

# THE WITCHER®

## TABLETOP ROLEPLAYING GAME

First Printing Update (11/1/2018)



Some names have been changed to reflect established lore.

A number of typos have been corrected.

Shawn Shultz was incorrectly listed as Shawn Schultz in the playtesting credits. Our apologies, Mr. Shultz.

All instances of the terms Vigor Points, Vigor Spent, or Vigor Cost have been replaced with the terms Stamina Points, Stamina Spent, and Stamina Cost.

All instances of the term Troll Skin have been changed to Troll Hide.

All instances of Vampire Fangs have been changed to Vampire Teeth.

**Page 16.** Triss Merigold's HP has been changed to 35.

**Page 16.** Triss Merigold's background has been updated to note that, while she and Yennefer are "pals" they did not go to school together.

**Page 18.** In Iorveth's background, *Pass of the Hydra* has changed to *Ravine of the Hydra*.

**Page 23.** The Dwarf Tough perk has been updated to note the SP gain is applied on top of any SP from armor and cannot suffer ablation damage.

**Page 23.** The bonus skill sidebar has been changed to read:

*When you create your character, you cannot have a skill value higher than 6. As you level up your character, skill values cap out at 10 points. The perks that you gain from your race can raise your skill value above these ceilings. For instance, if you decide to play an elf and put 6 points into Archery right away, your Marksman perk can raise your initial Archery skill value to 8. If you level up that same character, over the course of a game you can raise your Archery skill value to a total of 10 plus the bonus Marksman value, putting you at a +12.*

**Page 25.** The Random Chance sidebar has been replaced with a sidebar entitled Chance vs. Choice which reads:

*With GM permission, you can choose each part of your Lifepath instead of rolling it. However, we recommend going through the Lifepath randomly once or twice to see what you get!*

**Page 25.** The final sentence of the Witcher Lifepath sidebar now reads *If you want, you can roll on the Lifepath tables to see what the family you were taken from was like, but they are most likely dead and you do not gain the benefits of the rolls.*

**Page 25.** On the Family table, *Your Family is Alive and Together* now reads *At Least Some of your Family is Alive*.

**Page 32.** The Tamed a Wild Animal section has been updated to note wild dogs use the Dog stats on page 310 and wolves use the wolf stats on page 286).

**Page 32.** A sidebar entitled "Lifepath Skills" has been added. It reads:

*Unlike racial Skill boosts, bonuses to Skills gained through a Lifepath do not raise Skill caps beyond the maximum.*

**Page 39.** In the Gear Table, *Forging Tools* have been changed to *Crafting Tools*.

**Pages 42 and 45.** The text for both Mage and Priest have been changed to reflect beginning characters start play with only Novice Invocations or Spells, Novice Rituals, and Low Danger Hexes.

**Page 42.** The text for Magic Training has been updated. The last sentence now reads:

*Magical Training can also be rolled as a form of Awareness that detects magic that is in use, or specters.*

**Page 43.** A sidebar, entitled "Combat Skills" has been added. It reads:

*Combat skills can include any skill you use to prepare for ordering combat. The baseline skills are listed below. Other skills can be negotiated with your GM.*

*Archery, Athletics, Brawling, Crossbow, Melee, Riding, Small Blades, Staff/Spear, Swordsmanship, Tactics*

**Page 47.** The Getting Statistics sidebar has changed. It now reads:

*There are two ways for you to set Statistics. You can either roll randomly or assign points. To roll your Stats randomly you roll 1d10 nine times, (re-rolling any 1s or 2s), and allocate those numbers to all nine of your Stats. If you opt to use point assignment, your Game Master will give you a number of points to split among your Stats, based on the table below. Keep in mind that the Statistic Cap is 10. Mutations and Racial traits can raise Statistics above this cap.*

**Page 47.** The definition of Luck has changed. It now reads:

**Luck (LUCK):** *Luck is a pool of points used to change things in your favor. Before you make any skill roll (on your turn or in defense against someone else) or a Death Save you can add Luck. For every point you use you gain +1, but you must choose how many points you use before you roll. Your Luck pool refills at the beginning of each session.*

**Page 47.** A sidebar entitled Cheating Death has been added to the page. It reads:

*If you choose to use LUCK on a Death Save you raise the target threshold by an amount equal to the number of LUCK spent.*

**Page 47.** The text of the definition of Vigor has changed. The last sentence now reads *If the total Stamina cost of all the spells you cast in one round is greater than this value you take damage (see Overexertion on pg. 166).*

**Page 47.** The definition of Stun has changed. It now reads:

**Stun:** *Your Stun score represents how hard it is to stun you. When forced to make a Stun save, you roll under this number (see the Physical Table).*

**Page 47.** The Leap definition has changed. It now reads:

**Leap (Run/5):** *Your Leap score is how many meters you can jump from a running start. Leap also establishes how far you can move when climbing.*

**Page 48.** The definition of Stamina has changed. It now reads:

**Stamina (STA):** *Your Stamina represents how much energy you can expend before you become exhausted (whether it is physical effort or the use of magic) and how hard it is to knock you out. When it runs out, you are stunned and cannot do anything but recover. Nonlethal damage, casting spells, using certain abilities, and taking extra actions all lower your Stamina. Generally 1 minute of intense labor or 1 hour of menial labor spends 2 STA points. Stamina returns whenever you take a Recover action, which restores as much Stamina as your REC (See the Physical Table).*

**Page 48.** The Physical Table has changed. Divide all values in the Stun column by 10 to calculate the proper numbers.

**Page 49.** The sentence *You may not raise Profession skills with Pick Up Skill points* has been replaced with *You may not raise Profession skills, or buy skills from your Skill Tree with Pick Up Skill points.*

