

# Rodolf's Wagon

*"Bring yer sick and yer wounded and yer dead-dog-tired! Ol' Rodolf's got a cargo that'll be just the ticket to get ya back to fightin' fit! Assumin' the mage I bought 'em from wasn't lyin', heh."*

*—Rodolf Kazmer*

## Mundane Potions

Not all potions were created for witchers but those mundane potions made for non-mutants are generally less effective and still quite rare. They are generally made by mages or extremely talented alchemists and they can be found at specific shops in large cities or being sold by the craftsman in question. Unlike witcher potions, these mundane potions can safely affect humans, elves, dwarves, and other races with the exception of halflings. Witchers can use these potions but they are often less refined than potions crafted for witchers and offer less benefit for the cost of their toxicity. Non-mutants are affected by having a toxicity score above 100% the same as witcher.

Name	Avail.	Effect	Duration	Toxicity	Cost
Vitality Potion	P	A dose of vitality potion allows the imbiber to ignore the penalties of being in their Wound Threshold for the duration of the potion.	2d6 Rounds	50%	85
Endurance Potion	P	A dose of endurance potion allows the imbiber to immediately regain 3d6 Stamina. The Toxicity of the endurance potion lasts until its duration elapses regardless of whether the Stamina is used.	1/2 Hour	50%	75
White Raffard's Decoction	R	A dose of White Raffard's decoction allows the imbiber to regenerate 1 point of Health per round for the duration of the potion.	4d6 Rounds	50%	95

## Descriptions

### Vitality Potion

Vitality potions ain't somethin' ya wanna mess with on a day to day basis. Heh, they'll help ya manage pain and get ya through a tough injury but they ain't gonna patch ya up if someone puts a sword through ya. I've heard there're more powerful concoctions but I wouldn't try 'em! Sounds like they'll put ya in the grave faster than they'll heal ya. Supposed to have a refreshin' minty flavor though!

### Endurance Potion

Probably used an endurance once in my past. Keep me goin' through a long night on patrol! Heh, If ya can chug down this herbal tonic it'll give ya a boost of energy like nothin' you've felt before. Problem is, if ya drink too much it'll get in yer head. Heh, you'll be up all night, jumpin' at shadows and beggin' for sleep!

### White Raffard's Decoction


Now this ain't the decoction you'll hear about from witchers. Turns out that one's a modified version of this piece of work. The mage White Raffard concocted this potion centuries ago to help the humans take over the continent. It ain't as powerful as the decoction witcher's use but it also ain't deadly to us regular folk, heh! It's harder than hell to find but if ya get a vial of it it'll help ya recover after a tough fight.


## Snake Oil Salesmen

Effective mundane potions are generally rare and difficult to come across. The mages most capable of making them usually don't need extra money so they don't sell them wholesale to shops. That being said, across the continent there is a thriving business selling fake or less effective potions to desperate people and fools.

## Potion Formulae

Mages jealously guard the secrets of their alchemy, meaning that getting a hold of the formulae for any of these potions is a difficult task.

Vitality Potion (Master)	
Alchemy DC	Time
18	1/2 Hour
Components	
	

Endurance Potion (Master)	
Alchemy DC	Time
17	1/2 Hour
Components	
	

White Raffard's Decoction (Master)	
Alchemy DC	Time
19	1/2 Hour
Components	
