

- *At once. But before that, appraise my worth. Please.*
- *For an ordinary vampire, I would take the equivalent of a good riding horse. But you're not ordinary.*
- *How much?*
- *I doubt - Witcher's voice was cold as ice - I doubt anyone could afford it.*
Andrzej Sapkowski Baptism of Fire.

Witcher

World is full of monsters that are after human lives, which even elite soldiers can't best. That's why Witchers are trained.

Adventures: Witcher goes out into the world, only to fight monsters that endanger humans. It's the reason he was made, his calling, you may say. Sometimes, especially when he develops friendships, or other attachments, his attitude changes to not so emotionless, and take interest in worldly matters.

Characteristics: Witcher is a melee weapon combatant. He's familiar with all simple, and martial weapons, and his class weapon - Witcher's sword. He has an extensive general knowledge about various creatures, and detailed about some of them. He can also cast a very limited number of arcane spells called Signs, brew special potions, and has other abilities that help him in his calling.

Alignment: Witchers are often lawful neutral, as they don't burden themselves with deliberations on Good, and Evil, and act according to their own code of conduct.

Religion: In general a witcher doesn't worship any gods, but he can appreciate, and respect power which comes from faith of, for example, Clerics.

Background: Witchers are trained by other Witchers, and virtually all of them belong to the Children of Trails race. In very rare cases, person that is not a Child of Trails becomes a Witcher, but if that happens, he gets only some of Witcher abilities.

Races: Virtually all Witchers are Children of Trails, but in very rare cases, Witcher of any race can exist.

Other Classes: Witchers get along well with Rangers, because they fulfill a similar role. They treat paladins just like rangers do. Druids don't like Witchers very much, because they disrupt Nature's balance, killing only some monsters, and Witchers often respond with „allergic reaction”, when preached to about natural order, by any price. They appreciate Clerics faith and strength it gives them, and magic proficiency of Wizards, and Sorcerers which is much greater than their own. They like rogues, because just like them, they're loners that count on themselves. But they can get along with anybody who's not bothered by their cold, almost emotionless way of being.

Role: Witchers main role is that of a melee fighter, either next to a fighter, or similar class, or alone. But he can also be a scout like rogue, or a guide in wilderness like a ranger. Although they can't fulfill those roles, as good as more focused classes.

Game rule information:

Witchers have the following game statistics.

Abilities: Witchers kill monsters in melee fight, so Strength is very important to them. High Dexterity score improves their AC, which, because of wearing light armor, isn't high. High Constitution score helps them to stay in the fight longer, and improves some of their abilities. Many of Witcher's abilities are dependent on Wisdom, as is their spellcasting.

Alignment: Any, most often lawful neutral.

Hit Die: d8.

Random Starting Gold: 2d4 x 10 (50 gp average)

Class Skills

The Witcher's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Alchemy) (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), Tumble (Dex), Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Signs per Day			
						1	2	3	4
1	+1	+2	+0	+0	Armor swap, Bonus feat, Monster hunter, Monster lore, Perseverance, Witcher's blade, Witcher's medallion	-	-	-	-
2	+2	+3	+0	+0	Witcher's celerity	-	-	-	-
3	+3	+3	+1	+1	Sure step	-	-	-	-
4	+4	+4	+1	+1	Witcher's potions 1	0	-	-	-
5	+5	+4	+1	+1	Uncanny dodge	1	-	-	-
6	+6/+1	+5	+2	+2	Bonus feat	2	-	-	-
7	+7/+2	+5	+2	+2	Monster hunter 2	2	0	-	-
8	+8/+3	+6	+2	+2	Witcher's potions 2	3	1	-	-
9	+9/+4	+6	+3	+3		3	2	-	-
10	+10/+5	+7	+3	+3	Improved uncanny dodge, Arrow deflection	4	2	0	-
11	+11/+6/+1	+7	+3	+3		4	3	1	-
12	+12/+7/+2	+8	+4	+4	Bonus feat, Witcher's potions 3	5	3	2	-
13	+13/+8/+3	+8	+4	+4	Monster hunter 3	5	4	2	0
14	+14/+9/+4	+9	+4	+4		6	4	3	1
15	+15/+10/+5	+9	+5	+5		6	5	3	2
16	+16/+11/+6/+1	+10	+5	+5		7	5	4	2
17	+17/+12/+7/+2	+10	+5	+5		7	6	4	3
18	+18/+13/+8/+3	+11	+6	+6	Bonus feat	7	6	5	3
19	+19/+14/+9/+4	+11	+6	+6	Monster hunter 4	7	7	5	4
20	+20/+15/+10/+5	+12	+6	+6		7	7	6	4

Class Features

All of the following are class features of the Witcher.

