

A detailed illustration of Geralt of Rivia, a character from the Witcher series. He is shown from the waist up, aiming a crossbow with his right hand. He has a serious expression and is wearing his characteristic green and grey armor with yellow and black patterns. A sword is visible on his back. The background features a misty forest and large, dark, feather-like shapes hanging from the top of the frame.

THE WITCHER®

A WITCHER'S TOOLS



CD PROJEKT RED®



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A Witcher's Tools

"A witcher's knowledge is their greatest weapon. But knowledge alone can't slay a wyvern. You might be able to break a curse or scare off a tribe of nekkers without drawing blood but sooner or later every witcher must draw steel. Each school has their own approach and while we all hunt the same monsters our gear is quite different."

—Erland of Larvik



Witcher Gear: Alternate Starting Rules

At Character Creation, a player creating a Witcher character can choose to follow these alternate starting rules instead of getting their gear by the standard method. The differences are as follows.

1. Instead of gaining a Witcher's Steel Sword and a Witcher's Silver Sword, the Witcher gains the Steel and Silver Sword of their specific school.
2. Instead of choosing gear from the Starting Gear table (see WI page 46), the Witcher gains the armor and additional weapon (if applicable) of their specific school. Viper Witchers get two Viper Fangs. They still begin play with a Decoction Formulae, Oil Formula x2, Potion Formula x2, and their Witcher Medallion.
3. Instead of gaining the standard number of Starting Crowns, the Witcher gains 1d6x10 Crowns to represent the loss of funds necessary to upkeep their gear.



Witcher Gear by School

While this gear was made specifically for Witchers, anyone can make use of them. This includes Effects, although some might require specific training or abilities.

Bear School Gear

| Weapon | Type | WA | DMG | Hands | Rel. | RNG | Effect | Conc. | EN | Weight |
|---------------------|------|----|-------|-------|------|-------|---|-------|----|--------|
| Ursine Steel Sword | P/S | +0 | 6d6+2 | 1 | 15 | Melee | Armor Piercing Meteorite Ablating | N/A | 2 | 2.5 |
| Ursine Silver Sword | P/S | +0 | 3d6+2 | 1 | 10 | Melee | Silver (3d6) Ablating | N/A | 2 | 1.5 |
| Ursine Crossbow | P | +1 | 4d6+2 | 1 | 5 | 50m | Slow Reload | L | 1 | 0.5 |

| Armor | Level | SP | AE | Effect | Coverage | EV | Weight |
|--------------|-------|----|----|--|-------------------------|----|--------|
| Ursine Armor | Heavy | 20 | 2 | Critical Decimation: Whenever you cause a Critical Wound using one of your Witcher weapons you treat that critical injury as one tier higher (for example, a Simple Critical becomes a Complex one) | Torso, Arms, Legs | 3 | 24 |

Cat School Gear

| Weapon | Type | WA | DMG | Hands | Rel. | RNG | Effect | Conc. | EN | Weight |
|---------------------|------|----|-------|-------|------|-------|--|-------|----|--------|
| Feline Steel Sword | P/S | +2 | 4d6+2 | 1 | 15 | Melee | Armor Piercing Meteorite Bleed (30%) | N/A | 2 | 2.5 |
| Feline Silver Sword | P/S | +2 | 1d6+2 | 1 | 10 | Melee | Silver (3d6) Bleed (30%) | N/A | 2 | 1.5 |
| Feline Crossbow | P | +1 | 2d6+2 | 1 | 5 | 50m | Slow Reload Balanced | L | 1 | 0.5 |

| Armor | Level | SP | AE | Effect | Coverage | EV | Weight |
|--------------|-------|----|----|---|-------------------------|----|--------|
| Feline Armor | Light | 6 | 2 | Critical Flurry: Whenever you cause a Critical Wound using one of your Witcher weapons you can immediately attempt a Disarm or Trip check at no additional penalty and without spending any extra Stamina. | Torso, Arms, Legs | 0 | 3 |

