



# THE WITCHER®

## RODOLF'S WAGON A PROFESSIONAL'S TOOLS



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Games



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# Rodolf's Wagon

*"Alright, folks. Don't say I've never done anythin' for ya. Heh, ya wouldn't believe how hard it was to smuggle this lot past the Black Ones. Got a real haul this time! Alchemical concoctions from south of the Yaruga, guidebooks and diagrams from conquered colleges and workshops, even a few enchanted items for those of you that's got the coin. And yes, your eyes aren't playin' tricks on ya, that is a Scorpio! Not like the big ploughin' bastards they've got on the front line but it'll put a hole through a knight on horseback no problem!"*

—Rodolf Kazmer



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## Alchemical Items

**Adrenal Elixir:** An elixir of mutagenic material and herbs which imparts a sustained burst of adrenaline. When imbibed, the Adrenal Elixir lowers the DC to stabilize the imbiber in Death State by 5 and bolsters their chances of survival. For the next 3 Rounds, the target automatically succeeds at Death Saves, though their Death Save penalty continues to rise. If imbibed while not in Death State, the Adrenal Elixir allows the imbiber to ignore the penalties of being below their Wound Threshold for three rounds.

**Ashen Ointment:** A small pot of gray ointment which repels heat. When spread across a character's whole body, Ashen Ointment renders the character immune to the Fire Condition for 1 hour.

**Investigator's Helper:** An atomizer filled with alchemical fluid which reacts to blood. When sprayed on an area where blood was present, the fluid turns black, revealing the presence of blood. A container of Investigator's Helper can be applied 10 times before being consumed.

**Monkshood Poison:** A fine-white powder which can be slipped into food and drink. Monkshood Poison immediately causes the target to suffer the Suffocating Condition as they suffer tremendous respiratory issues. To end the Suffocating condition, the target must make a DC:20 Endurance check or someone must make a DC:20 First Aid Check.

**Poisonous Lipcoloring:** A small pot of Lipcoloring infused with poisonous herbs. One application of this lipstick stays potent for 1 hour. The next person the user kisses during that time period, immediately suffers the Poisoned Condition with the following differences: The target is also Intoxicated for the duration of the Poison. A container of Poisonous Lipcoloring can be applied 3 times before being consumed.



### Alchemical Items Information

Name	Availability	Concealment	Weight	Cost
Adrenal Elixir	Rare	Tiny	.1 kg	100
Ashen Ointment	Poor	Tiny	.1 kg	75
Investigator's Helper	Common	Tiny	.1 kg	30
Monkshood Poison	Poor	Tiny	.1 kg	100
Poisonous Lipcoloring	Poor	Tiny	.1 kg	80



### Items and Gear

**Book of Tales:** A book of folk tales and legends which automatically reveals the Commoner Superstition of any monster when referenced. Additionally, it grants a +1 to any Monster Lore checks made while referencing the book.

**Black Magic Doll:** A specially crafted doll which is infused with dark magic to replicate a specific Low Danger Hex. A character holding a Black Magic Doll, can take a full round action to cut their hand (dealing 10 points of damage to themselves), bleed onto the doll, and roll a Curse Weaving check against the Resist Magic check of a target they truly hate. If the character succeeds, they inflict the Hex associated with the doll on the target.

**Camouflage Cloak:** A durable, waterproof cloak with loops for attaching branches and brambles. By taking a minute, a character with a Camouflage Cloak can gather foliage from the local environment to weave through the loop on the cloak. While the cloak is fitted this way, the character wearing it gains a +1 to Stealth checks in that wilderness.

**Coin Splitter:** A complex tool which can be used to split a coin in half and restamp the blank side. By taking 30 minutes, a character with Coin Splitter can take up to 100 crowns and split them, creating double the number of coins. These coins are thinner but this can only be determined with a DC 18 Perception check. If a character has a set of Merchant's Tools they can use the included scale to automatically know the coins have been split.