Weapon and Armor Proficiency: A Witcher is proficient with all simple and martial weapons, as with Witcher's sword, and with light armors, one medium armor, but not but not with any type of heavy armor or any shield.

While wearing armor in which he's proficient thanks to his class, Witcher can cast Signs ignoring arcane spell failure chance, and move without the speed penalty of medium armors. But if he dons other armor, use shields, just like other any other arcane spellcaster, he incurs a chance of arcane spell, is slowed.

Armor swap: Proficiency in medium armor doesn't have to be chosen on the first level. Witcher can take it later, when he finds the right one, but then he needs to train in its usage for a week to gain proficiency.

At 10, and later on 20 level, witcher can change the proficiency for another armor e.g. from chainmail to breastplate, and back to chainmail. The week long training to gain proficiency still applies, even if he was proficient with it in the past. After a week of training with the new armor, witcher becomes proficient with it, and loses proficiency in previous medium armor.

Bonus Feats: At 1st level witcher may select *Improved Initiative*, *Run*, or *Quick Draw* as a bonus feat.

At 6th level, and every 6 levels thereafter, he may chose additional bonus feat from one of the following:

Combat Casting, *Combat Expertise (Whirlwind Attack)*, *Combat Reflexes*, *Dodge (Mobility, Spring Attack)*, *Improved Critical*, *Improved Initiative*, *Power Attack (Cleave, Great Cleave)*, *Quick Draw*, *Two-Weapon Fighting (Improved Two-Weapon Fighting)*, *Weapon Finesse*, *Weapon Focus*.

A witcher has to meet prerequisites normally required for these feats to select them.

Monster hunter (Ex): Witchers are made to combat monsters, so they receive special training that grants them greater familiarity with monsters that hurt humans the most.

At first level he chooses number of type of creatures equal to his Wis modifier (minimum 1). While dealing with those creatures, he is considered as having the *Track* feat, and gets a +1 bonus to:

- attack rolls made against them,
- damage dealt to them,
- armor class against their attacks,
- Monster lore, and Survival checks made while tracking them.

He chooses creatures from the following list:

- Aberration
- Monstrous humanoid
- Magical beast
- Ooze
- Outsider (chaotic)
- Outsider (evil)
- Plant
- Undead
- Vermin
- (Shapechanger)

Every 6 level thereafter, he can increase bonus against all creatures he already knows by 1, or choose one new. If a creature has a type, and subtype, and witcher choose both, bonuses don't stack. In that case use the better one.

Monster lore (Ex): Witcher can make all *Knowledge* checks, but only to identify monsters and their special powers or vulnerabilities. For purpose of this ability witcher is treated as having relevant *Knowledge* skill equal to his witcher class level + 2 + Wis modifier, i.e., a 6th level witcher with Wisdom 14, makes those knowledge checks as having 10 skill modifier. Information about DC, information gathered about creatures, is in PHB, under description of *Knowledge* skill.

Perseverance (Ex): Witcher gets a +2 bonus on physical abilities checks that extend over a longer period of time (swimming, running, etc.). Checks themselves are made after a time half as much longer, than normally required (i.e. witcher can run number of rounds equal to his CON score times 1.5, march for 12 hours, etc.).

Witcher's blade: At 1st level witcher acquires a special sword:

Witcher's sword

Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type	One-Handed
100 gp	1d6	2d4	18-20/x2	-	3 lbs	Slashing	

Meteoric Metal

Damage	Hardness	HP
+1	13	35

Meteoric Metal is taken from:
"Gryphon's Book of Weapons and Armour"

Sword which witcher receives is made from a meteoric metal, which increased its Hardness, HP, and damage dealt. Character with at least 15 ranks in *Craft (Weaponsmithing)* can make a *Witcher's sword* from any material he has available. For a character without any levels in Witcher, it's an exotic melee weapon, and using it is very hard, even if he has *Exotic Weapon Proficiency* for it. This results in a -2 penalty to damage dealt (you always deal at least 1 point of damage), and the critical threat range increases to 20/x2. You can take *Weapon Finesse* feat for this weapon.

