attempt to dispel this fog, by spending 10 STA points and taking an action to roll a Spellcasting check (DC:25).
9	<b>Mimic Voice</b> The Demon can mimic the voice of anyone. It can mimic the vocal patterns of a person as long as it heard the person speak a full sentence or has seen a memory of that person speaking. The Demon can say anything in that voice and anyone hearing it must make a DC:25 Resist Coercion check or be convinced. If a person has never met the person the Demon is mimicking, they cannot roll Resist Coercion.
10	<b>Weave Illusions</b> The Demon can use its action to create an illusion within 30m of themselves. This illusion can be incredibly detailed and show anything the Demon chooses to depict. No matter what is depicted, it is still an illusion and cannot interact with anything. The illusion has no sound, smell, or feel. If a creature sees the Demon's illusion, they can choose to make an Awareness check (DC:25) to realize it is an illusion.

Roll	Age
1-2	<b>Young</b> This Demon is a few centuries old and has had 3 major life events. They have 15 Pick Up Skill Points to spend.
3-5	<b>Old</b> This Demon is several centuries old and has had 5 major life events. They have 25 Pick Up Skill Points to spend.
6-10	<b>Ancient</b> This Demon is a few millennia old and has had 8 major life events. They have 35 Pick Up Skill Points to spend.

Roll	Relationship with People
1	This Demon interacted far from human society, with non-humans. They have interacted with elder races more than humans and their "human" form look more like an elder race. They hate humans.
2	This Demon only tries to use people and rarely attempting to blend in, giving them a palpable predatory aura. They likely have a hard time thinking of mortals as anything but tools.
3-5	This Demon interacted in a human society and follows the local styles and mannerisms. They are fully integrated into the local society and may even live as a normal civilian among the other citizens of a city.
6-8	This Demon rarely dealt with people causing them to be aloof to them. They are more concerned with their demonic life and with other demons than with any mortal interest.
9	This Demon grew up outcast by other demons and is hated on their natural plane. They are always on the move giving them a bedraggled look.
10	This Demon interacted among royalty, either in demonic society or mortal society. They wear fine clothing and appreciate jewelry and finery.

Roll	Personality	Dimension/Breath	Hatred	Unchallenged on:
1	Secretive	Ether/Acid (1d6 Ablation)	Arrogance	Knowledge
2	Rebellious	Ether/Ice (Frozen)	Society	Knowledge
3	Violent	Ether/Necrotic (Stunned)	Feisty People	Strength
4	Idealistic	Para-Elemental/Fire (On Fire)	Unchallenging People	Strength
5	Contemplative	Para-Elemental/Hot Steam (On Fire)	Humans	Combat
6	Stern	Para-Elemental/Electricity (Staggered)	Magic	Combat
7	Deceptive	Para-Elemental/Lava (On Fire)	False Demonic Lore	Solving Mysteries
8	Friendly	Abyss/Necrotic (Stunned)	A specific elder race	Solving Mysteries
9	Arrogant	Abyss/Fire (On Fire)	Being harmed or slighted	Eccentric (Like Eating or Music)
10	Nervous	Abyss/Hot Smoke (Blinded)	Empathy	Eccentric (Like Eating or Music)

\*In this case, armor can soak the necrotic damage



Roll	Life Events
1	<b>Gained Fame or Infamy</b> This Demon's actions gained it great fame or infamy across the Continent. They may have helped a famous ruler or destroyed the life of a known person. They gain +5 Reputation.
2	<b>Found an Ancient Ruin</b> This Demon discovered an ancient ruin to make its lair in. This lair is riddled with networks of hallways made by its original inhabitants and is guarded by a golem, that the Demon has learned to command.
3	<b>Became the Secret Patron of a Cult</b> This Demon has gathered a small cult of followers who are loyal to a fault and believe the Demon will grant them power. This Demon has 20 cultists (Choose between any Humanoids) who follow its orders and will risk their lives.
4	<b>Collected a Relic</b> This Demon came across a relic item in their travels. This relic is the prized possession of the Demon, but it may lose it to any patrons or allies it may have who can use the relic.
5	<b>Made Life-Long Enemies with a Human Noble Family</b> This Demon managed to make enemies with a human noble family at some point in its life. This has led to a feud between the Demon and the noble's family that has lasted generations. The Noble's family are always harrasing the Demon.
6	<b>Fought a Witcher</b> This Demon has fought witchers before and they know their tricks. Over years of careful training, they have built up an immunity to Specter Oil and are no longer affected by it.
7	<b>Coexisted with a Village</b> This Demon came to coexist with a nearby village or other settlement. The settlement respects the Demon and likes having it nearby. They may be in a symbiotic relationship with the Demon. They are invested in helping the Demon.
8	<b>Migrated</b> This Demon once lived in another lair somewhere else in the world. Something caused them to migrate to their current lair but their previous lair is still hidden away where they can return to it.
9	<b>Was "Killed"</b> This Demon was killed or defeated. They had to wait banned on their dimension over many years. The years of silent darkness have driven this Demon to avoid death at all cost. This Demon regenerates twice as fast.
10	<b>Adopted a Child</b> This Demon has a child that they either raised or are currently raising. Depending on your choice, this Demon either has an adult who they are in contact with or they have a young child with them at the moment.