**Page 51.** A sidebar entitled Monster Weapons has been added. It reads:

*Unlike humans and other "sentient races" many monster have claws, fangs, hooves, and tails that they attack with. These attacks use the Melee skill unless otherwise stated. Many of these monsters still have Brawling which they use for grappling.*

**Page 57.** A section entitled Criticals & Fumbles has been added to this page. It reads:

*If you roll a 1 or a 10 when rolling for a skill check the roll "Explodes". On a 10, you roll the die once more and add that value to 10 to get your final roll value. On a 1, you must roll again and subtract the second roll from your skill Base. If your second roll is a 10 the roll explodes again (up or down based on whether the first roll was a 1 or a 10).*

**Page 63.** Master Crafting has been updated. It now reads:

*Master Crafting allows a Craftsman to make items that are master grade. They can also roll a Master Crafting roll at any time at a DC equal to the item's crafting DC to permanently grant armor resistance (their choice which) or weapons a 50% bleeding or -2 Stun value based on damage type.*

**Page 63.** The Silver Coating sidebar has been updated. It now reads:

*Silver coating requires 2 ingots of silver for 1-handed weapons, 4 ingots of silver for 2-handed weapons, and 1 ingot of silver for up to 10 arrows or crossbow bolts.*

**Page 65.** The text of Herbal Remedy has been updated to reflect any remedy created remains viable for 3 days, after which time it can no longer be used.

**Page 65.** The text of the Quebrith + Sol herbal remedy has been changed. It now reads:

*Negates all pain for 1 hour lessening penalties from criticals and being near death by 4.*

**Page 67.** Extreme Range has changed. It now reads:

*When making a ranged attack that would take range penalties, a Man At Arms can lower the penalty by up to half their Extreme Range value. They can also make an Extreme Range roll (DC:16) to attack targets within 3 times the range of their weapon at a -10 which can be modified by Extreme Range.*

**Page 70.** Parry Arrows has been changed. It now reads:

*A Witcher can roll Parry Arrows at a -3 to deflect physical projectiles. When parrying, the Witcher can choose a target within 10m. That target must take a defense action against the Witcher's Parry Arrows roll or be Staggered by the flying projectile.*

**Page 70.** Heliotrope has been updated. It now reads:

*When a Witcher is targeted by a spell, invocation, or hex they can roll Heliotrope to attempt to negate the effects. They must roll a Heliotrope roll that equals or beats the opponent's roll and expend an amount of Stamina equal to half the Stamina spent to cast the magic.*

**Page 70.** A sidebar entitled Parrying Bombs has been added. It reads:

*Bombs and other area of effect attacks detonate after the parry resolves. If the second target dodged the attack, roll on the scatter table to see where it lands.*

**Page 71.** A sidebar entitled Selling Goods has been added. It reads:

*The prices listed below represent the inflated wartime price of goods. This is the price you will be buying items for. If you want to sell goods on the market the base price you can get for them is half the listed price. This can be haggled up by using the Business skill against the merchant's Resist Coercion (or a DC set by the GM).*

*At DC: 100% market price. 4 Above: 125%. 6 Above: 150%. 8 Above: 175%. 10 Above: 200%.*

**Page 72.** The definition of Bleeding has changed. It now reads:

*This weapon has a chance to cause bleeding if it deals damage to a target. The bleeding chance is written in the parenthesis. See pg.161 for Bleeding Effects.*

**Page 72.** The definition of Armor Piercing has changed. It now reads:

*The weapon negates the damage resistance of any armor that they hit. Improved Armor Piercing weapons also halve the SP value of the armor they hit.*

**Page 72.** The definition of Meteorite has changed. *and has 5 points of extra stopping power should now read and has 5 points of extra reliability.*

**Page 72.** The definition of Balanced has changed. It now reads:

*When a critical wound is scored with this weapon, roll 2d6+2 for the critical. If the attack was aimed, roll 1d6+1 instead of 1d6 to determine the severity of the critical.*

**Page 74.** The Orion now has a WA of +1 and a weight of .1.

**Page 80.** Shields have been updated. They no longer have SP. Instead, they have Reliability.

**Page 87.** The Effect of Alchemical Adhesive has been updated. It now reads:

*Alchemical adhesive can be thrown or poured onto a place or person. After 2 rounds the solution will harden, permanently sticking objects together, and sticking people to one another or to objects. The objects must be pried apart with a DC:16 Physique check. Throwing it is an Athletics attack with a range equal to your BODYx2m.*

**Page 90.** They are small patches rather than a large piece of armor, added to critical locations on the armor to reinforce it or give bonuses against certain types of attacks and effects. has been replaced with *They are small patches rather than a large piece of armor, added to critical locations on the armor to reinforce it. Enhancements grant a bonus to stopping power as well as possibly effects and resistances to types of damage (See Resistances).*

**Page 90.** The Adding & Removing section has been updated to note adding an enhancement to armor is a full round action.

**Page 90.** A sidebar entitled Bleeding Resistance has been added. It reads:

*If your armor has this resistance, reduce damage from the Bleeding condition by half, rounded down. For example, if you would take 2 points of damage per round you instead take 1 point.*

**Page 92.** Rarities have been added to the Tool Kits table. They are as follows. **Alchemy Set:** P; **Amulet, Gemstone:** R; **Amulet, Simple:** R; **Cooking Tools:** E; **Crafting Tools:** C; **Disguise Kit:** P; **Fine Art Tools:** C; **Fishing Gear:** E; **Forgery Kit:** P; **Makeup Kit:** E; **Merchant's Tools:** C; **Surgeon's Kit:** C; **Telecommunicator:** R; **Thieves' Tools:** P; **Tinker's Forge:** P; **Writing Kit:** E.