Witcher's medallion: At 1 level witcher gets a special medallion. It has couple of properties:

- constantly detects magic similar to a *detect magic* spell (50 ft. radius, gathered information as in first round), vibrating proportionally to detected magic auras strength. Detection can be enhanced by holding the medallion, and concentrating (standard action that provokes attack of opportunity). If done so, in the next round radius extends to 60 ft., gathered info as in second round, and in the round following that, and until character stops holding it - 70 ft., gathered info a in third round. Detection can also be turned on, and off at will.
- +1 Insight bonus on *Reflex* saves made to avoid traps, and to *AC* against attacks made by traps,
- +1 Insight bonus to *AC* when character is *flat-footed*, or for some other reason can't use his *Dex* modifier to *AC*

Bonuses increase by +1 every 10 levels, but Witcher needs to spend an hour in meditation to attune medallion to this new condition.

Witcher's celerity (Su): Witcher can hasten his movement, granting himself the following:

- +1 Dodge bonus to *AC* and *Reflex* saves,
- +1 bonus on melee attack rolls,
- land movement speed is increased by 10 feet.

This ability is usable as a swift action number of times per day equal to witchers *Con* modifier (minimum 1), and the bonuses are active for number or rounds equal to 1 + *Con* modifier (minimum 1). These rounds don't have to be used all at once, you can split it as you see fit. Unused rounds aren't wasted, and can be added to he rounds gained when you use this ability next time, provided it's done the same day.

At 10 level, ability can be used 1 + *Con* modifier/day (minimum 2), bonuses stay for 2 + CON modifier rounds (minimum 2), bonuses themselves increase to +2, and speed to +15 feet.

At 20, 2 + *Con* modifier (minimum 3), 3 + CON modifier rounds (minimum 3), bonuses increase to +3, and speed to +30 feet. Effects of this ability don't stack with effects of *Haste* spell, or similar, but they overlap with it, as with witcher's *Monster hunter* ability.

Sure step (Ex): atmospheric conditions (ice, snow, etc.), difficult terrain, wearing medium armor in which witcher is proficient thanks to his class, don't reduce his movement speed. He also doesn't suffer damage, or any other impairment for moving through natural undergrowth (briars, thorns, etc.).

This ability works as long as witcher is wearing armor he's proficient with thanks to his witcher class, and carries a light load, or less.

Witcher's potions: At 4 level, and every 4 levels thereafter, witcher gains ability to brew a very limited amount of potions.

Those potions work only on Children of Trials, members of any other race, even with witcher levels, after drinking them suffer from food poisoning with diarrhea and vomiting for 1d4+1 hours (threat as nauseated).

Some potions are very taxing to the body, in that case after potion's duration ends, for one tenth of its duration Witcher is fatigued. (2 level potions), or exhausted (3 level potions).

Levels used to determine the duration, are equal to witcher levels divided by 2.

Witchers can create potions with the following *Craft (Alchemy)* checks:

- 1st level potions DC = 15
- 2nd level potions DC = 20
- 3rd level potions DC = 25

Non-witcher characters can create witcher potions using the above craft checks, but before doing that, need to take time to observe their effect on a witcher (1 day per potion level they want to create).

1ST LEVEL POTIONS

Cat: As *See Invisibility* spell. Duration: 20 min./level (D)

Owl: Ends effects of active potions. Also prevents, or removes *fatigue*, and *exhaustion* caused by using witcher's potions. Duration: Instantaneous

Serpent: Doubles the duration of active witcher potions. Duration: Instantaneous

Wolf: Improves Child of Trails *low-light vision* to *Superior low-light vision*, and doubles his *darkvision* range. Duration: 2 h/level (D)

2ND LEVEL POTIONS

Bat: +5 alchemical bonus on *Listen* checks. Bonus improves by +1/level above 8 level of witcher. Duration: 20 min./level (D)

Shark: As *Remove disease* spell. Duration: Instantaneous

Hawk: +5 alchemical bonus on *Spot* checks. Bonus improves by +1/level above 8 level of witcher. Duration: 20 min./level (D)

Oriole: As *Neutralize Poison* spell. Duration: Instantaneous.