Roll	Interests
1	<b>Keeping Pets</b> This Demon enjoys keeping pets and has a small (1d6) group of pets (beasts) that follow him.
2	<b>People Watching</b> This Demon enjoys watching the comings and goings of settlements. They have two mortal friends.
3	<b>Linguistics</b> This Demon enjoys studying linguistics and learning new languages. They are fluent in all languages.
4	<b>Military History</b> This Demon enjoys studying military history and watching great battles. They gain +4 to Tactics.
5	<b>Banking</b> This Demon is deeply involved in the local banks. They have many debtors who will do anything to pay off their debts.
6	<b>Traveling</b> This Demon enjoys traveling and has seen nearly every part of the map. They gain +6 points in the Well Traveled ability.
7	<b>Numismatics</b> This Demon collects coins from all countries, regions, and races. They have a collection of coins.
8	<b>Magical Study</b> This Demon enjoys studying magical theory and places of power. They gain +6 points in the Magic Training ability.
9	<b>Hunting</b> This Demon enjoys hunting for sport in the wild near their lair. They gain +6 points in the Practiced Paranoia ability.
10	<b>Debating Travelers</b> This Demon enjoys debating with travelers and lecturing explorers. They gain +4 to Resist Coercion.

Roll	Combat Style
1-2	<b>Attack from Afar</b> This Demon prefers to stay at a distance. Their demonic weapons is a Bow with 300m for range.
3-4	<b>Brute Force</b> This Demon attacks using brute force. Their demonic weapon is a Mace that causes Stun(-2).
5-6	<b>Demonic Knight</b> This Demon likes to use special attacks and show off in battle. Their demonic weapon is a Sword that causes Bleed(100%).
7-8	<b>Collateral Damage</b> This Demon enjoys destroying the surrounding area, trying to collapse buildings on enemies and make difficult terrain. They love to use Breath attacks and have any weapon they want, but hardly use it.
9-10	<b>Bestial Attacker</b> This Demon likes to get into melee combat and attack with its Claw Slash attacks.



Illustration by Anna Podedworna

Skill Base	
Athletics	13
Awareness	16
Brawling	12
Courage	20
Deceit	14
Endurance	18
Hex Weaving	26
Intimidation	26
Persuasion	14
Physique	13
Resist Coercion	29
Resist Magic	29
Ritual Crafting	26
Spell Casting	29
Stealth	13
Wilderness Survival	15

<b>Armor</b>	0
<b>Regeneration</b>	20

Resistances	
—	
Immunities	
Bleeding, Poison, Blinded, Intoxication, Nausea, Suffocation, Disease, Magical Charms, Hallucination, Illusions	

Susceptibilities	
Hanged Man's Venom, Fire	

<b>Dodge Base</b>	16
<b>Reposition Base</b>	13
<b>Block Base</b>	16

Bounty	
5000	

Loot	
Essence of Death (x3d10)	
Molder's Staff	
Occult Items (x2d6)	
Soul Medallion	



**Exceptional  
Difficult**

**Intelligence**  
*Sapient*

**Senses**  
*Superior  
Night Vision*

INT	10
REF	8
DEX	8
BODY	8
SPD	6
EMP	1
CRA	5
WILL	16

STUN	10
RUN	18
LEAP	3
STA	120
ENC	80
REC	12
HP	120

<b>Height</b>	1.8m
<b>Weight</b>	75kg
<b>Environment</b>	Ruins
<b>Organization</b>	Solitary

# Molder of Death

## Lore & Behavior (Monster Lore DC:25)

*This is what happens when a necromancer loses control. Molders of Death are unique and dangerous mages that have gone completely mad. They are half dead, making them immune to all sort of things. They are immensely strong and can cast a myriad of spells, making them, above all, versatile and unpredictable. They have two weak spots: Fire and madness. They can only be truly killed with fire, if their body is completely reduced to dust. They are paranoid and addicted to power, and you will often find that they are after a powerful magic relic or a powerful source to amplify even more their power.*

—Alzur



Attacks							
Name	ATK Base	Type	DMG	Rel.	RNG	Effect	ROF
Molder's Staff	16	B	3d6+2	15	—	Long Reach, Disease (75%), +2 Intimidation, Greater Focus (Necromancy), Focus (5)	2
Claw Slash	12	P/S	5d6+3	15	—	Bleed (75%), Disease (25%), Balanced	2

### Vulnerability: Mad for Power

Molders of Death are addicted to power and will do anything for it. Even take irresponsible decisions. Their paranoia and addiction can be used against them. If they feel they are losing what they look for, their actions take a -5.

### Ability: Knowledge is Power

A Molder of Death is a powerful mage, not only by their manipulation of the chaos. They can use any necromancy spells described on this book.

### Ability: Undead Soldiers

A Molder of Death is hardly alone. They can raise any corpse they would like to and they make an army this way. The path to a fight with a Molder of Death should have some encounters with skeletons and other raised corpses and for every adversary, you should add a number of skeletons equal to the number of adversaries +2 to the fight against the Molder. For every corpse of a medium creature, take 2 skeletons out and for every hard one, take 4.

### Ability: Archmage

A Molder of Death is an experienced and powerful mage. They should have all of the Necromancer profession skills at level 10, granting them some extra skills and a vigor of 25.

