

# HILDEBRANTS GUIDE TO



# WITCHERS



# WITCHER

Witchers are highly skilled and versatile combatants, with a deep understanding of both magic and the natural world. They use these skills to hunt monsters and fight evil.

Witchers often carry two swords: a silver for slaying Beasts and a steel for slaying Humans and Non-Humans.

Key Abilities: Str, Wis, Int, Dex, Con.

Class Skills 8 + (Int Modifier Per Level, ×4 at 1st level)

Races: Human Alignment: Any Non-Evil

Starting Gold: 6d4x10 gp.

Hit Die: d10

## THE WITCHER

Level	Attack Bonus	Fort	Ref	Will	Special	Speed Bonus
1st	+1	+0	+2	+0	Witcher Trials, Lesser Witcher Signs, Weapon Focus, Enhanced Speed, Heightened Awareness	+10 ft.
2nd	+2	+1	+3	+1	1st Favored Enemy, Witcher deflection, Witcher criticals, Evasion	+10 ft.
3rd	+3	+2	+3	+2	Track, Witcher Alchemy, Potion Overload	+20 ft.
4th	+4	+2	+4	+2		+20 ft.
5th	+5	+2	+4	+2	Oil Use, 2nd Favored Enemy, Standard Witcher Signs, Tactical Fighter	+20 ft.
6th	+6/+1	+3	+5	+3	Mutagen Consumption, Tough as Nails, Blind Fighting	+30 ft.
7th	+7/+2	+3	+5	+3	Improved Uncanny Dodge, Witchers Resistance, Weapon Versatility	+30 ft.
8th	+8/+3	+4	+6	+4	Standard Witcher Styles, Swift Tracker, Witchers Resistance	+30 ft.
9th	+9/+4	+4	+6	+4	Intermediate Witcher Signs	+40 ft.
10th	+10/+5	+5	+7	+5	3rd Favored Enemy, Veteran Witcher	+40 ft.
11th	+11/+6/+1	+5	+8	+5	Charge Up	+40 ft.
12th	+12/+7/+2	+5	+8	+5	Improved Evasion	+50 ft.
13th	+13/+8/+3	+6	+9	+6	Lift Curse	+50 ft.
14th	+14/+9/+4	+6	+9	+6	Impromptu Adaptation	+50 ft.
15th	+15/+10/+5	+7	+10	+7	4th Favored Enemy, Superior Witcher Signs	+60 ft.
16th	+16/+11/+6/+1	+7	+10	+7		+60 ft.
17th	+17/+12/+7/+2	+8	+11	+8	Blind Sense	+60 ft.
18th	+18/+13/+8/+3	+8	+11	+8	Stalwart	+70 ft.
19th	+19/+14/+9/+4	+9	+12	+9	-	+70 ft.
20th	+20/+15/+10/+5	+10	+12	+10	5th Favored Enemy, Master Witcher Signs,	+70 ft.

### Class Skills

Balance(Dex), Climb(Str), Concentration(Con), Craft, Diplomacy(Cha), Escape Artist(Dex), Gather Information(Cha), Handle Animal(Cha), Hide(Dex), Intimidate(Cha), Jump(Str), Knowledge (All) (Int), Listen(Wis), Move Silently(Dex), Ride(Dex), Search(Int), Sense Motive(Wis), Spot(Wis), Survival(Wis), Swim(Str), Tumble(Dex), Use Magic Device(Cha).





## Class Features

**Weapon and Armor Proficiency:** A Witcher is proficient with all simple and martial weapons and with light armor and medium armor. Witchers can also move at their normal speed in medium armor, with a light load.

- **Witcher Trials:** To become a true Witcher, one must pass the three Trials of a Witcher before becoming one (upon 1st level). The three trials are The Trial of Grasses, the Trial of Dreams, and the Trial of Mountains. A player who starts the campaign as a Witcher is assumed to have passed all trials. This class cannot be taken as a second class due to these requirements though a Witcher may multiclass.

**The Trial of the Grasses:** Witcher gains the ability to gain a fortitude save to completely negate the effects of poisons, DC 15.

**The Trial of the Dreams:** This involves the mutation of the eyes, bone marrow and hormones, allowing the Witcher better night vision granting Low-light Vision out to 60 ft. This results in changing the eye to become yellow in color.