**Page 99.** A sidebar entitled Defending Against Magic has been added. It reads:

*Every spell, invocation, and sign has a Defense entry which tells you how you defend against the magic.*

**Block:** *The magic can be blocked as per a normal attack.*

**Dodge:** *The magic can be dodged with Dodge/Escape or Athletics. Sometimes the spell will specify which.*

**Resist Magic:** *The magic must be countered by a Resist Magic check.*

**STAT x 3:** *Sometimes magic will require the caster to beat a DC based on the target's stats.*

**None:** *The magic cannot be defended against unless the Dispel spell or Heliotrope sign is used to defend against it.*

**Pages 102 to 121.** Any magic effect which mentions a resistance check should instead mention a Resist Magic check.

**Pages 102 to 115.** The Defense of some spells, invocations, and signs have changed. A list is as follows

• **Block and Dodge:** Aenye, Blinding Dust, Carys' Hail, Cenlly Graig, Earthen Spike, Fire Stream, Igni, Korath's Breath, Magic Trap, Melgar's Fire, Mirror Effect, Tryferi Gaeaf, Wave of Fire, Waves of the Naglfar.

• **Dodge:** Aard, Aard Sweep, Alzur's Thunder, Brownyn's Gust, Curse of Sedna, Dervish, Flaming Vortex, Ice Slick, Lightning Storm, Merigold's Hailstorm, Rhewi, Seirff Haul, Stammelford's Earthquake, Talfryn's Prison, Tanio Ilchar.

• **Resist Magic:** Anialwch, Axi, Blessing of Death, Cleansing Fire, Cursed Illness, Eilhart's Technique, Eternal Judgement, Illusion, Light of Truth, Magic Flare, Mental Command, Mind Manipulation, Primal Reservoir, Puppet, Suffocate, Waters of Clearance, Web of Lies, White Flame.

• **None:** Active Shield, Adenydd, Afan's Mirror, Aine Versesos, Air Pocket, Blessing of Healing, Brand of Fire, Blessing of Love, Cadfan's Gasp, Codi Bywyd, Demetia's Crest Surge, Diagnostic Spell, Divine Portal, Divine Wisdom, Dormyn's Fog, Downpour, Elgan's Theory, Freshen Air, Freya's Bravery, Glamour, Gwynt Troelli, Healing Rest, Holy Fortification, Holy Light, Luck of the Father, Luthien's Quill, Magic Compass, Magic Healing, Nature's Gift, Nature's Sight, Part Water, Polymorphism, Puro Dwr, Quen, Raise Flame, Rhwystr Graig, Shape Nature, Sigil of the Hidden, Song of the Sky, Standing Portal, Static Storm, Summon Staff, Telekinesis, Telepathy, Teleportation, Thread of Life, Transmutation, Urien's Shelter, Vaults of Knowledge, Yrden, Zephyr.

• **DC set by GM:** Control Water.

• **DC 12:** Blessing of Fortune.

• **Spell Casting:** Dispel.

• **Creature's WILLx3:** Boiling Blood, Friend to Wild Kind.

**Page 102.** In Afan's Mirror, the sentence "They cannot leave the spell's range." is replaced with "Controlling the copies does not require an action and they cannot leave the spell's range."

**Page 102.** Dispel has been updated. It can be cast as a Defensive Action to block magic attacks with or without physical components.

**Page 102.** The text in the Telepathic Scrying sidebar has been updated to replace *Sense Magic* with *Magic Training*.

**Page 103.** Magic Healing has been updated. It now heals 3 points of damage per turn instead of 5.

**Page 103.** Cadfan's Grasp has been updated. The Effect now reads:

*Cadfan's Grasp, named for the magician and smith Cadfan of Ebbing, allows you to super-heat a metal item, making the holder drop the item or take 2d6 damage to the limb holding it. Alternatively, the spell can heat weapons to give +2d6 damage and a 50% chance to ignite a target.*

**Page 108.** The spell entitled Fire from the Sky has been renamed Melgar's Fire.

**Page 108.** The effect of Tryferi Gaeaf has been updated. It now reads:

*Tryferi Gaeaf allows you to shoot a number of 2m spikes of ice equal to half your Spell Casting skill value at any number of targets within range. These spikes do 5d6 points of damage and, if they do damage through armor, freeze the opponent and do 2 point of damage each round until they are broken off with a DC:20 Physique check or by doing 20 points of damage to them. Otherwise, these spikes last for the duration of the spell. Each attack resolves separately.*

**Page 111.** The effect of Song of the Sky has been updated to reflect a 35% chance of being struck by lightning.

**Page 113.** The following sentences have been added to the end of Healing Rest:

At the end of the rest, targets revive at full health. If they had any critical wounds that had been treated, those wounds have been healed. This does not remove permanent penalties from Deadly Critical Wounds.

**Page 114.** Quen has been updated. The Duration is now 10 rounds or until exhausted. The Effect now reads:

*Quen creates a shield with 5 Health Points per point of Stamina spent to protect you. If you fail (or choose not to or are unable to) to defend against an attack or effect which causes damage, the damage is first applied to the Quen shield. Lethal and non-lethal damage reduce the Quen shield's Health Points equally. If the shield is reduced to 0 Health any remaining damage is applied to you as per normal and must penetrate your armor and damage resistances to impact your Health Points or Stamina just like any other attack.*

*Quen can be used to defend against any spell which can be Blocked but is ineffective against damage caused by spells which cannot be Blocked or against damage caused by already being poisoned, having a disease, or suffocation due to a lack of oxygen in the surrounding area.*

*You cannot cast Quen again until your current Quen shield has been exhausted or the duration ends.*

**Page 114.** Igni has been updated. The Effect now reads:

*Igni throws out a wave of sparks and fire which does 1d6 damage per STA point spent and has a 50% chance of lighting anything it hits on fire. Igni always deals damage to the torso unless used at point blank range. When used at point blank range Igni can be aimed at body locations.*

**Page 115.** Active Shield has been updated. The Duration is now Active (Initial STA). The Effect now reads:

*Quen now creates a glowing 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 equal to the initial STA 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 active shield nothing tangible 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 damage to the torso. This includes objects, furniture, and allies. Anything rooted to the ground or heavier than 226kg is not pushed back but still takes damage.*

**Page 115.** The effect of Magic Trap has been updated to note the sign will only target enemies and not allies.

**Page 117.** The Components sidebar has been updated to note components are used up whether the ritual succeeds or fails.