**Concealed Chest:** A wooden chest concealed in another object such a statue or a piece of furniture. The chest can carry up to 30kg of Tiny or Small items and any observer must make a DC:18 Perception check to realize that the object has a compartment.

**Distillation Chamber:** A complex set of tubes and chambers which can be used with any alchemical ingredient to increase its potency. By taking 1 hour, the user can place up to 10 units of an alchemical ingredient into the Distillation Chamber and make a DC:14 Alchemy check. If successful, the Distillation Chamber transforms the ingredients into an equal number of units of the pure substance (see Alchemical Ingredients, page 5).

**Dwarven Whetstone:** A small whetstone which can be used to sharpen a bladed weapon. By taking half an hour, the user can use the Dwarven Whetstone Stone to grant one Slashing or Piercing weapon (or 10 arrows/bolts) the Armor Piercing Effect for the next combat. A Dwarven Whetstone can be applied 3 times before being consumed.

**Elven Instrument:** Made with ancient elven crafting techniques, this Lyre, Lute, or Flute carries a small amount of magic in it. When the user plays this instrument, the user can make a Performance check against the Resist Magic check of a target who can hear their performance to enthrall them. If they succeed, the target can only focus on the user and takes a -2 to any action that would draw their attention away from them. Each round, the user must use an action to continue playing and the target can use their action to attempt another Resist Magic roll to end the effect. If they leave the area of the performance the effect ends immediately.



**Forgar's Guide:** A pocket-sized leather journal with information about the plants and minerals of the Continent. When referenced while foraging for an ingredient, the Forager's Guide lowers the DC to forage by 2 and increases the number of units found by the foraging check by 2.

**Magic Compass:** An enchanted compass which can point the user towards an object they have a clear and accurate mental image of. By taking an action, a character holding a Magic Compass can make a Resist Coercion check at a DC set by the Game Master to clear their mind of any distractions and visualize an object they have seen before. If the character succeeds, the compass points in the direction of the item they were thinking of. If they fail it points in the direction of some other thing the holder desires.

**Medical Censer:** A covered metal brazier on a chain which disperses smoke across an area. A Medical Censer can be loaded with single type of Alchemical Item and lit to spread their effects through infused smoke or steam. The effects of an Alchemical Item placed into a Medical Censer affect every creature within 6m of the Censer including the person holding the censer. The Alchemical Item burns for 1 round for each unit placed in the censer. The Alchemical Items that can be used with an Alchemical Censer are: Adda's Tomb, Base Powder, Chloroform, Clotting Powder, Hallucinogen, Numbing Herbs, Pantagran's Elixir, Perfume Potion, Sterilizing Fluid, Succubus' Breath, and Wives' Tears Potion.

**Miniature War Table:** A wooden box containing a set of iron markers, reference texts, maps, and historical records which help a character to predict the flow of a battle. By taking 10 minutes, a character can lay out the battle ahead to the best of their knowledge and make a Tactics check at a DC set by the Game Master. If they succeed they can ask the Game Master three of the following questions about the upcoming battle and they must answer truthfully:

- What will the enemies first move be?
- What is our best approach to this battle?
- Is there an element of the environment we can use to our benefit?
- How will our enemy likely react to a certain plan?
- Are there any aspects of the environment that our enemy might use against us?
- Is the enemy likely to have set up traps?

**Pair of Braces:** A pair of sturdy wooden and metal braces that can be applied to a piece of cover by taking a full round action. Once applied, the braces grant an additional 3 points of SP to the Cover. The braces can be removed by taking another full round action. The bracers are destroyed if the cover is destroyed. Only one pair of braces can be added to a piece of cover at a time.

**Potestaquisitor:** A handheld device which can detect magical disturbances within 20m. The Potestaquisitor lets out a hum that escalates into a squeal as the user gets closer to the disturbance. The Potestaquisitor can detect the presence of Dark Magic including hexes, curses, cursed items, and demons, as well as specters, dimeritium, true dragons, and cats.