Another extraordinary ability is a Witcher can relax and meditate, rather than sleep. Witchers can meditate before a battle for ten minutes, giving them a +1-competence bonus to AC, rolls to hit, all saves, and all skills for a duration equal to the amount of time they meditated (max 5 hours).

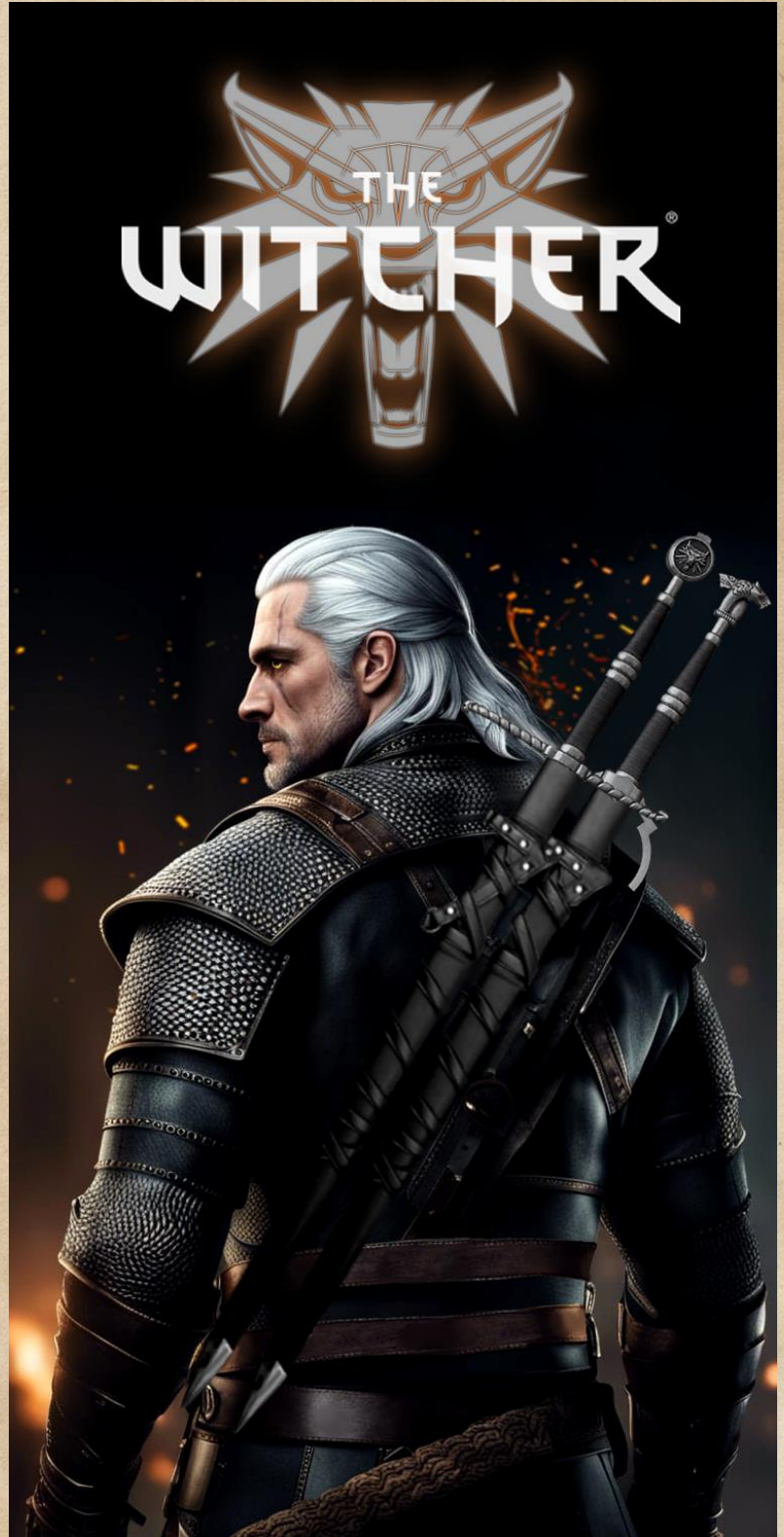
They can go without food and water for a number of days equal their constitution score.

After being rendered unconscious, they regain consciousness within an hour, and can heal naturally as normal.

They gain a +3 bonus to save against poisons.

A side effect of this trial is that Witchers who pass this trial become infertile.