### Ability: Immortal

As well as its standard regeneration, a molder of death can regenerate from critical wounds and even death. At the beginning of every round, the molder of death heals 20 points of damage, even necrotic, and also heals 1 round worth of critical wounds. It takes 1 turn for a molder of death 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 molder of death 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 a molder is killed by some other way than complete obliteration of the body with fire, they return to life a number of weeks later equal to the number of negative Health Points they have when they die. Keep in mind they can return to a true duplicate even if killed by fire.

### Ability: Soul Medallion

A Soul Medallion is a powerful magical relic. This medallion traps every soul of every undead ever commanded by the user until they actively release the specifically that soul. This gives a Focus (5) and for every damage that an undead under control of the user or the user makes on others, makes the user regenerate half of it. The damage is absorbed by the medallion and to regenerate, it costs an action. Though powerful, using this medallion has a cost. You hear the souls of the dead constantly and they can get in your way. When you are using this medallion, you can have Hallucinations at the GM's discretion (which is not a problem for the Molder). When Hallucinating, every time you try to cast a spell you have a 10% chance that it just fails to cast and you have to make a Stun save at a -1.



# Molder of Death Lifepath

Roll	Ability
1	<b>Practical Paranoia</b> This Molder is paranoid even for Molders standards. But this comes in handy sometimes. The Molder hardly leaves his lair, which is stuffed with traps. The Molder trust no living creature and has at least 2 true duplicates hidden in safe places other than his lair.
2	<b>Powerful Armor</b> This Molder has seen strong warriors in his time. To protect himself physically, the Molder uses a powerful armor of 16 SP to all locations.
3	<b>Disease Aura</b> The Molder begins combat surrounded by an aura of disease-carrying flies. At the beginning of every character's turn, if they are in a 4m range of the Molder, they take a -2 to all actions and have a 25% chance of getting the Disease condition. If the Molder is hit with a fire-based attack or a wind-based spell, the aura of flies is scattered until the Molder spends an action to re-summon the flies.
4	<b>Tome of Spells</b> Necromancy is powerful, but not enough. This Molder has taken his time to learn some other types of magic. You can add 2 Master, 5 Journeyman or 10 Novice spells to the arsenal of the Molder. (1M=2J=4N)
5	<b>Worshippers</b> The Molder is seen as an entity. Besides having the skeletons, the Molder has living worshippers that fight to the death for him and obey every order.
6	<b>Army</b> There is strength in numbers. The Molder has learned to control truly immense hordes of undead. When making the encounter with the Molder and the ones prior to him, double the number of skeletons they will find. They should also have one powerful beast raised somewhere on their lair.
7	<b>Uncontrollable Fury</b> The Molder can enter a fury state as a free action. While on fury, the Molder attacks every turn and does not regenerate. Every time the turn returns to the Molder they lose 20 STA and the fury ends.
8	<b>Natural Bond</b> The Molder has a deep magical bond with nature, but with his cursed nature, this is limited. The Molder can use an action to summon a horde of rats (as a Pesta). The Molder also has some Archspores with him and can summon one as an action every round.
9	<b>Strong Mind</b> The Molder can use a full round to create a psychic pulse. Anyone within 6m of the Molder must make a DC:25 Resist Magic check or be <b>staggered</b> for 2d6 rounds and takes a -3 to Awareness due to their vision doubling and shifting. If a target who is <b>staggered</b> by the Molder's Psychic Pulse fails to defend against another Psychic Pulse, they are <b>stunned</b> .
10	<b>Prophet</b> The Molder has dreams and visions of the future. This can help him predict being attacked or betrayed. This can also give some information on the abilities of future enemies, including the players, allowing him a direct strategy to counter their abilities directly.

Roll	Age
1-2	<b>Young</b> The Molder's age is still coherent with his race. They have had 3 major life events. They have 5 Pick Up Skill Points to spend. They have a necrotic damage of 2000+1d100.
3-5	<b>Young Adult</b> This Molder is a few centuries old and has had 3 major life events. They have 15 Pick Up Skill Points to spend. They have a necrotic damage of 3000+5d100.
6-10	<b>Adult</b> This Molder is several centuries old and has had 5 major life events. They have 25 Pick Up Skill Points to spend. They have a necrotic damage of 5000+10d100.

Roll	Before Being a Molder
1	This Molder grew up far from human society and among non-humans. They have the racial interactions a non human race, even if they are human.
2	This Molder grew up on the run against mage hunters and fighting all the time. They likely have a hard time thinking of non-mages as anything but hunters.
3-5	This Molder grew up in a poor society and follows the local styles and mannerisms. They used magic as a way to gain power from a peasant start.
6-8	This Molder grew up with mages from his birth. They are more concerned with mages and the state of the chaos on the world than other Molders and know no other way to live than as a mage.
9	This Molder was early banned from the mage society and has learned everything he knows alone. They have a hard time interacting with people.
10	This Molder grew up among royalty before learning magic. They wear fine clothing and appreciate jewelry and finery.