3RD LEVEL POTIONS

Boar: Enables witcher to act even while having negative HP. Witcher is treated as *stable*, and *disabled*. After this potions ends working, he drops to -10 HP, or to whichever he has due to injuries, if it's lower, and is dying. Duration: 1 min./level

Lizard: Witcher gains *fast healing 2*. Bonus improves by +1/ 2 levels above 12 level of witcher. Duration: 2 min./level

Mole: Witcher gains 20 feet *blindsight* based on sound, scent, and vibration. Duration: 2 min./level

Dragon: Witcher gains +2 bonus to his caster level, and to DC against his Signs. Bonus improves by +1/ 2 levels above 12 level of witcher. Duration: 2 round/level

Signs: Beginning at 4th level, a witcher gains the ability to cast a small number of spells called Signs. They're a very simple arcane spells, which need only the somatic component.

Signs are taken from the witchers sign list. He knows all the signs he can cast, and can cast them without preparing them ahead of time.

To cast a sign, witcher must have a Wisdom score equal to at least 10 + the sign level. The DC for a saving throw against a witcher's sign is 10 + the sign level + the witcher's *Wisdom* modifier.

His daily sign per day allotment is given in the earlier table. In addition, he receives bonus signs per day if he has a high *Wisdom* score. When table indicates that the witcher gets 0 signs per day of a given level, he gains only the bonus signs he would be entitled to based on his *Wisdom* score for that sign level.

Untill 4th level witcher doesn't have a caster level. From 4th level on, his caster level is one-half his witcher level.

Uncanny dodge (Ex): Starting at 5th level witcher retains his *Dexterity* bonus to AC (if any) even if he's caught *flat-footed* or struck by an invisible attacker. However, he still loses his *Dexterity* bonus to AC if *immobilized*.

If a witcher already has *uncanny dodge* from a different class, he automatically gains *improved uncanny dodge* (see below) instead.

Improved uncanny dodge (Ex): A witcher of 10th level or higher, can no longer be *flanked*; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogue the ability to *sneak attack* the character by flanking him, unless the attacker has at least two more rogue levels than the target does witcher levels, or four more levels if it's another witcher.

Witcher that want's to flank a rogue, needs to have six more levels than him. Witcher that wants to flank another witcher, only four. Levels from the classes that grant *uncanny dodge* stack to determine the minimum rogue level required to *flank* the character.

Arrow deflection (Ex): At 10th level witcher can deflect incoming arrows, bolts, and similar projectiles, which enter his threatened area.

To use this ability he needs to have a sword, or other similar weapon in hand, and make attack roll opposed to attack roll of the shooter. If the result is at least equal, projectile is safely deflected, and misses the target.

This ability is usable at will, number of times in a round, equal to number of attacks available to the witcher.

Race, and multiclass limitations: if witcher class is taken by someone with:

- race other than Child of Trails,
- some other class,
- or as another class,

he doesn't get all the abilities, etc. That witcher doesn't get:

- signs (unless he has another spellcasting class),
- *Monster hunter*, *Monster lore* abilities (unless he has *Favored Enemy* ability, but then the bonuses don't stack),
- *Arrow deflection*, *Witcher's blade*, *Witcher's medallion*, ability to brew witcher's potions (only if taken as a second class).

A single class witcher who gains a new class, may never again raise his witcher level, though he retains all his witcher abilities.

Child of Trails Witcher Starting Package

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Weapons: Meteoric metal Witcher's sword (2d4+1, crit 18-20/x2, 3 lb., one-handed, slashing).

Skill Selection: Pick a number of skills equal to 6 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Bluff	4	CHA	
Move Silently	4	DEX	-1
Concentration	4	CON	
Listen	4	WIS	
Search	4	INT	
Spot	4	WIS	
Survival	4	WIS	
Hide	4	DEX	-1
Sense Motive	4	WIS	
Gather Information	4	CHA	

Feat: Power Attack.

Bonus feat: Improved Initiative.

Monster hunter: Magical beast, Undead.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Gold: 2d4 gp.

Witcher's Sign List

1-ST LEVEL SIGNS

Aard: Telekinetic push, or burst.

Igni: Fire ray deals damage, burns through items, or welds.

Less: Read scrolls and spellbooks.