**The Trial of the Mountains:** This was more of a Witcher exam. The potential Witcher had to go away from the party for a period of 48 hours and survive with only their armor and weapons.





- **Witcher Criticals:** If a Witcher gets a Confirmed Critical Strike, they may opt to attack again, at a -3 to their BAB, even if they wouldn't normally have another attack. The Witcher cannot have made a Movement action during any round of combat that they would choose this option. Additional attacks from Witcher Criticals and Cat Style do not stack
- **Witcher Deflections:** Similar in nature to the Deflect arrows feat, a Witcher is able to deflect an arrow or bolt in mid-flight. Witcher's however have been known to deflect two arrows. To do this feat a Witcher must roll a Reflex Save to succeed.
- **Enhanced Speed:** Witcher's can move faster than most men, a necessary mutation when fighting monsters. A Witcher can move 10ft farther per round in battle at first level. This distance increases as the Witcher gains experience.
- **Potion Overload:** When a Witcher takes 3 or more potions at one time they become overloaded. This allows a Witcher to focus only on what is happening in battle allowing for a +2 Initiative. However, this also gives the detriment of a -2 to any Diplomacy checks that may happen for 1 hour after combat occurs, and any directions given by the party have a 30% chance to lead the Witcher to becoming aggressive with party members.
- **Heightened Awareness:** This allows them to adjust the amount of light entering their eyes. Witchers are immune to the effects of Dazzle, gain a +4 to Spot and Search rolls, and gain the ability to add half of their levels in Witcher to Survival rolls made specifically for tracking.
- **Enhanced Dodge:** A Witcher's fighting style is unique to normal fighting techniques because requires much more movement. In combat a Witcher can tumble 5 feet and attack in the same turn, however a Witcher cannot tumble directly away from an enemy that threatens the Witcher's square. They can choose to make an Escape maneuver however to strafe left or right.
- **Favored Enemy:** At 2nd level, a Witcher may select a type of creature from among those given on the table: Favored Enemies. A Witcher gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, they gain a +2 damage bonus damage rolls against such creatures.
- At 5th level and every five levels thereafter (10th, 15th, and 20th level), a Witcher may select an additional favored enemy from those given on the table. If a Witcher chooses humanoids or outsiders as a favored enemy, they must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, a Witcher's bonuses do not stack; he/she simply uses whichever bonus is higher.

"...The Witchers adapted the spell, making use of the fact that it does not require knowledge of a magical formula — A Concentration Check and the hand gesture are enough."

Favored Enemy	
Type (Subtype)	Type (Subtype)
Aberration	Humanoid (reptilian)
Animal	Magical beast
Construct	Monstrous Humanoid
Dragon	Ooze
Elemental	Outsider (air)
Fey	Outsider (chaotic)
Giant	Outsider (earth)
Humanoid (aquatic)	Outsider (evil)
Humanoid (dwarf)	Outsider (fire)
Humanoid (elf)	Outsider (good)
Humanoid (goblinoid)	Outsider (lawful)
Humanoid (gnoll)	Outsider (native)
Humanoid (gnome)	Outsider (water)
Humanoid (halfling)	Plant
Humanoid (human)	Undead
Humanoid (orc)	Vermin

- **Witcher Signs:** A Witcher can channel powers manifested and granted to him from signs stones of power. A Witcher must find stones that activate the magical powers inside them (DMs choose when a Witcher finds these stones). Using a Sign takes a standard action. A Witcher can use his Signs a number of times per day equal to one-half his class level (minimum 1) plus his/her Wisdom bonus (if any), this is his Vigor score. A Witcher's Vigor will regenerate over time. Vigor will regenerate 1 point per hour. Sign DCs are 10+half Witcher level+ Witcher Wisdom.