Griffin School Gear

| Weapon | Type | WA | DMG | Hands | Rel. | RNG | Effect | Conc. | EN | Weight |
|----------------------|------|----|-------|-------|------|-------|--|-------|----|--------|
| Griffin Steel Sword | P/S | +1 | 5d6+2 | 1 | 15 | Melee | Armor Piercing Meteorite Focus (1) | N/A | 2 | 2.5 |
| Griffin Silver Sword | P/S | +1 | 2d6+2 | 1 | 10 | Melee | Silver (3d6) Focus (1) | N/A | 2 | 1.5 |
| Griffin Crossbow | P | +1 | 2d6+2 | 1 | 5 | 50m | Slow Reload Improved Armor Piercing | L | 1 | 0.5 |

| Armor | Level | SP | AE | Effect | Coverage | EV | Weight |
|----------------------|--------|----|----|---|-------------------|----|--------|
| Griffin Armor | Medium | 16 | 2 | Critical Spellcasting: Whenever you cause a Critical Wound using one of your Witcher weapons you can immediately attempt a Spell Casting check to cast a Sign at no additional penalty and without spending any Stamina besides the Stamina required to cast the sign. | Torso, Arms, Legs | 1 | 18 |

Manticore School Gear

| Weapon | Type | WA | DMG | Hands | Rel. | RNG | Effect | Conc. | EN/EV | Weight |
|-------------------------------|------|----|------------------------|-------|------|-------|-----------------------------------|-------|-------|--------|
| Manticore Steel Sword | P/S | +1 | 5d6+2 | 1 | 15 | Melee | Armor Piercing Meteorite Balanced | N/A | 2 | 2.5 |
| Manticore Silver Sword | P/S | +1 | 2d6+2 | 1 | 10 | Melee | Silver (3d6) Balanced | N/A | 2 | 1.5 |
| Manticore Shield | B | +0 | See Medium Shield Bash | 1 | 20 | Melee | AE 1 Meteorite Silver (3d6) | N/A | 0 | 2 |

| Armor | Level | SP | AE | Effect | Coverage | EV | Weight |
|------------------------|--------|----|----|--|-------------------|----|--------|
| Manticore Armor | Medium | 12 | 2 | Critical Block: Whenever you roll more than 4 points higher than an attacker when making a Block or Parry attempt with your Manticore shield you can immediately attempt a Shield Strike which knocks the attacker back 4m and knocks them prone at no additional penalty and without spending any extra Stamina. | Torso, Arms, Legs | 1 | 10 |

Viper School Gear

| Weapon | Type | WA | DMG | Hands | Rel. | RNG | Effect | Conc. | EN | Weight |
|--------------------------------|------|----|-------|-------|------|-------|---------------------------------------|-------|----|--------|
| Serpentine Steel Sword | P/S | +2 | 4d6+2 | 1 | 15 | Melee | Armor Piercing Meteorite Poison (30%) | N/A | 2 | 2.5 |
| Serpentine Silver Sword | P/S | +2 | 1d6+2 | 1 | 10 | Melee | Silver (3d6) Poison (30%) | N/A | 2 | 1.5 |
| Viper's Fang | P/S | +1 | 2d6+2 | 1 | 10 | Melee | Parrying | S | 1 | 0.5 |

| Armor | Level | SP | AE | Effect | Coverage | EV | Weight |
|-------------------------|-------|----|----|--|-------------------|----|--------|
| Serpentine Armor | Light | 8 | 2 | Critical Riposte: Whenever you roll more than 4 points higher than an attacker when making a Parry attempt with one of your Witcher weapons you can immediately attempt a single Strike with a held weapon at no additional penalty and without spending any extra Stamina. | Torso, Arms, Legs | 0 | 5 |

Wolf School Gear

| Weapon | Type | WA | DMG | Hands | Rel. | RNG | Effect | Conc. | EN | Weight |
|---------------------|------|----|-------|-------|------|-------|-----------------------------------|-------|----|--------|
| Wolven Steel Sword | P/S | +1 | 5d6+2 | 1 | 15 | Melee | Improved Armor Piercing Meteorite | N/A | 3 | 2.5 |
| Wolven Silver Sword | P/S | +1 | 2d6+2 | 1 | 10 | Melee | Silver (3d6) Armor Piercing | N/A | 3 | 1.5 |

| Armor | Level | SP | AE | Effect | Coverage | EV | Weight |
|--------------|--------|----|----|---|-------------------|----|--------|
| Wolven Armor | Medium | 14 | 2 | Critical Momentum: Whenever you cause a Critical Wound using one of your Witcher weapons you can immediately attempt a single Strike with a held weapon at no additional penalty and without spending any extra Stamina. | Torso, Arms, Legs | 1 | 14 |

Witcher Gear Diagrams by School

The Diagrams for Witcher Gear are a well-kept secret and thus all Witcher Gear Diagrams are considered Rare. The craftsmanship required to make these pieces of gear is intensive, meaning that every Witcher Gear Diagram is considered Master Level. A Witcher Character who begins their game with their Schools specific gear, also begins the game with the Diagram for each piece of School specific gear.