Roll	Personality	Pride	Hatred	Experiments with Death
1	Secretive	Their personal style	Arrogance	Not that Interested
2	Rebellious	Their magical power	Society	Only to Answer Questions
3	Violent	Their lair	Feisty Enemies	Once a Week
4	Idealistic	Their lineage	Unchallenging Enemies	Frequently
5	Contemplative	Their knowledge	The Living	Frequently
6	Stern	Their accomplishments	Non Magic Users	Frequently
7	Deceptive	Their raised soldiers	Being Underestimated	Frequently
8	Friendly	Their material possessions	A specific race	Almost all the Time
9	Arrogant	Their resiliency	Being harmed or slighted	Almost all the Time
10	Nervous	Their skills	People who break their things.	Almost all the Time



Roll	Life Events
1	<b>Took an Apprentice</b> This Molder has taken an apprentice of the dark arts. This is not another Molder, but a Necromancer learning.
2	<b>Had a Romance</b> This Molder is in a committed affair with someone or has an unrequited love. This person is dear to the Molder and is the only one to which they have feelings for. The Molder tries to contact them often and would risk their life for them.
3	<b>Made a Lifelong Enemy</b> This Molder did something to earn the ire of another powerful mage. The confrontation is always almost happening, but both fear the power of the other one.
4	<b>Fought a Witcher</b> This Molder has fought witchers before and they know their tricks. Over years of careful training, they have built up an immunity to Hanged Man's Venom and are no longer affected by it.
5	<b>Keeps a Monster as a "Pet"</b> This Molder keeps one Feral raised, Medium-Threat monster or 3 Feral Easy-Threat monsters as a pets in its lair. This monster has been trained extensively and follows the Molder's orders.
6	<b>Was "Killed"</b> This Molder was torn apart or decapitated. They had to regenerate over many years. The years of silent darkness have driven this molder to avoid death at all cost. This Molder regenerates twice as fast when below zero health points.
7	<b>Went on a Bender</b> This Molder succumbed to their desire for death and went on a bender, killing tens of civilians and wiping out a village. They're actions brought more scrutiny on other mages. They have -3 Reputation with everyone who knows their deeds.
8	<b>Gained Fame or Infamy</b> Something this Molder did before being a Molder gained them fame or infamy across the Continent. This reputation may be as a mage or people who hear of these deeds may think the Molder is a normal person. They gain +5 Reputation.
9	<b>Killed a Ruler</b> This Molder killed a local ruler and took his place. He rules with an iron fist and has a -5 Reputation in the realm surrounding their lair and they are constantly challenged.
10	<b>Knighted for Their Actions</b> This Molder, before being a Molder, was honored for some action they took on behalf of the local ruler. They gain +5 Reputation and are considered a knight in the realm surrounding their lair and hardly anyone tries to fight them.

Roll	Interests
1	<b>Money</b> This Molder secretly runs a business to make more money. They make 500 crowns every week.
2	<b>Alchemy</b> This Molder is skilled in alchemy and maintains an alchemy lab with 5 formulae that grants a +3 to their Alchemy checks.
3	<b>Art</b> This Molder is a consummate artist and enjoys creating art. They have a workshop that grants +3 Fine Arts.
4	<b>Solving Mysteries</b> This Molder enjoys puzzles and solving local mysteries. They have 3 subordinates within the local guard.
5	<b>"Farming"</b> This Molder practices the age-old-art of farming. They have a farm hidden away with 30 humans they can feed on.
6	<b>Gambling</b> This Molder lives for the thrill of gambling and they have many debtors throughout the area who owe them favors.
7	<b>Sailing</b> This Molder enjoys sailing the open sea or the rivers of the Continent. They own a sailing ship and has an undead crew.
8	<b>Riding</b> This Molder races horses in their spare time and has become a great racer. They have a horse with a racing saddle.
9	<b>Brewing</b> This Molder owns a vineyard that produces the appropriate type of alcohol and earns them 1000 crowns per month.
10	<b>Physical Fitness</b> This Molder is devoted to its physical health, training its body extensively. They gain +5 Physique.

Roll	Combat Style
1	<b>Commander</b> This Molder prefers to watch their enemies struggling with their raised soldier and act only if they really have to.
2	<b>Magical</b> This Molder likes to show off as they fight. They try to perform many different spell, hardly repeating them.
3	<b>Berserker</b> This Molder is vicious when it fights, trying to close immediately with one target and deal lots of damage fast.
4	<b>Strategist</b> This Molder prefers to poison its target, take their friends hostage, or undermine to get what they want.
5	<b>Ranged</b> This Molder prefers to attack from a safe distance, using manly spells with long range, even hitting allies.
6	<b>Melee</b> This Molder prefers the heat of the fight. They use small range spells and weapons to fight.



Illustration by Roman Zawadzki

Skill Base	
Alchemy	18
Athletics	22
Awareness	16
Brawling	20
Courage	20
Crossbow	24
Endurance	20
Intimidation	23
Physique	20
Resist Coercion	20
Resist Magic	23
Riding	22
Spell Casting	23
Stealth	22
Swordsmanship	27
Wilderness Survival	15

<b>Armor</b>	15
<b>Regeneration</b>	20

Resistances	
—	
Immunities	
Bleeding, Poison, Blinded, Intoxication, Nausea, Suffocation, Disease, Magical Charms, Hallucination, Illusions	

Susceptibilities	
Hanged Man's Venom, Fire	

<b>Dodge Base</b>	22
<b>Reposition Base</b>	22
<b>Block Base</b>	27

Bounty	
8000	

Loot	
Cursed Medallion Essence of Death (x3d10) Occult Items (x2d6) Whisperer's Weapons	