Signs will get better over time as a Witcher becomes stronger and more experienced.					
Magic	Lesser.	Stand.	Inter.	Super.	Master.
Aard	1d6	2d6	2d8	3d10	4d12+5
Igni	1d8	2d6	3d8	3d12+5	8d6+10
Yrden	1d6	2d6	3d6	3d8	4d8
Yrden	1st	2nd	4th	5th	6th ongoing + Concentration Check to Sustain
Quen	15hp	30hp	45hp	60hp	80hp
Quen	5%	15%	25%	35%	50%

- Aard – A telekinetic wave that can throw back or knock down an opponent. This sign can also be used to destroy obstacles that have a Hardness of 10 or less. This uses 3 Vigor and extends in a 6-foot line. Fortitude Save DC 10+Witcher level negates damage, Reflex of the same DC negates knockdown.
- Igni – A gush of flames that wound opponents. If the target reaches -10 HP from this sign the target incinerates. It can also be used to detonate fireplaces or flammable gases emitted by some bombs. Igni takes 4 Vigor and extends as a 6-foot line. Reflex Save DC 10+Witcher level negates
- Yrden – It forms a magical trap on the ground that triggers a for limited time when traversed by a foe causing knock back, damage, and a chance of inflicting status ailments. This sign is invisible to the natural eye. However, may still be seen by those with keen alertness (Spot DC 30). Once stronger a Witcher may be able to place up to three Yrden signs at a time. These will work in unison, creating an impassible barrier. It takes 5 vigor. Fortitude Save DC 10+Witcher level frees from trap.
- Quen – A protective shield that lasts for 3 rounds. It is a sign that a Witcher uses on himself/herself – Quen absorbs all damage directed at a Witcher, once stronger, the Witcher can reflect some of the damage back toward to enemy. While Quen is in effect, a Witcher cannot use any type of regeneration (potions or otherwise), it takes 5 vigor. Self-cast only.
- Axii – Axii is a sign that is used by The Witcher as an aid to negotiate. Axii cannot be used on mindless beings or monsters. Will save DC 10+Witcher level negates. All successful uses are treated as Dominate Person, substituting number of actions for number of days. The effectiveness of Axii is determined by the level of The Witcher, as well as if the target is of like race to The Witcher or not, as follows:

Same Race - At Level 15 the Witcher has a 12 in 20 chance of getting the target to do as they wish for 1 action (as Dominate Person), with no chance to command them for additional actions. At level 17, this chance increases to 14 in 20, with a 10 in 20 chance of successfully commanding them for 1 additional action. At level 20, The Witcher can successfully use the sign Axii on someone of the same race 100% of the time for a single action, 14 in 20 chance for a second action, and 10 in 20 chance for a third action. Attempting to use Axii on a target that you have previously failed to use it on within 8 hours decreases the chance of success by -6. In addition, repeated failures have a 6 in 20 chance of making the target hostile.

All other races - At level 15, The Witcher has a 8 in 20 chance of getting the target to do as you wish for 1 action, with no chance to command them for additional actions. At level 17, this chance increases to 10 in 20 though still with no chance for additional actions. At level 20, the chance increases to 12 in 20 chances for a single action, and 8 in 20 chance for a second action. Attempting to use Axii on a target that differs from you in race that you have previously failed to use it on within 8 hours decreases the chance of success by -8. In addition, repeated failures have a 10 in 20 chance of making the target hostile.





- **Weapon Focus:** Witchers are considered fighters to become eligible for the feats Weapon Focus, Weapon Specialization, and greater versions of the two into his bastard sword only. This helps Witchers hone their skill and prepare for Witcher Styles.
- **Track:** Upon reaching 3rd level, Witchers gain the Track feat for free.
- **Witcher Alchemy:** Upon Reaching 3rd level, Witcher may be able to create Witcher Potions. These potions may augment Witchers by granting them special abilities, bonuses, immunities, and cures. In addition these potions may be used by Witchers only. Witcher must gather Ingredients and Alcohol to create their potions, they also gain a bonus to Craft (Alchemy) equal to half their level. To find what potions

• **Oil Use:** Upon reaching 5th level, upon making a successful Craft (alchemy) check, the Witcher can convert any poison's delivery method to Injury, so as to apply as an oil to their weapons. Failing the craft check destroys the poison and/or the materials used to make the poison.

**Tactical Fighter:** Witchers are intelligent and intuitive fighters, and only suffer half the penalty from using Power Attack and Combat Expertise feats.

• **Mutagen Consumption:** Upon reaching 6th level they may also choose one mutagen to start. Witchers may find ingredients to make Mutagens in Witcher Alchemy. These are Special Substances which grant them special abilities or permanent bonuses to Witcher attributes. Mutagens are "Special Ingredients" gathered from mighty beasts.

• **Tough As Nails:** Gain Diehard as a bonus feat at level 10 even if you do not meet the prerequisites.

• **Blind Fighting:** Gain Blind Fighting as a bonus feat at level 6 even if you do not meet the prerequisites.