Bear School Diagrams

| Name | Crafting DC | Time | Components | Investment |
|---------------------|-------------|----------|--|------------|
| Ursine Steel Sword | 18 | 9 Hours | Hardened Timber (x2), Leather (x2), Meteorite (x2), Steel (x3), Sharpening Grit (x2), Etching Acid (x2), Ester Grease (x1), Thread (x1), Grave Hag Tongue (x1), Werewolf Saliva (x1), Dog Tallow (x1) | 656 |
| Ursine Silver Sword | 19 | 10 Hours | Hardened Timber (x2), Leather (x2), Silver (x4), Steel (x1), Sharpening Grit (x2), Etching Acid (x1), Ester Grease (x1), Cockatrice Stomach (x1), Mistletoe (x1) | 597 |
| Ursine Crossbow | 17 | 8 Hours | Hardened Timber (x2), Siren Vocal Chords (x1), Wax (x2), Resin (x2), Dark Steel (x1), Hardened Leather (x1), Ester Grease (x2), Ogre Wax (x2), Dark Iron (x1), Beast Bones (x2) | 347 |
| Ursine Armor | 22 | 25 Hours | Hardened Leather (x7), Dark Steel (x2), Double Woven Linen (x6), Beast Bone (x4), Dark Steel (x2), Meteorite (x2), Thread (x8), Bear Hide (x1), Rottfiend Blood (x1), Silver (x2), Leather (x6), Vampire Saliva (x2), Silk (x2), Troll Liver (x1), Ogre Wax (x6) | 1813 |

Special Rule: Recognizable Gear

Even after the fall of the Witcher Schools, Witcher armor and Witcher weapons are still recognizable to the people of the Continent. Any-one wearing Witcher armor or carrying Witcher weapons is assumed to be a Witcher on sight and is thus treated as though they had the Social Standing of a Witcher.

If a character who sees a person wearing Witcher armor or carrying Witcher weapons makes a DC:16 Education check they have some idea of what Witcher School the armor or weapons are from and they make the following additional assumptions about the person wearing the armor.

- ♦ **Cat School:** They are a violent psychopath.
- ♦ **Viper School:** They are an underhanded assassin.
- ♦ **Manticore School:** They are a dangerous wanderer from the east.
- ♦ **Wolf School:** They are a reclusive, ill-tempered hunter.
- ♦ **Griffin School:** They are a monster masquerading as a knight.
- ♦ **Bear School:** They are a brutish barbarian with a violent temper.

Additionally, it's fairly well known that Witchers are equipped with high quality armor and weapons meaning their gear is valuable. There are many wealthy individuals who collect relics of the past including Witcher armor and weaponry. While Witchers are known to be highly dangerous it's not unlikely that people will try to steal their armor to sell or use for themselves.

Cat School Diagrams

| Name | Crafting DC | Time | Components | Investment |
|----------------------------|-------------|----------|---|------------|
| Feline Steel Sword | 18 | 9 Hours | Hardened Timber (x2), Leather (x2), Meteorite (x2), Steel (x3), Sharpening Grit (x2), Etching Acid (x2), Ester Grease (x1), Thread (x1), Wyvern Eyes (x2) | 656 |
| Feline Silver Sword | 19 | 10 Hours | Hardened Timber (x2), Leather (x2), Silver (x4), Steel (x1), Sharpening Grit (x2), Etching Acid (x1), Ester Grease (x1), Ruby Dust (x1) | 597 |
| Feline Crossbow | 17 | 8 Hours | Hardened Timber (x2), Knocker Hair (x2), Wax (x2), Resin (x2), Dark Steel (x1), Hardened Leather (x1), Ester Grease (x2), Ogre Wax (x2), Dark Iron (x1), Beast Bones (x2) | 346 |
| Feline Armor | 18 | 18 Hours | Linen (x2), Hardened Leather (x3), Dark Steel (x1), Hardened Timber (x1), Ghoul Marrow (x1), Dark Iron (x1), Leather (x3), Arachas Eye (x1), Silk (x1), Drowner Brain (x1), Thread (x4) | 713 |