**Page 120.** The sentence *A miscast hex has a percentage chance to affix itself to the caster rather than their target.* has been replaced with *Rolling a fumble while casting a hex has a percentage chance to affix itself to the caster rather than their target.*

**Page 123.** The third step for Learning new magic has been updated to clarify the roll needed for the process is the appropriate casting skill.

**Page 128.** The "Units" sidebar has been updated to clarify that the cost of a component on the tables is per unit. The Quantity column only comes into play if the materials are being foraged.

**Page 128.** The following sentence has been added to the end of the Foraging sidebar: The time required to forage

for a component is decided by the GM based on the component's rarity and the environment you are foraging in.

**Page 129.** A sidebar entitled Perfect Gemstones has been added. It reads:

*A Gemstone can only become a Perfect Gemstones by way of the Transmutation spell or by succeeding at a DC: 30 Crafting check, while using Fine Art Tools for Jewelry.*

**Page 130 to 139.** The Components for a number of Diagrams have changed. The new Components are as follows:

### Ingredients

- **Hardened Leather:** Timber (x2), Resin (x4)
- **Dark Steel:** Dark Iron (x1), Coal (x3)

### Weapons

- **Arming Sword:** Timber (x2), Thread (x1), Hardened Leather (x2), Steel (x2)
- **Brass Knuckles:** Steel (x1), Hardened Timber (x1), Resin (x3), Wax (x1)
- **Gleddyf:** Timber (x1), Hardened Leather (x1), Leather (x1), Iron (x1), Steel (x2), Oil (x1), Resin (x1)
- **Hunter's Falchion:** Hardened Timber (x1), Hardened Leather (x2), Steel (x2), Ester Grease (x4)
- **Orions (x3):** Steel (x1), Oil (x2), River Clay (x1), Ashes (x3)
- **Short Bow:** Hardened Timber (x5), Thread (x4), Wax (x2), Resin (x2), Ester Grease (x3), Iron (x1), Leather (x2)
- **Spear:** Hardened Timber (x5), Steel (x2), Resin (x2), Leather (x3), Thread (x4)
- **Throwing Axes (x3):** Timber (x1), Steel (x1)
- **Battle Axe:** Hardened Timber (x4), Steel (x3), Leather (x3), Ester Grease (x4), Ogre Wax (x4), River Clay (x5)
- **Crossbow:** Hardened Timber (x4), Thread (x5), Wax (x1), Resin (x2), Steel (x3), Hardened Leather (x1), Ester Grease (x2), Ogre Wax (x2), Iron (x1)
- **Krigsverd:** Hardened Timber (x2), Dark Steel (x3), Hardened Leather (x2), Resin (x4), Beast Bones (x7), Steel (x3), Ashes (x2)
- **Long Bow:** Hardened Timber (x6), Thread (x8), Wax (x4), Resin (x2), Ester Grease (x3), Steel (x1), Hardened Leather (x1)
- **Mace:** Hardened Timber (x2), Steel (x3), Iron (x2), Hardened Leather (x2), Ogre Wax (x5), Resin (x1)
- **Pole Axe:** Hardened Timber (x5), Dark Steel (x2), Leather (x2), Sharpening Grit (x1), Ester Grease (x1), Linen (x1)
- **Staff:** Timber (x6), Steel (x1), Fifth Essence (x2), Ester Grease (x2), Wax (x2)
- **Crystal Staff:** Timber (x6), Steel (x2), Fifth Essence (x4), Ester Grease (x3), Wax (x2), Gemstone (x1), Etching Acid (x4), Drake Oil (x1)
- **Highland Mauler:** Dark Iron (x5), Dark Steel (x1), Hardened Timber (x10), Hardened Leather (x1), Etching Acid (x6), Beast Bones (x10), Ester Grease (x4), Meteorite (x1)
- **Iron Staff:** Dark Iron (x4), Fifth Essence (x2), Dark Steel (x1), Leather (x1), Etching Acid (x4), Hardened Timber (x1)
- **Kord:** Hardened Timber (x1), Dark Steel (x3), Dark Iron (x1), Hardened Leather (x2), Resin (x4), Beast Bones (x7), Silk (x1), Coal (x1)
- **Monster Hunter's Crossbow:** Hardened Timber (x6), Thread (x6), Wax (x3), Resin (x4), Dark Steel (x4), Hardened Leather (x3), Ester Grease (x2), Ogre Wax (x4), Dark Iron (x3), Beast Bones (x4)
- **Red Halberd:** Components unchanged. The Investment is now 646.
- **Vicovarian Blade:** Hardened Timber (x3), Dark Steel (x4), Dark Iron (x2), Hardened Leather (x3), Resin (x4), Ashes (x4), Beast Bones (x3)

- **War Bow:** Hardened Timber (x6), Thread (x8), Wax (x4), Resin (x4), Ester Grease (x3), Dark Steel (x4), Hardened Leather (x1), Drake Oil (x2)