Marke: Detects spells and magic items.

Vaapen: Changes weapon properties.

2-ND LEVEL SIGNS

Axii: Charms animals.

Hudd: +5 bonus on *Hide* checks. +1/level above 6 level of witcher, and eliminates armor checks penalties to *Hide* checks.

Stile: +5 bonus on *Move Silently* checks. +1/level above 6 level of witcher, and eliminates armor checks penalties to *Move Silently* checks.

3-RD LEVEL SIGNS

Quen: Invisible barrier that protects from harm.

Reed: Fear based *charm person*.

Roligg: Calms humanoids.

4-TH LEVEL SIGNS

Heliotrop: Gain SR 20 + your caster level.

Yrden: *Close Portal*, and make it repel creatures.

Aard

Transmutation

Level: Witcher 1

Components: S

Casting Time: 1 standard action

Range: 25 ft. + 5 ft./level

Target or Targets: See text

Duration: Instantaneous

Saving Throw: Reflex negates or Will negates (object); see text

Spell Resistance: Yes

You focus your will, and summon forth a telekinetic force.

If you succeed on a ranged touch attack, you push the target by 15 feet + 5 feet/2 caster levels.

If the target hits a wall, or other hard surface, it takes 1d6 damage. A creature, person pushed this way must succeed on second reflex saving throw, or end up prone.

Weight you can push this way is equal to 120 pounds + 20 pounds per caster level.

You can use this sign as a telekinetic ram, to break open for example a door. In this case it's treated as having *Strength* value equal to your wisdom score + 1/caster level.

You can also use it against group of Diminutive or Fine objects which are all within 1 ft. of each other, whose total weight does not exceed 20 lb. Such usage causes them to burst out in a 10-foot radius. If the items are fairly hard or sharp (stones, metal items, etc.), creatures in the burst take 1d6 points of damage. A successful Reflex save negates this damage

Axi

Enchantment (Charm) [Mind-Affecting]

Level: Witcher 2

Components: S

Range: 25 ft. + 5 ft./level

Target: One animal.

Duration: 2 hours/level

With a quick gesture, you befriend an animal which moments ago wanted to attack you.

As *Charm Animal* spell, with the above changes.

Heliotrop

Abjuration

Level: Witcher 4

Components: S

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

In the last moment you cross your hands, focus your will, and the bolts of magical energy hurling towards you simply vanish the instant they touch you.

You gain *spell resistance* 20 + 1/caster level.

The somatic component only requires you to cross your hands, so the standard requirement of having at least one hand free, to cast spells doesn't apply to this sign.

Hudd

Illusion (Glamer)

Level: Witcher 2

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 15 min./level

When you finish scribing this sign, your outline blurs, and adjust to the surroundings.

You gain +5 bonus on *Hide* checks. Bonus improves by +1 every other level above 6 level of witcher (i.e. +6 on 7th level, +7, on 9th, etc.).

This sign also eliminates armor checks penalties to *Hide* checks.

Igni

Evocation [Fire], or Transmutation

Level: Witcher 1

Components: S

Casting Time: 1 standard action

Range: 25 ft. + 5 ft./level, or touch. See text.

Effect: Ray

Duration: Instantaneous, or Concentration, up to 2 rounds/level (D). See text.

Saving Throw: None, or Will negates (object), or Will negates (harmless, object); see text

Spell Resistance: Yes

A fiery ray shoots from your palm, and strikes that "peasant", which pot you helped to patch moments earlier.

Igni sign has couple of uses:

Offensive weapon

If you succeed with ranged touch attack, you deal 1d4 fire damage +1/caster level. It sets fire to combustibles.

Burning through materials

This use makes the sign have duration, and the range changes to *touch*. It deals 3 points of damage per round, and ignores hardness.

You can burn through items like chains, manacles, ropes and the like that are 1 inch thick or less.

Repair

This use makes the Sign behave like *Mending* spell, but only for items made from metal.

Less

Divination

Level: Witcher 1

Components: S

Target: You

With a quick gesture, you grant yourself ability to read magical writings.

As *read* magic spell, with the above changes.

Marke

Divination

Level: Witcher 1

Components: S

Target: You

Your eyes light up with a silvery glimmer, which vanishes almost instantly, but the ability to detect magical auras stays.