**Exceptional  
Difficult**

**Intelligence**  
*Sapient*

**Senses**  
*Superior  
Night Vision  
Scent Tracking*

INT	8
REF	14
DEX	14
BODY	10
SPD	12
EMP	1
CRA	5
WILL	10

STUN	10
RUN	36
LEAP	7
STA	50
ENC	100
REC	10
HP	100



<b>Height</b>	1.8m
<b>Weight</b>	75kg
<b>Environment</b>	Ruins
<b>Organization</b>	Solitary

# Death Whisperer

## Lore & Behavior (Monster Lore DC:25)

Corrupted witchers are rare. Witchers do not use magic as much a necromancer. But it happens and the result is no beautiful. But it is as dangerous as danger can get. Death Whisperers combine the witcher's mutations with the corrupt power of necromancy. Their speed and battle skills are unmatched and if they were not completely mad, the continent would be free of monsters by now. For some reason no one fully understands, the necromancy corrupts the witcher's ability to speak and they are only able to whisper in a terrifying tone.

—Alzur



Attacks							
Name	ATK Base	Type	DMG	Rel.	RNG	Effect	ROF
Whisperer's Sword	30	S/P	7d6	15	—	Long Reach, Disease (25%), Balanced (+5), Armor Piercing, Crushing Force	1
The Silent Crossbow	27	P	10d6	10	300m	Improved Armor Piercing, Disease (25%)	1

### Vulnerability: Mad for Power

Death Whisperers are addicted to power and will do anything for it. Even take irresponsible decisions. Their paranoia and addiction can be used against them. If they feel they are losing what they look for, their actions take a -5.

### Ability: Knowledge is Power

A Death Whisperer is a powerful witcher, not only by their manipulation of the chaos. They can use any sings, including the necromancy form.

### Ability: Undead Mount

A Death Whisperer is hardly alone. They have an unnatural mount. This takes form as a skeleton horse that is bound to the Whisperer. Anyone that tries to mount it takes 1d6 necrotic damage every round and when the Whisperer dies, they die. This mount has the same statistic as a war horse, but has all the Whisperers Immunities and the fire vulnerability. It also has double the natural HP. If the mount is killed, they can be raised again the next day by the Whisperer pure will.

### Ability: Master Witcher

A Death Whisperer is an experienced and powerful witcher. They should have all of the Witcher profession skills at level 10, granting them some extra skills and a vigor of 7.

### Ability: Immortal

As well as its standard regeneration, a Death Whisperer can regenerate from critical wounds and even death. At the beginning of every round the molder of death heals 20 points of damage, even necrotic, and also heals 1 round worth of critical wounds. It takes 1 turn for a Whisperer 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 Whisperer 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 a Whisperer is killed by some other way than complete obliteration of the body with fire, they return to life a number of weeks later equal to the number of negative Health Points they have when they die.

### Ability: Cursed Medallion

A Cursed Medallion is a powerful magical relic crafted by Death Whisperers. This witcher medallion traps every soul of every creature murdered by the user until they actively release the specifically that soul. This gives a Focus (5) and for every damage that an undead under control of the user or the user makes on others, makes the user regenerate half of it. The damage is absorbed by the medallion and to regenerate, it costs an action. Though powerful, using this medallion has a cost. You hear the souls of the dead constantly and they can get in your way. When you are using this medallion, you can have Hallucinations at the GM's discretion (which is not a problem for the Whisperer). When Hallucinating, every time you try to cast a spell you have a 10% chance that it just fails to cast and you have to make a Stun save at a -1.



# Death Whisperer Lifepath

Roll	Ability
1	<b>Practical Paranoia</b> This Whisperer is paranoid even for Whisperer's standards. But this comes in handy sometimes. The Whisperer hardly leaves his lair, which is stuffed with witcher traps. The Whisperer trust no living creature and has at least 2 true duplicates hidden in safe places other than his lair.
2	<b>Powerful Armor</b> This Whisperer has seen strong warriors in his time. To protect himself physically, the Molder uses an powerful armor of 25 SP to all locations.
3	<b>Disease Aura</b> The Whisperer begins combat surrounded by an aura of disease-carrying flies. At the beginning of every character's turn, if they are in a 4m range of the Whisperer, they take a -2 to all actions and have a 25% chance of getting the Disease condition. If the Whisperer is hit with a fire-based attack or a wind-based spell, the aura of flies is scattered until the Whisperer spends an action to re-summon the flies.
4	<b>Magical Talent</b> Necromancy has made this witcher even more powerful. The Whisperer can cast 1 Journeyman necromancy spell or 3 Novice ones. His Vigor is 5 point higher.
5	<b>Worshippers</b> The Whisperer is seen as an entity. The Whisperer has living worshippers that fight to the death for him and obey every order.
6	<b>Skeletons</b> There is strength in numbers. The Whisperer has piles of bones on their lair that can be raised by Undead Puppet. This piles are almost endless and they can summon skeletons for the whole combat.
7	<b>Uncontrollable Fury</b> The Whisperer can enter a fury state as a free action. While on fury, the Whisperer attacks every turn and does not regenerate. Every time the turn returns to the Molder they lose 20 STA and the fury ends.
8	<b>Natural Bond</b> The Whisperer has a deep magical bond with nature, but with his cursed nature, this is limited. The Whisperer can use an action to summon a horde of rats (as a Pesta). The Whisperer also has some Archspores with him and can summon one as an action every round.
9	<b>Strong Mind</b> The Whisperer can use a full round to create a psychic pulse. Anyone within 6m of the Whisperer must make a DC:25 Resist Magic check or be <b>staggered</b> for 2d6 rounds and takes a -3 to Awareness due to their vision doubling and shifting. If a target who is <b>staggered</b> by the Whisperer's Psychic Pulse fails to defend against another Psychic Pulse, they are <b>stunned</b> .
10	<b>Prophet</b> The Whisperer has dreams and visions of the future. This can help him predict being attacked or betrayed. This can also give some information on the abilities of future enemies, including the players, allowing him a direct strategy to counter their abilities directly.