**Ring of Favor:** A seemingly magic ring crafted from silver and gold and inlaid with magical sigils. Once per session, a character wearing the Ring of Favor can roll 1d10. On a result of 1, 5, or 10, the character regains all of the Luck Points they've expended during this session.

**Sound Amplifier:** A small metal horn which can be held to a surface such as a wall or a door to amplify any sound coming from the other side. When the user places their ear to the horn, they can hear any sounds coming from the other side of a moderately thick surface as if they were on the other side of the surface.

**Trapped Lock:** A complex, mechanical lock fitted with a needle which the user can load with a vial of poison. Picking the lock requires a DC:17 Pick Lock check. If the character fails to pick the lock, the needle in the lock juts out, stabbing into the hand of the thief, inflicting the effects of the poison loaded into the lock. Once sprung a Trapped Lock must be reloaded with a new vial of poison.



### Items and Gear Information

Name	Availability	Conc.	Weight	Cost
Book of Tales	Common	Tiny	.5 kg	40
Black Magic Doll	Rare	Tiny	.1 kg	500
Camouflage Cloak	Common	Large	1 kg	50
Coin Splitter	Poor	Small	1 kg	75
Concealed Chest	Common	Large	1.5 kg	40
Distillation Chamber	Common	Large	2 kg	100
Dwarven Whetstone	Rare	Tiny	.1 kg	300
Elven Instrument	Poor	Small	1 kg	250
Forager's Guide	Common	Tiny	.5 kg	50
Magic Compass	Rare	Tiny	.1 kg	500
Medical Censer	Common	Small	1 kg	80
Miniature War Table	Poor	Small	1 kg	60
Pair of Braces	Everywhere	Large	2 kg	45
Potestquisitor	Rare	Small	1 kg	1000
Ring of Favor	Rare	Tiny	.1 kg	500
Sound Amplifier	Common	Tiny	.1 kg	50
Trapped Lock	Poor	Tiny	.5 kg	85



### Alchemical Ingredients

While alchemical substances can be found in many every day objects and the various pieces of vicera extracted from monsters, they are not as potent as they could be with alchemical processing. When properly processed an alchemical substance can be distilled and desiccated into a fine, colored powder which is far more potent than a mash of celandine flowers or the boiled remains of a grave hag's ear. Each unit of a *pure substance* counts as two units of the same substance.

Name	Availability	Location	Substances	Weight	Cost
Pure Aether	Poor	Crafted		.1 kg	50
Pure Caelum	Poor	Crafted		.1 kg	50
Pure Fulgur	Rare	Crafted		.1 kg	100
Pure Hydragenum	Rare	Crafted		.1 kg	100
Pure Quebrith	Poor	Crafted		.1 kg	50
Pure Rebis	Rare	Crafted		.1 kg	100
Pure Sol	Rare	Crafted		.1 kg	100
Pure Vermilion	Rare	Crafted		.1 kg	100
Pure Vitriol	Poor	Crafted		.1 kg	50



## Weapons

**Field Doctor's Syringe:** Now, I'm pretty sure these aren't meant to be used as weapons. But then again, when your back's against a wall I guess anything can be a weapon, heh. All I know is, whatever you inject with one of these things is gonna take hold fast and it ain't gonna be easy to shake off.

**Monster Catcher's Net:** I've heard the Witch Hunters' have taken to usin' these when their hunting mages and monsters like dopplers. The net itself ain't really special but it's infused with chemicals and what not that make it hard for anything trapped in the net to use magic to escape.

**Poisoned Harpy Claw:** Not sure why this specific shape of throwing dagger wound up bein' called a Harpy Claw. The blade's straight and double-sided so it doesn't look much like a claw. Probably because they're so well weighted and they fly so well. To make matters worse, these designs are steeped in venom to make 'em even more lethal.

**Scorpio:** Ya see these bastards on the frontlines from time to time. They're the smaller cousins of the Scorpions ya see launchin' flaming bolts into cities. Just like a great big crossbow, heh. They take a bit to set up but they're real useful if ya need to hold off oncoming soldiers or put down a monster.