## Armor

- **Double Woven Gambeson:** Double Woven Linen (x5), Thread (x6), Tanning Herbs (x4), Linen (x4), Cotton (x11)
- **Double Woven Hood:** Double Woven Linen (x2), Leather (x2), Thread (x7), Wax (x4)
- **Gambeson:** Linen (x6), Thread (x7)
- **Padded Trousers:** Linen (x5), Thread (x4), Cotton (x9), Leather (x1)
- **Steel Buckler:** Steel (x1), Hardened Timber (x1), Hardened Leather (x1)
- **Temerian Shield:** Hardened Timber (x4), Iron (x1), Hardened Leather (x1), Ogre Wax (x3)
- **Armored Hood:** Leather (x1), Hardened Leather (x3), Double Woven Linen (x3), Thread (x4), Ogre Wax (x1)
- **Lyrian Leather Jacket:** Lyrian Leather (x4), Thread (x4), Leather (x2), Linen (x4), Steel (x1)
- **Lyrian Leather Trousers:** Lyrian Leather (x4), Thread (x4), Leather (x2), Linen (x4), Steel (x1)
- **Redanian Greaves:** Hardened Leather (x1), Leather (x1), Tretogor Steel (x3), Thread (x5), Tanning Herbs (x3), Cotton (x3)
- **Redanian Halberdier's Armor:** Hardened Leather (x1), Leather (x1), Tretogor Steel (x5), Thread (x3), Tanning Herbs (x4), Etching Acid (x2)
- **Temerian Armet:** Steel (x4), Leather (x2), Hardened Leather (x2), Ester Grease (x1)
- **Great Helm:** Steel (x5), Hardened Leather (x3), Thread (x6), Ogre Wax (x2), Linen (x1)
- **Hindarsfjall Heavy Armor:** Dark Steel (x4), Hardened Leather (x1), Beast Bones (x4), Thread (x5), Drake Oil (x1), Ashes (x1)
- **Hindarsfjall Heavy Chausses:** Dark Steel (x4), Hardened Leather (x1), Beast Bones (x4), Thread (x5), Drake Oil (x1), Ashes (x1)
- **Nilfgaardian Greaves:** Dark Steel (x5), Hardened Leather (x1), Leather (x1), Darkening Oil (x1), Drake Oil (x2), Linen (x1), Ashes (x10), Oil (x4)
- **Nilfgaardian Helm:** Dark Steel (x5), Hardened Leather (x1), Darkening Oil (x1), Drake Oil (x1), Ashes (x10) Oil (x5)
- **Nilfgaardian Plate Armor:** Dark Steel (x5), Hardened Leather (x1), Leather (x1), Darkening Oil (x1), Drake Oil (x2), Linen (x3), Ashes (x10)
- **Plate Greaves:** Steel (x5), Hardened Leather (x3), Thread (x7), Etching Acid (x4), Drake Oil (x1), Ogre Wax (x1)
- **Plate Armor:** Steel (x5), Hardened Leather (x3), Thread (x7), Etching Acid (x4), Drake Oil (x1), Ogre Wax (x1)

## Elderfolk Weapons

- **Elven Travel Bow:** Hardened Timber (x4), Thread (x4), Wax (x4), Fifth Essence (x1), Leather (x1), Feathers (x3), Beast Bones (x2), Dark Steel (x2), Ester Grease (x5), Etching Acid (x3)
- **Mahakaman Martell:** Mahakaman Steel (x3), Hardened Timber (x3), Hardened Leather (x2), Wolf Hide (x1), Sharpening Grit (x1), Ester Grease (x3), Drake Oil (x2), River Clay (x4), Linen (x1)
- **Meteorite Sword:** Hardened Timber (x2), Leather (x2), Meteorite (x5), Sharpening Grit (x1), Etching Acid (x4), Ester Grease (x4)
- **Elven Walking Staff:** Hardened Timber (x6), Gold (x1), Ester Grease (x6), Wolf Hide (x2), Dark Steel (x1), Silk (x1), Fifth Essence (x3), Gemstone (x1)
- **Elven Zefhar:** Hardened Timber (x8), Thread (x8), Ogre Wax (x8), Fifth Essence (x2), Leather (x2), Feathers (x4), Beast Bones (x4), Dark Steel (x3), Ester Grease (x9), Etching Acid (x6)
- **Gnomish Gwyhyr:** Hardened Timber (x2), Hardened Leather (x1), Dimeritium (x2), Dark Steel (x1), Sharpening Grit (x6), Ester Grease (x4), Darkening Oil (x1), Etching Acid (x2)
- **Tir Tochair Blade:** Hardened Timber (x2), Hardened Leather (x1), Mahakaman Dimeritium (x2), Dark Steel (x1), Sharpening Grit (x1), Ester Grease (x4), Draconid Leather (x1), Ashes (x4)

## Elderfolk Armor

- **Elven Shield:** Hardened Timber (x5), Hardened Leather (x5), Dark Steel (x2), Ester Grease (x2), Etching Oil (x4), Ogre Wax (x2)
- **Scioa'tel Armor:** Dark Steel (x12), Wolf Hide (x3), Ester Grease (x10), Etching Acid (x12), Ashes (x11), Double Woven Linen (x8), Darkening Oil (x4), Hardened Timber (x13), Drake Oil (x2), Thread (x9)
- **Gnomish Dragoon Armor:** Dark Steel (x12), Mahakaman Dimeritium (x2), Ester Grease (x10), Etching Acid (x14), Double Woven Linen (x5), Darkening Oil (x4), Drake Oil (x2), Meteorite (x1), Thread (x15)
- **Mahakaman Pavise:** Hardened Timber (x10), Hardened Leather (x5), Ogre Wax (x11), Mahakaman Steel (x2), Ester Grease (x2), Etching Acid (x3), Leather (x1)

## Armor Enhancements

- **Dwarven:** Mahakaman Steel (x1), Wolf Hide (x1), Thread (x5), Coal (x1)

**Page 151.** The Actions table has been split in two. Attack, Initiate Verbal Combat, Cast Magic, Use a Skill to do Something, and Pick Up/Draw an Item or Weapon are listed as Actions. Run, Actively Dodge, Aim, and Take Recovery Action are now listed as Full Round Actions.

