

# Rodolf's Wagon

*"Roll up! Roll up! Gotta wagon full of supplies and mind to make a deal! Heh, heard y'all were in need of some goods and I figured I'd swing by and see if I couldn't help out!"*

*—Rodolf Kazmer*

## General Gear

Name	Weight	Cost
Bag of Marbles	.1	18
Bottle	.1	3
Compass	.1	32
Shovel	1.5	15
Signal Horn	.1	30

### Bag of Marbles

Now, hear me out here. Heh, ya got plenty of traps and bombs and other do-dads. But sometimes a simple bag of marbles'll work. Heh, besides, who wants to admit they got tripped up on marbles? (Covers a 2m area. Anyone passing through it must beat a DC:14 Athletics check or be knocked prone.)

### Bottle

Empty wine bottle, ale bottle, used elixir bottle. Anything'll do the trick. Heh, best if you can cork it though! Don't want whatever ya scoop up spillin'!

### Compass

Ain't too common but if ya find a compass you'll wanna keep it close. Heh, always be able to find your way. Won't wind up lost in a swamp as the sun goes down... (+3 to Wilderness Survival when Navigating)

### Shovel

Never underestimate the uses for a good sturdy shovel. Heh, durin' the first war I'd carry a shovel so I could make holes for hidin' out and spyin' on the black ones.

### Signal Horn

Used to use these to signal the lilies to enemy ambushes and what not. Always a good thing to have but ya don't wanna bring it out on a stealth mission, heh. Can hear the sound from miles away.

## General Gear

Name	Weight	Cost
Sun Stone	.1	36
Trail Rations (1 Day)	1	5
Torches	.1	1
Waterskin	1	8
Signal Whistle	.1	6

### Signal Whistle

Just a little metal whistle. Heh, easy to conceal, good way to get somebodies attention. Ain't gonna ring true as far as a Signal Horn though.

### Sun Stone

Talked with plenty of sailors from Skellige and even some Ofieri traders. If they ain't got a mage on board they can use these little gems to keep track of the sun in storms. (+2 to Wilderness Survival when Navigating)

### Trail Rations

Ain't gonna be anythin' special but everybody needs to eat. Few pieces of hard tack, some dried fruit, maybe even some salted meat or jerky.

### Torch

Better to have a lantern but a torch'll do you pretty well in a pinch. Spreads light pretty well and I guess if ya gotta you can swing it like a club. (Raises light levels by 1 for 5m all around.)

### Waterskin

Don't tend to run across much fresh water on the road and ya don't wanna be downin' ale all day when you're traveling along a war-front. Keep a waterskin handy and you'll never be thirsty. Heh, or drunk on the field!

## Using Rodolf's Wagon

Items from Rodolf's Wagon are intended to supplement the existing gear list from the Witcher TRPG.

## Tripping Creatures

Quadrupedal creatures must only beat a DC:12 Athletics check when entering an area of scattered marbles and creatures without legs are unaffected.

## Signalling

A signal horn can be heard for about a mile away. This can allow you to send simple coded messages to allies. However a signal horn can be heard by anyone in that area.

A signal whistle functions similarly to the signal horn but can only be heard for about half a mile away.



## Makeshift Weapons

Name	Type	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN
Shovel	B	-2	E	2d6	15	2	N/A		L	0
Torch	B	-1	E	1d6	5	1	N/A	If lit, the torch has Fire (25%)	S	0