Griffin School Diagrams

| Name | Crafting DC | Time | Components | Investment |
|-----------------------------|-------------|----------|---|------------|
| Griffin Steel Sword | 18 | 9 Hours | Hardened Timber (x2), Leather (x2), Meteorite (x2), Steel (x3), Sharpening Grit (x2), Etching Acid (x2), Ester Grease (x1), Thread (x1), Griffin Egg (x1) | 656 |
| Griffin Silver Sword | 19 | 10 Hours | Hardened Timber (x2), Leather (x2), Silver (x4), Steel (x1), Sharpening Grit (x2), Etching Acid (x2), Ester Grease (x2), Fifth Essence (x1), Feathers (x2), | 597 |
| Griffin Crossbow | 17 | 8 Hours | Hardened Timber (x2), Archespore Tendrils (x2), Wax (x2), Resin (x2), Dark Steel (x1), Hardened Leather (x1), Ester Grease (x2), Ogre Wax (x1), Dark Iron (x1) | 342 |
| Griffin Armor | 20 | 24 Hours | Linen (x3), Hardened Leather (x5), Silver (x1), Meteorite (x3), Leather (x4), Wyvern Eye (x2), Dark Steel (x4), Thread (x5), Light Essence (x1), Ghoul Marrow (x2), Silk (x2), Rottfiend Blood (x1) | 1571 |

Manticore School Diagrams

| Name | Crafting DC | Time | Components | Investment |
|-------------------------------|-------------|----------|--|------------|
| Manticore Steel Sword | 18 | 9 Hours | Hardened Timber (x2), Leather (x2), Meteorite (x1), Steel (x3), Sharpening Grit (x2), Etching Acid (x2), Ester Grease (x1), Thread (x1), Dimeritium (x1), Beast Bones (x1) | 656 |
| Manticore Silver Sword | 19 | 10 Hours | Hardened Timber (x2), Leather (x2), Silver (x3), Sharpening Grit (x1), Etching Acid (x1), Ester Grease (x1), Dimeritium (x1), Calcium Equum (x1) | 597 |
| Manticore Shield | 20 | 8 Hours | Hardened Timber (x4), Hardened Leather (x2), Meteorite (x3), Silver (x2), Ester Grease (x2), Etching Acid (x2), River Clay (x6) | 652 |
| Manticore Armor | 20 | 22 Hours | Linen (x3), Draconid Leather (x5), Dimeritium (x2), Hag Ear (x1), Arachas Eyes (x1), Nekker claw (x1), Bullvore Blood (x1), Meteorite (x1), Knocker Hair (x1) | 1052 |

Viper School Diagrams

| Name | Crafting DC | Time | Components | Investment |
|--------------------------------|-------------|----------|---|------------|
| Serpentine Steel Sword | 18 | 9 Hours | Hardened Timber (x2), Leather (x2), Meteorite (x2), Steel (x3), Sharpening Grit (x2), Etching Acid (x2), Ester Grease (x1), Thread (x1), Venom Extract (x3), Cortinarius (x2) | 656 |
| Serpentine Silver Sword | 19 | 10 Hours | Hardened Timber (x2), Leather (x2), Silver (x4), Steel (x1), Sharpening Grit (x2), Etching Acid (x1), Ester Grease (x1), Emerald Dust (x2) | 597 |
| Viper's Fang | 16 | 4 Hours | Hardened Timber (x1), Draconid Leather (x1), Dark Steel (x1), Sharpening Grit (x1), Nekker Teeth (x1) | 218 |
| Serpentine Armor | 18 | 20 Hours | Linen (4), Hardened Leather (x2), Leather (x3), Thread (x6), Draconid Leather (x4), Dark Steel (x5), Darkening Oil (x2) | 842 |

Wolf School Diagrams

| Name | Crafting DC | Time | Components | Investment |
|----------------------------|-------------|----------|--|------------|
| Wolven Steel Sword | 18 | 9 Hours | Hardened Timber (x2), Leather (x2), Meteorite (x2), Steel (x3), Sharpening Grit (x2), Etching Acid (x2), Ester Grease (x1), Thread (x1), Bullvore Brain (x1) | 656 |
| Wolven Silver Sword | 19 | 10 Hours | Hardened Timber (x2), Leather (x2), Silver (x4), Steel (x1), Sharpening Grit (x2), Etching Acid (x1), Ester Grease (x1), Fifth Essence (x1), Wolfsbane (x2) | 597 |
| Wolven Armor | 20 | 23 Hours | Hardened Leather (x2), Meteorite (x2), Steel (x2), Leather (x10), Bullvore Eyes (x2), Thread (x5), Essence of Wraith (x1), Ghoul Marrow (x1), Silk (x2), Bullvore Blood (x1) | 1302 |