• **Swift Tracker:** Upon reaching 8th level, a Witcher can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

• **Witchers Resistance:** Upon reaching 7th level, a Witcher gains DR/- equal to half of his level. At level 8, a Witcher gains Spell resistance equal to their current level.

• **Weapon Versatility:** By changing the grip on their weapon, Witchers can change the damage type they deal to Slashing or Piercing as a Swift Action.





- **Veteran Witcher:** Having gained experience, a Witcher now adds half of their INT modifier to their attack rolls, damage rolls, initiative, and Reflex saves.
- **Charge Up:** Upon reaching 11th Level, a Witcher can charge his Signs to increase intensity and effect. Witchers charging their signs may take a full action rather than a standard and gain the effects granted by using the meta-magic feat Empower Spell (The Witcher must have previously taken the feat Empower Spell to use this).
- **Lift Curse:** Witchers have been known to take alternative means to dealing with cursed beasts and mad men. Witcher obtains Lift Curse at level 13. Normally curses cannot be lifted like Vampirism or an Ancient Evil Curse. This feat grants the Witcher the ability to even remove the deadliest of curses. He or she must spend 8 hours to make proper preparations to lift an afflicted curse. The Witcher must then make a Concentration Check (DC 15) to maintain the ritual without disruption.
- **Improved Evasion:** This works like Evasion, except that the player now takes no damage on a successful save.
- **Impromptu Adaptation:** Having fought countless battles at this point, a Witcher has gained the ability to adapt to the situation at hand on the fly, cutting down on their usual preparation time. Whenever a Witcher takes a move action, they may, as a free action, interact with their equipment and / or gear such as pulling out / drinking a potion, preparing a bomb, or oiling their blade.
- **Blindsense:** Witchers gain Blindsense enabling them to pinpoint the location of a creature within 60 feet even through walls and underneath the ground
- **Stalwart:** A Witcher has reached the peaks of mental and physical fortitude. If the Witcher makes a Fortitude or Will save with a reduced effect on a successful save, they instead ignore the effect entirely.

### **Additional starting equipment**

- Witcher's Medallion (Magical Item)

The secret behind constructing these dark metal amulets (amulet type changes depending on the Witcher school: Wolf school Wolf medallion, Viper school Viper medallion etc.) is a tightly guarded secret by the Witchers. Their construction is known only to the old guard of the guild, and knowledge of their construction method is bestowed to a Witcher by merit of their accomplishments. A Witcher's medallion vibrates lightly when within 100ft of creature of the Aberration, Animal, Dragon, Fey, Magical Beast, Monstrous Humanoid, Undead or Vermin type, or when within the same distance from a moderate or stronger magical aura, or when within 50ft of a faint magical aura. It vibrates furiously when within 50ft of a creature with one of the above listed types, or when within 50ft of a moderate or stronger magic aura, or when within 10ft of a faint magical aura. However, after being exposed to the presence of a given creature of relevant type or magic aura from a particular source for eight or more hours, the medallion becomes attuned to the presence of that creature or aura and ceases to vibrate in its presence.





## Campaign Information

**Religion:** Witchers do not worship deities, many see religion as a waste of time avoiding the real issue. However, some may pray to Deities for their favor from their respected elements

**Other Classes:** Other classes prefer to keep their distance from Witchers in case they get a bad reputation, except Spell Casters. Spell Casters are intrigued by Witchers since they were created with magic and defy the Gods with their existence. Witchers on the other hand treat others the same way they treat anyone in general.

**Combat:** Witchers like to gather all the information they can on their target(s), before engaging them and prepare to fight them ahead of time. In this preparation they try to lay traps, create Potions/Poisons/Bombs, and prepare their weapons for the fight to come. When in fights, Witchers prefer to fight in close quarters to be able to gain the advantage with their expertise with their weapon and fight with their styles to the best of their abilities. However, a Witcher knows when he is outmatched by his target. When he catches on to his disadvantages, he will try to turn the tides by falling back using signs and bombs and tries to disorient his targets.