**Sword Catcher:** This one's a bit of a strange one. Ya see, the comb-lookin' tines on the back of this dagger are for capturin' blades. You actually hold the blade backwards and try to snag your enemies weapon so you can finish em off with whatever's in your other hands.

**Weighted Net:** Here's an old standby, heh. A net. Simple as can be. Just a bunch of rope woven together with some iron weights around the edge. Toss this over somebody tryin' to scamper off and you'll put a real dent in that plan. Popular with guards in some cities. Especially when animals or monsters get loose.

### Weapons (Skill used for wielding under Name)

Name	Type	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
<b>Field Doctor's Syringe</b> <i>Melee</i>	P	+1	P	1d6	5	1	N/A	Injector Armor Piercing	T	0	.5 kg	350
<b>Monster Catcher's Net</b> <i>Athletics</i>	N/A	+0	R	N/A	5	2	4m	Entangling Magically Anchoring	L	0	4 kg	500
<b>Poisoned Harpy Claw</b> <i>Athletics</i>	P	+1	P	1d6	10	1	Body x4m	Poison (90%) Balanced	T	0	.5 kg	450
<b>Scorpio</b> <i>Crossbow</i>	P	+0	R	10d6	20	2	200m	Crew Reload Mounted	N/A	0	40 kg	2500
<b>Sword Catcher</b> <i>Small Blades</i>	P/S	+0	P	2d6	10	1	N/A	Blade Catcher	S	1	1 kg	500
<b>Weighted Net</b> <i>Athletics</i>	N/A	+0	E	N/A	5	2	4m	Entangling	L	0	4 kg	125



## Scorpio Bolts

Name	Type	Avail.	Rel.	Effect	Conc.	Weight	Cost
Standard Bolt	P	Rare	10	—	N/A	2 kg	50
Breaker Bolt	B	Rare	10	Ablating	N/A	2 kg	75
Piercing Bolt	P	Rare	10	Armor Piercing	N/A	2 kg	75

## New Weapon Effects

**Blade Catcher:** When the wielder blocks an enemy's melee attack with this weapon, part of their weapon is ensnared. Both weapons are rendered useless and cannot be separated until their opponent can make a Physique or Sleight of Hand Check that beats their Small Blades check or the wielder releases their weapon.

**Crew Reload:** It takes 2 actions to reload this weapon. These actions can be taken by two separate people.

**Magically Anchoring:** While a creature is touching this weapon, they cannot become invisible or intangible or use any ability that allows them to teleport. Creatures that are already Invisible or Intangible are made visible and tangible while touching this weapon.

**Entangling:** A target hit by this weapon is entangled by it. They lower their SPD by 5 and suffer a -2 penalty to all physical actions. Each turn, the target can make a DC: 18 Dodge/Escapes or Contortionist check to escape. Alternatively, another character can take an action to remove the weapon.

**Injector:** This weapon can be loaded with a vial of any poison or elixir with an action. When the wielder deals damage with the Field Doctor's Syringe it injects this poison or elixir deep into the target's system. This increases the DC to shake off a poison by 3 or increases the duration of an elixir by 3 rounds.

**Mounted:** This weapon is fixed in one place rather than being held. A character must take an action to set up the weapon where they want to use it and must take an action to pack it up when they want to move it again.



## Bombs

**Zerrikanian Sun:** One of the wonders of Zerrikanian Alchemy. The flash these little things put out can be seen for miles around in clear terrain and if ya happen to be close by, heh. Best say goodbye to your sight. They're especially useful against cave dwellin' monsters and things that ain't used to the light.