**Page 151.** Take Recovery Action has been changed. It now reads:

*By taking your turn to catch your breath, you can gain back an amount of STA equal to your REC stat.*

**Page 151.** The Extra Attacks & Defense sidebar has been replaced with The Extra Action & Defense sidebar, which reads:

*You can spend 3 points of STA to take one extra action (at a -3) at any point during your turn. Similarly, if you are forced to take more than one defensive action during a round (re-positioning, blocking, etc.), each action costs 1 STA. However, if you chose to use your action to actively dodge, you do not suffer STA drain for defending.*

**Page 151.** A sidebar, entitled Using Miniatures, has been added. It reads:

*If you are using miniatures and a grid map to map your combat, keep in mind that each square is equal to 2m. If your SPD stat is an odd number, round it up to the nearest even number for the purposes of movement.*

**Page 152.** In the Attack Modifiers table, *Target immobile* has been changed to *Target pinned*. *Target dodging* has been changed to *Target actively dodging*. *Ricochet* has been changed to *Ricochet shot*. *Firing while running* has been removed.

**Page 152.** In the Common Cover table, Wooden Wall now has an SP of 10.

**Page 152.** On the Ranges & Target DC table, Point Blank has been redefined as *The weapon is within half a meter or physically touching the target*. The same is true of the duplicate table on page 164.

**Page 152.** On the Monster Damage Location table, Torso is now 2-5 and R. Limb is now 6-7.

**Page 152.** On the Monster Damage Location table, *Special* has been updated to *Tail or Wing*. The same is true of the duplicate table on page 154.

**Page 153.** A section entitled Ganging Up after the Ambushes section. It reads:

When a person is attacked by multiple assailants in melee range (adjacent or within 2m with a reach weapon) they take a -1 penalty to defense for every assailant beyond the first. For example, if you were surrounded by four Nekkers you would take a -3 to your defense.

**Page 153.** The Damage section has been updated. It now reads:

*Damage is split into two categories: lethal and non-lethal. Any wound that brings you closer to death deals lethal damage. When your amount of lethal damage is equal to your Health Points, you enter Death State and begin dying (see Death Saves). Temporary damage that impairs you (concussion, shock) is non-lethal damage. When you have taken non-lethal damage equal to your current Stamina, you are knocked unconscious and treated as stunned until you recover at least 20 points of Stamina with recovery actions and make a Stun save.*

*Damage of both types is usually determined by rolling different combinations of 6- or 10-sided dice. Different weapons also do one of four different damage types: piercing, slashing, bludgeoning, and elemental.*

**Page 153.** A sidebar entitled Rate of Fire (ROF) has been added. It reads:

*Monsters and common humanoid enemies attack differently to players and major enemies. These opponents have a Rate of Fire (ROF) for each weapon they use. This shows you how many times that weapon can be used in one round. These opponents can also not use Strong or Fast Strikes.*

**Page 154.** A sidebar entitled Layering Table has been added. It reads:

*To determine the total EV of your layered armor, combine the EV of the individual layers and then add +1 for each layer of medium armor and +2 for each layer of heavy armor. The SP bonus to each layer is calculated in before the armor is layered together. Resistances and special effects carry over but do not stack.*

**Page 154.** The rules on Damage Resistance has been updated. Damage is halved after applying your armor's AP instead of before as previously listed.

**Page 157.** The Fumble Table has been updated. The left column now reads, from top row to bottom: *Melee Attack, Armed Defense, Ranged Attack, Unarmed Attack/Defense.*

**Page 157.** Changes have been made to the Unarmed Attack/Defense section of the Fumble Table.

- 6 now reads, *You are knocked off balance and staggered.*
- 8 now reads, *You trip and fall prone. You must make a Stun save.*
- 9 now reads, *You trip and hit your head. You are knocked prone, take 1d6 points of non-lethal damage to the head, and must make a Stun save.*
- >9 now reads, *You not only fall prone but also take 1d6 lethal damage to the head and must make a Stun save.*

**Page 158.** The rules for Critical Wounds have been updated to note the bonus damage from a Critical Wound cannot be stopped by armor.

**Page 158.** A sidebar entitled Aimed Criticals has been added. It reads:

*If you aimed for a location and scored a Critical Wound you do not roll on the Critical Tables. Instead, you apply the appropriate Wound for the level you scored. If it was a Torso or Head strike, roll 1d6. If the value is between 1 and 4 you score the lesser effect (11 for Head or 6-8 for Torso). If the*

*value is 5 or 6 you score the greater effect (12 for Head or 9-10 for Torso).*

**Page 160.** The Treated effect of Heart Damage has been updated. It now reads:

*You take +2 damage per round from bleeding damage permanently.*

**Page 161.** The second sentence under Effects has been updated to read:

*Each effect goes on until you take the steps specified to end it and you cannot suffer from multiple instances of the same effect at the same time.*

**Page 161.** The definition of Staggered has been updated. It now reads:

*You are thrown off balance and take a -2 to your attack and defense. At the beginning of your next turn you recover your balance and this penalty ends.*

**Page 162.** The first sentence of Monster Resistances and Silver has been changed. It now reads:

*All monsters, except beasts, are resistant to non-silver weapons and thus take half damage from any weapon not made of silver.*

**Page 162.** Under Death Saves, *When you have been knocked below 0 Health Points you are put into Death State. In Death State, all your stats fall to 1/3 normal and you must make a Death save at the same value as your Stun save.* has been changed to *When you have been knocked below 0 Health Points you are put into Death State. In Death State, all your stats (both primary & derived) fall to 1/3 normal and you must make a Death save at the same value as your unmodified Stun save.*

**Page 162.** A sidebar entitled Fire Damage has been added. It reads:

*Monsters are resistant to all non-silver weapons. However, this does not apply to fire.*

**Page 163.** The Dual Wielding sidebar has been updated to note a Joint Attack is an attack action and is used instead of a Fast or Strong Strike.