Roll	Age
1-2	<b>Young</b> The Whisperer's age is still coherent with their race. They have had 3 major life events. They have 5 Pick Up Skill Points to spend. They have a necrotic damage of 2000+1d100.
3-5	<b>Young Adult</b> This Whisperer is a few centuries old and has had 3 major life events. They have 15 Pick Up Skill Points to spend. They have a necrotic damage of 3000+5d100.
6-10	<b>Adult</b> This Whisperer is several centuries old and has had 5 major life events. They have 25 Pick Up Skill Points to spend. They have a necrotic damage of 5000+10d100.

Roll	Life as a Witcher
1	This Whisperer hunted far from human society and among non-humans. They treat every race as equal.
2	This Whisperer lived on the run against racists and fighting all the time. They likely have a hard time thinking of non-witchers as anything but racists.
3-5	This Whisperer hunted around a poor society and follows the local styles and mannerisms. They hate the noble.
6-8	This Whisperer grew up with other witchers. They are more concerned with witchers and killing monsters than other Whisperers and know no other way to live than as a witcher.
9	This Whisperer was early banned from his school and has learned everything he knows alone. They have a hard time interacting with people.
10	This Whisperer worked for royalty almost all his life. They wear fine clothing and appreciate jewelry and finery.

Roll	Personality	Pride	Hatred	Experiments with Death
1	Secretive	Their personal style	Arrogance	Not that Interested
2	Rebellious	Their magical power	Society	Only to Answer Questions
3	Violent	Their lair	Feisty Enemies	Once a Week
4	Idealistic	Their school	Unchallenging Enemies	Frequently
5	Contemplative	Their knowledge	The Living	Frequently
6	Stern	Their accomplishments	False Knowledge about Witchers	Frequently
7	Deceptive	Their trophies	Being Underestimated	Frequently
8	Friendly	Their material possessions	A specific race	Almost all the Time
9	Arrogant	Their resiliency	Being harmed or slighted	Almost all the Time
10	Nervous	Their skills	People who break their things.	Almost all the Time



\*Additionally, the Whisperer should have their School rolled to gain the ability of the school

Roll	Life Events
1	<b>Took an Apprentice</b> This Whisperer has taken an apprentice of the dark arts. This is not another Whisperer, but a Witcher learning.
2	<b>Had a Romance</b> This Whisperer is in a committed affair with someone or has an unrequited love. This person is dear to the Whisperer and is the only one to which they have feelings for. The Whisperer tries to contact them often and would risk their life for them.
3	<b>Made a Lifelong Enemy</b> This Whisperer did something to earn the ire of another powerful witcher. The confrontation is always almost happening, but both fear the power of the other one.
4	<b>Fought a Witcher</b> This Whisperer has fought witchers before. Over years of careful training, they have built up an immunity to Hanged Man's Venom and are no longer affected by it.
5	<b>Keeps a Monster as a "Pet"</b> This Whisperer keeps one Feral, Medium-Threat monster or 3 Feral Easy-Threat monsters as a pets in its lair. This monster has been trained extensively and follows the Whisperer's orders.
6	<b>Was "Killed"</b> This Whisperer was torn apart or decapitated. They had to regenerate over many years. The years of silent darkness have driven this molder to avoid death at all cost. This Whisperer regenerates twice as fast when below zero health points.
7	<b>Went on a Bender</b> This Whisperer succumbed to their desire for death and went on a bender, killing tens of civilians and wiping out a village. They're actions brought more scrutiny on other mages. They have -3 Reputation with everyone who knows their deeds.
8	<b>Gained Fame or Infamy</b> Something this Whisperer did before being a Whisperer gained them fame or infamy across the Continent. This reputation may be as a witcher or people who hear of these deeds may think the Whisperer is a normal person. They gain +5 Reputation.
9	<b>Killed a Ruler</b> This Whisperer killed a local ruler and took his place. He rules with an iron fist and has a -5 Reputation in the realm surrounding their lair and they are constantly challenged.
10	<b>Knighted for Their Actions</b> This Whisperer, before being a Whisperer, was honored for some action they took on behalf of the local ruler. They gain +5 Reputation and are considered a knight in the realm surrounding their lair and hardly anyone tries to fight them.