As *detect* magic spell, with the above changes.

Quen

Abjuration

Level: Witcher 3

Components: S

Target: You

Duration: 10 min./level, or until discharged

With a circular hand motion, you bring forth an invisible barrier that protects you from harm.

This sign creates an invisible barrier that grants you a +2 deflection bonus to AC, and effect like that of a *Protection from Arrows* spell, although damage from projectiles it can absorb before being discharged, equals 20 per witcher level, maximum 200.

From 15 level of witcher, and every 2 caster levels thereafter, bonus to AC improves by 1, and the damage reduction by 5/magic.

Reed

Enchantment (Charm) [Fear, Mind-Affecting]

Level: Witcher 3

Components: S

Casting Time: 1 standard action

Range: 25 ft. + 5 ft./level, see text

Target: All humanoids in 15-ft.-radius burst; see text

Duration: 1h/level

Saving Throw: Will negates

Spell Resistance: Yes

After inscribing this sign, in the eyes of surrounding people you become an obedience and fear inspiring person.

This sign works similar to a *charm person* spell, but the creatures under its influence, follow you because of fear, not friendship. It doesn't have a maximum numbers of HD it can affect, but no one humanoid can have more than 6 HD (i.e. it can affect dozens of people around you, but not anyone with 6 HD or more).

The charm effect works only on those that were "there" when you cast this sign, but for its duration, you get your caster level, as a bonus to *intimidation* checks.

Roligg

Enchantment (Compulsion) [Mind-Affecting]

Level: Witcher 3

Components: S

Duration: 1 min./level

Target: One humanoid

By arranging your hand in a shake hand gesture, you imbue chosen humanoid with calm.

As *calm emotions* spell, with the above changes.

Stile

Illusion (Glamer)

Level: Witcher 2

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 15 min./level

Sounds you make dampen, although it doesn't adversely affect your hearing or speaking.

You gain +5 bonus to *Move Silently* checks. Bonus improves by +1 every other level above 6 level of witcher (ie +6 on 7th level, +7, on 9th, etc.).

This sign also eliminates armor checks penalties to *Move Silently* checks.

Vaapen

Transmutation

Level: Witcher 1

Components: S

Casting Time: 1 immediate action

Range: 25 ft. + 5 ft./level

Target: Up to two weapons or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 20 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

When you finish inscribing this sign, your weapon starts to shine with a silvery glow, then you reciprocate the nasty smile, werewolf gave you seeing your plain steel weapon.

This sign causes the weapon to change its properties, so it can bypass damage reduction, regeneration ability, and similar abilities.

Up to 4th witchers level, weapon is treated as made from silver, cold iron, or some other appropriate metal.

From 5, it's treated as being magical.

From 9, it deals damage like one of the elements\energy (cold, electricity, etc.).

From 13, it's treated as having appropriate alignment (Chaos, Evil, etc.).

From 17, weapon deals normal damage to incorporeal creatures (i.e. no 50% chance of failure), gains the *Wounding* special ability, and wounds can only be healed using *Heal* spell, or something more powerful.

This sign doesn't cause the weapon to deal additional damage, only bypass damage reduction, regeneration, etc.

If this sign is casted on weapon being already under its effect, only the last casted is active.

Properties stack with each other, but only one from level can be chosen (i.e. you can have silver and magic but not, silver, and cold iron), and you don't need to choose from all levels (i.e. you can choose it to be treated as silver, and aligned, but not magical, or dealing damage as elements\energy).

Yrden

Abjuration [Lawful] and Good]]

Level: Witcher 4

Components: S

Target: One portal, up to 20 sq. ft./level

Duration: 2h /level (D)

Range: Touch

Area: 5-ft.-radius emanation from touched portal

Saving Throw: None (object), or Will negates; see text

Spell Resistance: Yes

You inscribe a sign on the door, and go to sleep knowing that neither man nor monster will disturb you.

You close a portal as with *Hold Portal* spell, and additionally protect it with an effect, that makes creatures with chaotic, or evil alignment components, unable to come closer, unless succeeding on a saving throw, or negating it with *spell resistance* (creatures *spell resistance* doesn't negate the *Hold Portal* part).

The abjuration can include a password, in which case creatures can speak the password, and enter the area, open the protected portal as they would normally. You must select this option (and the password) at the time of casting.