**Page 164.** The rules for Ranged Weapons have been changed. To successfully hit a target the attacker must roll higher than their opponent not equal to or higher.

**Page 164.** A sidebar entitled Defending Against an Ambush has been added. It reads:

*If you are attacked while unaware you still have a chance to defend yourself.*

**Page 165.** The Fighting in Water section has been updated to note a -3 penalty to Awareness while underwater.

**Page 166.** The text in the Vigor Threshold & Stamina section has changed. It now reads:

*Casting spells, invocations, and signs draws magic (referred to as chaos) from the elemental realms through your body to create a magical effect. Every magically capable character has a Vigor Threshold which shows how much magic you can channel through your body (in one round) before you start to damage yourself. You can cast as many spells as your Actions allow so long as the total STA Cost is below or equal to your Vigor Threshold.*

**Page 166.** A sidebar entitled "Magic Users" has been added. It reads:

While many groups of people are capable of accessing a small amount of magic only some of those people are powerful enough to be considered "Magic Users". When this book refers to "Magic Users" this encompasses both Priests and Mages but not Witchers.

**Page 166.** A sidebar entitled Magic Criticals has been added. It reads:

*Magic that cause physical damage can cause critical wounds. If the magic strikes the opponent with a physical force (a rock, shard of ice, blast of air, or the like) the attack can cause critical wounds like a regular weapon.*

**Page 167.** The text on this page has been updated. All rules which apply to Mages also apply to Priests.

**Page 168.** Under Magic Targeting, the definition of Direct, Area of Effect, and Self-Afflicting have changed. They now read:

**Direct:** *Direct spells affect one or more targets specifically, but do not affect you or the area nearby. These spells act much like standard ranged attacks. If the target is willing, you only have to roll Spellcasting and not fumble.*

**Area of Effect:** *Area of effect spells fill a certain area and affect anyone inside it. These spells act much like direct spells, except that anyone in the area must make a defensive roll against your Spell Casting roll. If a spell doesn't have a defense you only have to roll and not fumble.*

**Self-Affecting:** *Self-affecting spells only affect the caster of the spell. To cast a self-affecting spell you only have to roll a Spell Casting roll and not fumble.*

**Page 168.** The final sentence of the Hexes section has been changed and now reads:

*If you do fumble, you have a 50% chance of inflicting the hex on yourself. This replaces the standard elemental effects and damage from fumbling a form of magic.*

**Page 169.** The last row of the Vehicle Control Loss table has been updated to require a DC:12 Athletics check and not a Swimming check.

**Page 171.** A sidebar entitled Falling has been added. It reads:

*Falling damage is calculated similarly to ramming damage. When you fall from a height you divide the number of meters you fall by 2 and roll that many d6s to determine damage. Falling damage is done to the torso and it can be soaked by armor.*

*If you collide with anything that thing also takes the damage you suffer. You fall at a rate of approximately 30 meters per round. If you are near a ledge or something you can grab you can make an Athletics check (at a DC decided by the GM) to grab the edge. If you succeed you take damage equivalent to how far you have fallen to your arm.*

**Page 172.** The Example Combat has been updated. The sentence about initiative now reflects there are four ghouls, not eight. The ghoul uses REF and not DEX to dodge. All instances of John have been changed to Johan. The sentence *He rolls an attack (REF+Swordsmanship+1d10-6) and gets a total of 15.* has been changed to *He rolls an attack (REF+Swordsmanship+1d10-6) and rolls a critical 15 for a total of 25.*

**Page 173.** The text under Healing Critical Wounds now reads:

*Critical wounds require time and medical attention. A doctor can heal a critical wound by taking a number of rounds*

*(specified by the Healing Hands table) and then making a Healing Hands roll that beats the DC specified for the severity of the wound. A mage must use the Healing spell a number of times (specified by the Healing Spell table) to heal a critical wound. The mage's Healing spell does not regenerate Health Points and their Spell Casting roll must beat the DC listed for the severity of critical wound to count towards the number of uses.*

**Page 174.** In the Critical Healing table, the column labeled Deadly has been removed.

**Page 188.** Under Lyria and Rivia, the sentence *Although not born in Rivia, Geralt of Rivia was knighted by Meve in Rivia for holding the Yaruga Bridge against the Nilfgaardians with a small force at a critical moment.* has been changed to *Although not born in Rivia, Geralt of Rivia was knighted by Meve for helping holding off Nilfgaardian forces at a critical moment in the Battle for the Bridge on the Yaruga during the 2nd Nilfgaardian War.*

**Page 195.** Under Etolia, the date 1261 has been changed to 1216.

**Page 208.** Under The Eternal Fire, the first sentence of the second paragraph now reads:

*Some say that after Jacques de Aldersberg's death a new Grand Master named Siegfried of Denesle tempered the Order somewhat and changed the flaming rose banner to a rose banner with gold ribbon.*

**Page 230.** Under Lycanthropy, the text *The character also adds a bonus of 4 to their statistics except as noted below* has been changed to *The character also adds a bonus of 4 to their statistics as noted below.*

**Page 234.** *Did King Henselt of Kaedwen Die at the Hands of Vernon Roche?* has been changed to *Did King Henselt of Kaedwen Survive the Siege of Vergen?*

**Page 238.** The Cat School entry has been updated to note witchers of this school are immune to all non-magical charm attempts.

**Page 246.** A sidebar entitled Drinking Witcher Potions has been added. It reads:

*Non-Witchers are capable of drinking potions and decoctions. However, upon drinking the potion the person immediately must make a DC: 18 Endurance check. If they succeed, the potion affects them. If they fail, they are poisoned and they do not gain the potion effects.*

**Page 247.** Witcher Steel Sword and Witcher Silver Sword are now one handed weapons.

**Page 247.** The second paragraph under Witcher Potions has been updated. It now reads:

*Each potion (as well as decoctions) has a toxicity. This toxicity shows how dangerous it is for a witcher to drink said potion. As long as the combined toxicities of all the potions consumed equals 100% or below there are no ill effects. If the combined toxicity goes above 100%, the witcher becomes poisoned until they lower their toxicity below 100% or make a DC:18 Endurance check, which also ends the effects of the last potion consumed. The toxicity of a potion/decoction only affects you as long as the potion/decoction does.*

**Page 248.** The Griffin Decoction effect has been updated. It now reads:

Every time you take more than 5 points of damage you gain +2 SP. This SP applies to all locations and stacks with itself.