Roll	Interests
1	<b>Money</b> This Whisperer secretly runs a business to make more money. They make 500 crowns every week.
2	<b>Alchemy</b> This Whisperer is skilled in alchemy and maintains an alchemy lab with 5 formulae that grants a +3 to their Alchemy checks.
3	<b>Art</b> This Whisperer is a consummate artist and enjoys creating art. They have a workshop that grants +3 Fine Arts.
4	<b>Solving Mysteries</b> This Whisperer enjoys puzzles and solving local mysteries. They have 3 subordinates within the local guard.
5	<b>"Farming"</b> This Whisperer practices the age-old-art of farming. They have a farm hidden away with 30 humans they can feed on.
6	<b>Gambling</b> This Whisperer lives for the thrill of gambling and they have many debtors throughout the area who owe them favors.
7	<b>Sailing</b> This Whisperer enjoys sailing the open sea or the rivers of the Continent. They own a sailing ship and has an undead crew.
8	<b>Hunting</b> This Whisperer hunts monsters and animals in his spare time.
9	<b>Brewing</b> This Whisperer owns a vineyard that produces the appropriate type of alcohol and earns them 1000 crowns per month.
10	<b>Physical Fitness</b> This Whisperer is devoted to its physical health, training its body extensively. They gain +5 Physique.

Roll	Combat Style
1	<b>Weapon Master</b> This Whisperer tries to use as many weapons and special attacks during a fight.
2	<b>Magical</b> This Whisperer likes to show off as they fight. They try to perform many different sings, hardly repeating them.
3	<b>Berserker</b> This Whisperer is vicious when it fights, trying to close immediately with one target and deal lots of damage fast.
4	<b>Strategist</b> This Whisperer prefers to poison its target, take their friends hostage, or undermine to get what they want.
5	<b>Ranged</b> This Whisperer prefers to attack from a safe distance, using manly ranged attacks.
6	<b>Melee</b> This Whisperer prefers the heat of the fight. They use mainly melee attacks.



Illustration by Diego de Almeida Peres

Skill Base	
Athletics	18
Awareness	16
Brawling	18
Courage	22
Crossbow	15
Endurance	20
Intimidation	22
Melee	23
Physique	20
Resist Coercion	20
Resist Magic	20
Riding	23
Stealth	18
Swordsmanship	23
Tactics	21
Wilderness Survival	16

<b>Armor</b>	15
<b>Regeneration</b>	20

Resistances	
—	
Immunities	
Bleeding, Poison, Blinded, Intoxication, Nausea, Suffocation, Disease, Magical Charms, Hallucination, Illusions	

Susceptibilities	
Hanged Man's Venom, Fire	

<b>Dodge Base</b>	18
<b>Reposition Base</b>	18
<b>Block Base</b>	23

Bounty	
5000	

Loot	
Cursed Shield Essence of Death (x3d10) Knight's Staff Occult Items (x2d6)	



**Exceptional  
Difficult**

**Intelligence**  
*Sapient*

**Senses**  
*Superior  
Night Vision*

INT	8
REF	10
DEX	10
BODY	14
SPD	10
EMP	1
CRA	5
WILL	12

STUN	10
RUN	30
LEAP	6
STA	65
ENC	100
REC	13
HP	130



<b>Height</b>	1.8m
<b>Weight</b>	75kg
<b>Environment</b>	Ruins
<b>Organization</b>	Solitary

# Death Knight

## Lore & Behavior (Monster Lore DC:25)

*Not only magical users can be corrupted by necromancy. Warriors corrupted by necromancy magic become insane and wander the continent killing those who stand in their way. As warriors do not use magic, they do not turn into Death Knights by their own. They are corrupted by powerful necromancers or powerful dark rituals. Death Knights wander hoping for their lives to end, being unable to speak a word.*

—Alzur



Attacks							
Name	ATK Base	Type	DMG	Rel.	RNG	Effect	ROF
Cursed Sword	23	S/P	6d6	15	—	Disease (50%), Improved Armor Piercing, Crushing Force	2
Bone Crossbow	18	P	8d6	5	200m	Improved Armor Piercing, Disease (25%)	1

### Vulnerability: Unchanging Path

Each Death Knight has one unknown goal. This goal motivates their travels and they do anything to reach it. When they reach it, their soul is freed and they die, which is their ultimate goal.

### Ability: Never Lost

Death Knights never get lost anywhere they are in the world. No matter what you do with them, they always know where they are.

### Ability: Undead Mount

A Death Knight is hardly alone. They have an unnatural mount. This takes form as a skeleton horse that is bound to the Knight. Anyone that tries to mount it takes 1d6 necrotic damage every round and when the Knight dies, they die. This mount has the same statistic as a war horse, but has all the Knight's Immunities and the fire vulnerability. It also has double the natural HP. If the mount is killed, they can be raised again the next day by the Knight's pure will.

### Ability: Master Warrior

A Death Knight is an experienced and powerful warrior. They should have all of the Man at Arms profession skills at level 10, granting them some extra skills.

### Ability: Immortal

As well as its standard regeneration, a Death Knight can regenerate from critical wounds and even death. At the beginning of every round, the Death Knight heals 20 points of damage, even necrotic, and also heals 1 round worth of critical wounds. It takes 1 turn for a Knight 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 Knight 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 a Knight is killed by some other way than completing their mission, they return to life a number of weeks later equal to the number of negative Health Points they have when they die.

### Ability: Cursed Shield

A Cursed Shield is a magical shield made with humanoid creature's bones and flesh. This shield never breaks, no matter the damage that is dealt to it. Though powerful, the shield can be dangerous. Once a day, spectral hands come out of the shield and deal 3d6 necrotic damage to a target in melee range. The user can make this attack as an action or as a reaction when defending with the shield. If the user does not "feed" the shield, they take the damage instead at 23:59 of the day.