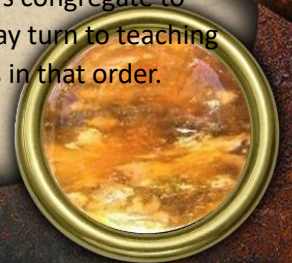
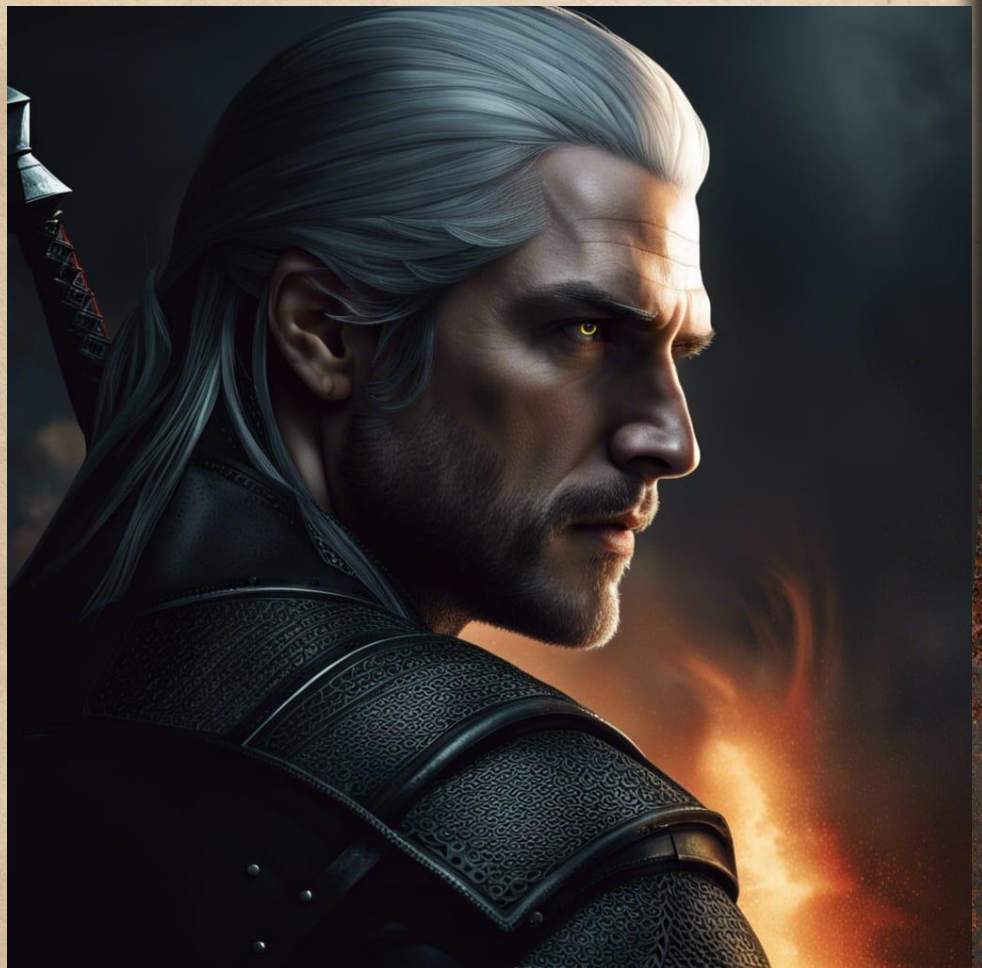
**Foraging:** Witchers spend a lot of their spare time on the road, foraging for ingredients necessary to create Potions, Bombs, Oils and alter Mutagens. Most of the ingredients needed to make Potions, Oils or Bombs, can only be found within the belly of the beast. A Witcher must use the remains of its enemy to create complex and more advanced Potions, Oils or Bombs.

## Witchers in the World

Witchers are taken in as children and subjected to potions, magical ailments and martial training for most of their young life. Ultimately, only about 30% of the children survived to the end of the trials. The process gives a Witcher special powers. Witchers also wear a magical medallion that will vibrate when magical creatures are nearby, magic is present and magical items are used. Witchers typically carry two swords. The first is a steel sword used against humans, and the second is a silver sword used against creatures like werewolves and vampires.

**Daily Life:** A Witchers daily life is revolved around ridding the world of evil, for a price. Once they accomplish the task they move on and find another town to save.

**Organizations:** Witchers may be seen as a guild of adventuring Professional Monster Slayers. Witchers congregate to abandoned forts where they will train and become more skilled Witchers. Witchers that are older may turn to teaching newer trainees and help them in The Trial of Grasses, The Trial of Dreams and The Trial of Mountains in that order.