Name	Type	RNG	DMG.	Effect	Conc.	Weight	Cost
Zerrikanian Sun	N/A	4m	N/A	Any creature capable of sight caught in the radius of the bomb is Blinded for 5 rounds. Any creature with Night Vision who is caught in the radius in the bomb is blinded for 10 rounds and is Staggered. Any creature with Superior Night Vision is Blinded for 10 rounds and is also Stunned.	Small	1 kg	120



## Shields

**Wyvern Scale Shield:** *Ya don't really see these too often on the battlefield. Probably because ya gotta skin a wyvern or some other draconid to make them, heh! They're solid work though. They'll shrug off fire like water off a ducks back and the scales make 'em tougher than your average shield.*

Name	Type	SP	Avail	AE	Effect	EV.	Weight	Cost
Wyvern Scale Shield	Medium	18	R	1	<b>Fireproof:</b> If an attack blocked by this shield was composed of fire, the Shield takes no damage from blocking it.	0	2.5 kg	500



## Formulae and Diagrams

For more information about using these formulae and diagrams, go to the Witcher TTRPG core rulebook, page 125.

### Alchemical Items Formulae

Name	Level	Alchemy DC	Time	Components	Cost
Adrenal Elixir	Master	20	1/2 Hour		150
Ashen Ointment	Journeyman	16	15 Minutes		125
Investigator's Helper	Novice	14	10 Minutes		60
Monkshood Poison	Master	18	1/2 Hour		150
Poisonous Lipstick	Journeyman	16	15 Minutes		120

### Bomb Diagram

Name	Level	Alchemy DC	Time	Components	Investment	Cost
Zerrikanian Sun	Journeyman	16	1/2 Hour	Light Essence (x1), River Clay (x2), Scleroderm (x1), Zerikanian Powder (x1)	90	180



### Weapon, Ammunition, and Shield Diagrams

Name	Level	Crafting DC	Time	Components	Investment	Cost
<b>Field Doctor's Syringe</b>	Journeyman	18	6 Hours	Drake Oil (x2), Glass (x1), Hardened Timber (x1), Oil (x1), Resin (x2), Sharpening Grit (x3), Steel (x1)	262	525
<b>Monster Catcher's Net</b>	Master	24	6 Hours	Ester Grease (x1), Quicksilver Solution (x3), Resin (x6), Sulfur (x3), Thread (x25), Wax (x4)	375	750
<b>Poisoned Harpy Claw</b>	Master	22	5 Hours	Dark Steel (x1), Darkening Oil (x1), Drake Oil (x1), Etching Acid (x4), Sharpening Grit (x2), Venom Extract (x3)	337	675
<b>Scorpio</b>	Master	22	24 Hours	Beast Bones (x9), Dark Iron (x5), Dark Steel (x8), Ester Grease (x4), Hardened Leather (x4), Hardened Timber (x30), Ogre Wax (x8), Oil (x3), Resin (x10), Thread (x18), Wax (10)	1875	3750
<b>Standard Scorpio Bolt (x5)</b>	Journeyman	16	3 Hours	Feathers (x6), Hardened Timber (x6), Iron (x2), Resin (x2), Thread (x1)	187	375
<b>Breaker Scorpio Bolt (x5)</b>	Journeyman	17	3 Hours	Dark Iron (x2), Feathers (x4), Hardened Timber (x7), Ogre Wax (x4), Thread (x1)	275	550
<b>Piercing Scorpio Bolt (x5)</b>	Journeyman	17	3 Hours	Coal (x1), Feathers (x6), Hardened Timber (x6), River Clay (x4), Sharpening Grit (x1), Steel (x2), Thread (x2)	275	550
<b>Sword Catcher</b>	Master	20	6 Hours	Drake Oil (x2), Ester Grease (x2), Hardened Timber (x1), Leather (x1), River Clay (x6), Sharpening Grit (x2), Thread (x1), Tretogor Steel (x2)	375	750
<b>Weighted Net</b>	Novice	13	3 Hours	Iron (x1), Resin (x1), Thread (x20), Wax (x1)	94	188
<b>Wyvern Scale Shield</b>	Master	22	5 Hours	Dark Iron (x1), Draconid Leather (x3), Hardened Leather (x1), Hardened Timber (x5), Resin (x3), Tanning Herbs (x3), Thread (x2)	375	750