# Death Knight Lifepath

Roll	Ability
1	<b>Tireless</b> This Death Knight has a supernatural stamina. They regain 20 points of STA every round along with their normal regeneration.
2	<b>Powerful Armor</b> This Death Knight has seen strong warriors in his time. To protect himself physically, the Knight uses a powerful armor of 25 SP to all locations.
3	<b>Disease Aura</b> The Death Knight begins combat surrounded by an aura of disease-carrying flies. At the beginning of every character's turn, if they are in a 4m range of the Knight, they take a -2 to all actions and have a 25% chance of getting the Disease condition. If the Knight is hit with a fire-based attack or a wind-based spell, the aura of flies is scattered until the Knight spends an action to re-summon the flies.
4	<b>Magical Talent</b> Necromancy has made this knight more powerful. The Knight can cast 1 Journeyman necromancy spell or 3 Novice ones. Their Vigor is 15 and their Spell Casting base is 23.
5	<b>Worshippers</b> The Death Knight is seen as an entity. The Knight has living worshippers that fight to the death for him.
6	<b>Skeletons</b> There is strength in numbers. The Death Knight has 2d6 skeletons that follow him. If they are all killed, the Knight can summon another 2d6 skeletons at the end of that day.
7	<b>Uncontrollable Fury</b> The Death Knight can enter a fury state as a free action. While on fury, the Knight attacks every turn and does not regenerate. Every time the turn returns to the Knight, they lose 20 STA and the fury ends.
8	<b>Natural Bond</b> The Death Knight has a deep magical bond with nature, but with his cursed nature, this is limited. The Knight can use an action to summon a horde of rats (as a Pesta). The Knight also has some Archepores with him and can summon one as an action every round.
9	<b>Strong Mind</b> The Death Knight can use a full round to create a psychic pulse. Anyone within 6m of the Knight must make a DC:25 Resist Magic check or be <b>staggered</b> for 2d6 rounds and takes a -3 to Awareness due to their vision doubling and shifting. If a target who is <b>staggered</b> by the Knight's Psychic Pulse fails to defend against another Psychic Pulse, they are <b>stunned</b> .
10	<b>Summon Fog</b> The Knight can use its action to summon a deep, dark fog. This wave of fog fills an area (with a 30m radius) initially centered on the Knight. Anyone (save for the Knight) in this fog is unable to see anything that is farther than 4m from them. By spending an action, the Knight can move the fog 10m. This fog lasts 24 hours or until the Knight uses an action to dismiss it. A Mage can attempt to dispel this fog, by spending 10 STA points and taking an action to roll a Spellcasting check (DC:25).

Roll	How long have they been a Knight?
1-2	<b>Decades</b> The Knight has been wondering for a few decades only. They have 5 Pick Up Skill Points to spend. They have a necrotic damage of 2000+1d100.
3-5	<b>A Few Centuries</b> The Knight has been wondering for a few centuries already. They have 15 Pick Up Skill Points to spend. They have a necrotic damage of 3000+5d100.
6-10	<b>Several Centuries</b> The Knight has been wondering for several centuries. They have 25 Pick Up Skill Points to spend. They have a necrotic damage of 5000+10d100.

Roll	Knight's Legend
1	This Knight wandered far from human society and among non-humans. They are only known among non-humans.
2	This Knight wandered on deserted lands and has a hard time dealing with people. They are not known.
3-5	This Knight wandered around villages and is known around the continent.
6-8	This Knight was experimented upon by mages. They are not known.
9	This Knight was banned from society and their corpse was taken to a far wilderness. They wandered isolated. They are not known.
10	This Knight was royalty. They wear fine clothing and appreciate jewelry and finery. They are known around the continent.

Roll	Goal	Distinctive Feature	Hatred	Patience with People
1	Kill Someone	Their personal style	Arrogance	None
2	Find Someone	Their mount	Society	Barely
3	Find a Relic	Their armor	Feisty Enemies	Barely
4	Destroy a Clan/Family	Their sword	Unchallenging Enemies	Some
5	Destroy an Organization	Their helmet	The Living	Some
6	Destroy a Relic	Their appearance	Cowardice	Some
7	Go Somewhere	Their trophies	Being Underestimated	Some
8	Destroy some Property	Their walk	A specific race	A Lot
9	Solve a Mystery	Their resiliency	Being harmed or slighted	A Lot
10	Protect Someone from Some Enemy	Their fighting style	People who break their things	A Lot





Illustration from Gwent: The Witcher Card Game



**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



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

Illustration by Markus Neidel



# Skeletons

## Commoner Superstition (Education DC:14)

*Sometimes witchers 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/Escape +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**

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



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

Illustration by Diego de Almeida Peres



# Treants

## Commoner Superstition (Education DC:16)

*Treeants 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)

Treeants 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)
Treeant Heart

### Vulnerabilities

#### Elementa Oil

#### Electricity Vulnerability

Treeants 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

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





Illustration by Bartłomiej Gawel

# Weeping Willow

Weapons			
Name	DMG	Effect	ROF
Punch	8d6	Ablating	1

Abilities
<b>Swarm of Wasps</b> 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 <b>poison</b> .

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



Illustration from Gwent:  
The Witcher Card Games

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

## 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.

<b>Height</b>	Around 0,7 meters
<b>Weight</b>	Around 10kg
<b>Environment</b>	Around druid ruins
<b>Intelligence</b>	Incapable of thought
<b>Organization</b>	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)
Treecant Heart

## Armor

15