However, out in the world they are rarely seen together unless they are working together to finish a mission or meeting for Guild purposes.

NPC Reactions: Even though it is a rumor that Witchers are demonic, anywhere there is knowledge of Witchers people look down upon them. They are feared as freaks of nature and are almost always unwelcome in towns. Merchants or Traders are usually most familiar with Witchers, because they purchase very specific items no ordinary person would procure.

Potions			
Name	Craft DC	Duration	Effect.
Bindweed	16	8 Hours	Immunity to Acid.
Black Blood	30	8 Hours	Blood Becomes Poisonous (1d6 damage to monsters who bite The Witcher).
Blizzard	26	20 Mins	+3 Dodge Bonus to AC and +4 to Reflex.
Brock	25	8 Hours	Grants +4 to Strength with a -4 to Dexterity (Stacks with other potions benefits).
Cat	15	8 Hours	Grants Darkvision 120ft.
De Vries' Extract	24	1 Hour	Grants Life sense and this may see through walls.
Full Moon	19	8 Hours	Increases Constitution +6.
Gadwall	29	2 Hours	Grants Fast Healing 10 but leaves the body in an Exhausted state Also grants twice the toxicity upon drinking.
Golden Oriole	17	8 Hours	If poisoned, grants another save with +4 bonus. Becomes Immune to further Poison.
Kiss	18	8 Hours	Stops bleeding. Becomes Immune to Bleeding.
Lapwing	30	2 Hours	Grants Sign Intensity (double damage) Also grants twice the toxicity upon drinking.
Maribor Forest	21	8 Hours	Grants +4 to Dexterity and Constitution (Does not stack with Full Moon but does stack with Wolverine).
Petri's Philter	23	8 Hours	Sign Intensity. As empowered spell feat.
Rook	22	8 Hours	Grants +1d6 additional damage.
Shrike	21	8 Hours	Grants +2d6 additional damage to critical strikes.
Stammelford's philtre	27	8 Hours	Sign save DCs increase by 4. Also grants twice the toxicity upon drinking.
Swallow	24	2 Hours	Grants Fast Healing 5.
Tawny Owl	22	8 Hours	Cures Fatigue and Witcher may cast a sign each round (only 1 Sign may be active at a time).
Thunderbolt	27	8 Hours	Grants +1d6 damage. However, cancels blizzard and removes Dexterity Bonus from Armor Class.
Tiara	28	8 Hours	Grants Damage Reduction 5/silver. However, takes a -4 to Strength and Constitution. Also grants twice the toxicity upon drinking.
Virga	23	8 Hours	Grants a +5 to saves and +2 to Armor Class. However, takes a -4 to Strength.
White Honey	20	Instant	Reduces Toxicity to 0 and removes all potion effects, including magical and alchemical potions.
White Raffard's Decoction	25	Instant	Cures 3d8 +3 points per Witcher level to HP.
Willow	20	8 Hours	Grants immunity to Trip or Disarm.
Wives Tears	14	Instant	Cures drunkenness, becoming completely sober.
Wolf	26	8 Hours	Grants Keen Effect to all Weapons (Does not stack with Keen/Keen Edge/Imp. Crit).
Wolverine	28	8 Hours	Grants rage when below 1/2 HP.

### Witcher Alchemy:

Witchers augment their fighting and lifestyle with alchemical potions. To anyone else these potions are poisonous (see Poison spell). When a Witcher passes the Trial of Grasses he becomes able to drink Witcher potions. However, Witchers do not become completely immune to the poison.

As a Witcher consumes these potions they begin to accumulate toxins in their system with each potion. The maximum number of potions they can consume before being overtaken is 1 plus their Constitution modifier per day. When a Witcher reaches the max toxicity, they become unconscious and soon after will die. Witchers may meditate for 8 hours and cleanse the toxins from their body.

The toxins may be counteracted by a Remove Poison

spell (This also removes the potion effects) before the poison kills him/her (after 1d4 round(s), Fortitude Dc of 20 postpones the Death effect each round max of 20rounds[2mins]). Antitoxin may postpone the death of the Witcher up to 1 hour but does not cure the effect. This limits how many effects may be active at a time upon a Witcher. Another way in which a Witcher may cleanse these toxins is to use the White Honey potion. This, however, removes the effects of all consumed potions as well.