**Page 255.** The Components for a number of Diagrams have changed. The new Components are as follows.

### Traps

- **Biter:** Timber (x7), Thread (x5), Iron (x1), Zerrikian powder (x2)
- **Clawer:** Timber (x3), Thread (x3), Stone (x2), Linen (x1), Venom extract (x1), Coal (x1)
- **Conflagration:** Timber (x2), Thread (x2), River clay (x2), Wax (x2), Endrega embryo (x1)
- **Marker:** Timber (x1), Thread (x1), Sulphur (x1), Ginitia petals (x1), Ashes (x1)
- **Talgar Winter:** Timber (x3), Thread (x4), Essence of water (x1), Sewant Mushrooms (x1)

### Ammunition

- **Explosive:** Dark steel (x2), Feathers (x1), Hardened timber (x1), Oil (x1), River clay (x3), Ogre wax (x4), Zerrikian powder(x4)

**Page 257 thru 265.** Weapon and armor types have been added to each Relic. They are as follows:

**Devine:** Long Sword; **Cleaver Hood:** Long Sword; **Wolf:** Long Sword; **Caroline:** Long Sword; **Thorn:** Dagger; **Decapitator:** Axe; **Ogh'r:** Warhammer; **The Abyss Guard:** Spear; **Succubus' Wand:** Staff; **The Moon Bow:** Long Bow; **Red Death:** Crossbow; **Fate:** Silver Long Sword; **Moon Blade:** Silver Long Sword; **Maugrim:** Silver Long Sword; **Raven's Armor:** Light Armor; **Mountain Folk Armor:** Medium Armor; **Draug Armor:** Heavy Armor

**Page 264 and 265.** In all relic armor sets, the column labeled ENC has been relabeled as EV.

**Page 270 thru 313.** All instances of the Charge Ability have been updated to note it requires a full round action.

**Page 275.** The range of a Scoia'tael Archer's throwing knives has been changed to 20m.

**Page 278.** The Ghoul's RUN has been changed to 18.

**Page 279.** Under the effect of a Ghoul's bite weapon, -1 ACC has been changed to -1 WA.

**Page 283.** The text of Shift has changed. It now reads:

*A wraith can use Spell Casting as a defensive action to become incorporeal. If they succeed, they negate the attack and nothing physical can damage or affect them until their next turn.*

**Page 285.** The Wraiths skill section has been revised to add Spell Casting +6.

**Page 285.** The text of High Noon Dance has changed. It now reads:

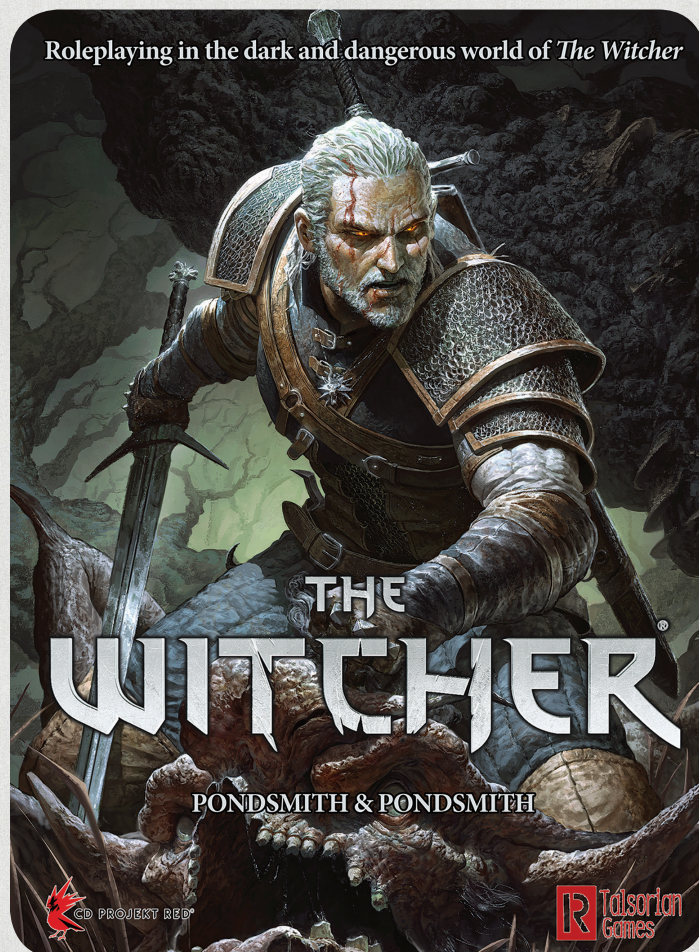
*A noonwraith can create 3 copies that dance around, at least 5m away from their target. These clones will not attack but they use the same stats as the Noonwraith in defense. Each copy remaining drains 3 points of Health per round from the nearest target to heal the Noonwraith. Striking a copy will kill it.*

**Page 299.** The Golem Punch Weapon has been updated. It now has the Ablating Effect.

**Page 321.** "Crucible" Kowal's stiletto has been updated to reflect it has a WA +2.

**Page 321.** Lord Nowak's elven messer has been updated to reflect it has a damage of 3d6+4. His dagger has been updated to a damage of 1d6+2.

**Page 322 thru 325.** All maps have been updated with a note indicating 1 Square = 2 Meters.



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