

Alchemy

Potions

The three most important potions

- Swallow**
Vitality regeneration accelerated
- Tawny Owl**
Endurance regeneration accelerated
Ideal with Albedo: drink first!
- Cat**
Seeing in the dark. Best with Rubedo. no Swallow necessary in Caves

First Aid

- White Honey**
Toxication and Effects of drunken potions are neutralized
- Wives' Tears**
Neutralises Effects of Alcohol. Drinking games!
- Golden Oriole**
Poison Resistance + 70 %

Useful potions

- Maribor Forest**
Maximal Endurance increased by 50 %
Ideal supplement: Tawny Owl
- Full Moon**
Maximal vitality doubled
(useful against plants)
- Willow**
Increased resistance against stun and knockdown trials (bosses!)
- Wolverine**
Increased damage if vitality is below 50 %.
Useful against strong enemies.
- Blizzard**
Dodge + 50 %. Parry + 50 %
For (too) fast opponents: slow-motion

Not bad either

- Petri's Philter**
Sign intensity increased by 50 %
- Shrike**
Opponents wounding Geralt are inflicted pain
- Wolf**
Increased chance for critical hit
(Group style)
- De Vries' Extract**
Makes hidden enemies visible. Night vision.

Vitril Rebis Aether Quebrith Hydragenum
 Vermilion Albedo - Reduces toxicity of current and immediately following potions
 Nigredo - Increases Coordination
 Rubedo - Restores vitality

Toxicity Low Modreate High Very high

Duration Potions 8 h 2 h 1 h 20 min
 Duration Effects 1 hour 20 min 4 hours
 Oils last on the blade for 24 hours.

Less usable potions

- White Raffard's Decoction**
Immediately restores vitality.
- Thunderbolt**
Damage increased by 100 %
Dodge and parry - 50 %
- Kiss**
Resistance against bleeding increased by 70 %.
acute bleeding stopped.
- Bindweed**
Acid resistance increased by 70 %
- Black Blood**
Poisons the blood.
Deadly for its consumenters.

Other potions and mixtures

- White Gull**
Witchers' hallucinogen. Very good base for potins. Attack - 50 %
- Perfume**
Present. Attack - 50 %
- Fisstech**
Drug. Unconsciousness upon consumption.

Oils

Steel or silver sword

- Cinfrid Oil**
Enemies suffer pain. Against superior numbers.
- Brown Oil**
Enemies bleed. Good against bosses!
- Dead Man's Venom**
Enemies are poisoned
- Specter Oil**
Specters suffer 100 % more damage

Silver sword

- Argentia**
Silver sword: Damage + 60 %. Suitable in areas with different monster types.
Not just as effective as a monster-specific oil.
- Necrophage Oil**
Necrophages suffer 100 % more damage
- Insectoid Oil**
Insectoids suffer 100 % more damage
- Ornithosaur Oil**
Ornithosaurs suffer 100 % more damage
- Vampire Oil**
Vampires suffer 100 % more damage

Bombs

- Dragon's Dream**
Releases explosive gases
- Samum**
Stuns opponents
- Zerrikian Sun**
Blinds enemies
- Devil's Puffball**
Poisons foes
- King and Queen**
Evokes fear on opponents

Notes

- Resistances** Most enemies are resistant against something. Don't even try to poison a Bloedziguier!
- Toxication** Always keep an eye on the green toxication bar. Vitality can lower very fast!
- Base** Bases are required for mixtures. Take them with you or buy them opportunely at every occasion! You can't have too few of it. Bases which just aren't required can be stored in the bar.
- Ingredients** Nothing works without them. It's ideal to have an ingredient for every substance, inherent three further ones with the secondary substances (Example: One with Rebis only, three others with each Rebis and Albedo, Rebis and Nigredo and Rebis/Rubedo. As a whole 24 ingredients, there's enough space in the inventory). Ingredients without secondary substance can be used for bombs or the White Gull. That way you've always got the things you need to brew the necessary potions. But that means: Always collect ingredients!
- Knowledge** To collect new ingredients you've first got to acquire the according knowledge. It's worth spending the earned money (poker :) on books!