## Potions

Crafting a potion requires the proper materials and laboratory equipment. See the craft skill for further information.

## Oils

Creating oils is like potions in most aspects. However, the effects of an oil remain in effect until removed. Oils are applied in the same manner as the Poison Use class ability except it does not affect the person applying it if they are not of the

Oils		
Name	DC	Effect.
Magical Beast Oil	12	+1 to hit, +2 damage against animals and Magical Beasts.
Enhanced Magical Beast Oil	18	+2 to hit, +4 damage against animals and Magical Beasts.
Superior Beast Oil	26	+3 to hit, +6 damage against animals and Magical Beasts.
Cursed Oil	14	+1 to hit, +2 damage against Cursed Ones (Lycanthrope).
Enhanced Cursed Oil	20	+2 to hit, +4 damage against Cursed Ones (Lycanthrope).
Superior Cursed Oil	28	+3 to hit, +6 damage against Cursed Ones (Lycanthrope).
Draconid Oil	13	+1 to hit, +2 damage against Draconids (Dragon).
Enhanced Draconid Oil	19	+2 to hit, +4 damage against Draconids (Dragon).
Superior Draconid Oil	27	+3 to hit, +6 damage against Draconids (Dragon).
Elementa Oil	13	+1 to hit, +2 damage against Elementa (Elementals and Constructs).
Enhanced Elementa Oil	19	+2 to hit, +4 damage against Elementa (Elementals and Constructs).
Superior Elementa Oil	27	+3 to hit, +6 damage against Elementa (Elementals and Constructs).
Hanged Man's Venom	12	+1 to hit, +2 damage against humans and nonhumans Humanoids.
Enhanced Hanged Man's Venom	18	+2 to hit, +4 damage against humans and Humanoids.
Superior Hanged Man's Venom	26	+3 to hit, +6 damage against humans and Humanoids.
Hybrid Oil	13	+1 to hit, +2 damage against Hybrids (Anything that is part of 2 or more creatures [Chimera, Centaurs, Griffins]).
Enhanced Hybrid Oil	19	+2 to hit, +4 damage against Hybrids (Anything that is part of 2 or more creatures [Chimera, Centaurs, Griffins]).
Superior Hybrid Oil	27	+3 to hit, +6 damage against Hybrids (Anything that is part of 2 or more creatures [Chimera, Centaurs, Griffins]).
Insectoid Oil	11	+1 to hit, +2 damage against Insectoids (Vermin).
Enhanced Insectoid Oil	17	+2 to hit, +4 damage against Insectoids (Vermin).
Superior Insectoid Oil	25	+3 to hit, +6 damage against Insectoids (Vermin).
Necrophage Oil	14	+1 to hit, +2 damage against Necrophages (Undead).
Enhanced Necrophage Oil	20	+2 to hit, +4 damage against Necrophages (Undead).
Superior Necrophage Oil	28	+3 to hit, +6 damage against Necrophages (Undead).
Ogroid Oil	13	+1 to hit, +2 damage against Ogroids (Giant).
Enhanced Ogroid Oil	19	+2 to hit, +4 damage against Oroids (Giant).
Superior Ogroid Oil	27	+3 to hit, +6 damage against Ogroids (Giant).
Relict Oil	14	+1 to hit, +2 damage against Relicts (Fey, Devils, Demons).
Enhanced Relict Oil	20	+2 to hit, +4 damage against Relicts (Fey, Devils, Demons).
Superior Relict Oil	28	+3 to hit, +6 damage against Relicts (Fey, Devils, Demons).
Specter Oil	13	+1 to hit, +2 damage against Specters (incorporeal Undead).
Enhanced Specter Oil	19	+2 to hit, +4 damage against Specters (incorporeal Undead).
Superior Specter Oil	27	+3 to hit, +6 damage against Specters (incorporeal Undead).

creature type. Witchers may apply any of these oils as if they had the Poison Use ability. If a creature is attacked with the wrong type of oil, they take 25% less damage from the attack and are immune to the oils effects. Applying or removing oil requires 5 minutes. The extra damage from oils is not multiplied on critical hits.





## The Witcher

From the Video Games to TV series this dynamic character has created a strong desire in D&D players to run one as a character. Now you can. There have been several different versions of this on the net so this is really nothing that hasn't been seen before. This version has been cleaned up and made slightly less confusing hopefully so that you all can enjoy it.

