

Magic Items

Signature Items

6+ These items are extremely powerful, even among other magic items. Unlike normal magical gear, they grow more powerful with the one that wields them. The item bonus increases with the level of the wielder: +1 at adventurer, +2 at champion, and +3 at epic.

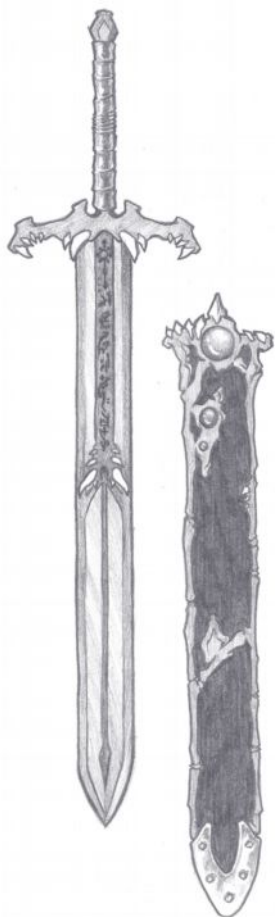
Stormbringer: For each enemy slain by Stormbringer, the wielder gains 1d8 hit points (2d8 at champion tier, 4d8 at epic.) For each battle the sword is drawn and it does not slay at least one enemy, the wielder loses 1 recovery until the next full rest (2 at epic tier,) to a maximum of half their total recoveries.

Quirk: *Dark Addiction.* After the first time a character uses Stormbringer, they become unable to relinquish possession of it willingly; only death can break the magical addiction. In addition, the sword has an unsettling effect on any who see it drawn, whether they have knowledge of such things or not.

History & Lore: More so than other magic items, Stormbringer has a personality, and a voice. Malevolent and insidious, it requires constant sacrifice in order for the wielder to have what

passes for peace (“peace” being a somewhat relative term when one finds themselves in close proximity to the Black Blade.) A weak minded being would be wholly unable to unsheathe the sword, the physical discomfort would be too great. But even one able to overcome that barrier would risk their mind being broken by the will of the sword.

In Stormbringer's presence, most all beings, animal and man alike, are at a minimum unsettled. The effect becomes noticeably more pronounced when the sword is drawn; even creatures with no magical knowledge or sense can feel the naked thirst for life it has. As if to reinforce its status in its relationship with its wielder, it will rarely allow itself to be sheathed without taking a life, and when it does, it's at a steep



cost to the one holding it.

Losgunn: Once a battle, this weapon can make its melee attack at range, whipping out at one nearby enemy. There is no danger of accidentally hitting someone other than the intended target; it will pulse, throb, and snake its way around most obstructions to hit its mark. It's kinda creepy, really.

As the wielder grows in strength, so does Losgunn. At champion tier, it becomes forked, allowing its ranged attack to target two nearby enemies. At epic tier, it gains the ability to add 4d4 acid damage to its ranged attack.

Quirk: *Da Funk.* Hezrou demons stink. Like, butt of the abyss stink. Now, so do you, as long as you're wielding this weapon.

History & Lore: Hezrou are mid-level toad demons. Even among other demons they tend to be avoided, not so much because they're dangerous, more because of their unpleasant smell which, unfortunately, is the defining characteristic of Losgunn. In addition to the stench, their feeding habits are also a bit disconcerting: their long, elastic tongues shoot out at random, almost with a mind of their own, wrapping around their prey and springing back into the toothless toad mouths, gumming and crushing the prey to death while dissolving it with strongly acidic saliva.

To add a bit of “bite” to the weapon, it was augmented with the claws of a powerful white dragon; this allows it to be used as a mace when it's not performing its roll as a slimy demonic death whip. Strangely enough, perhaps due to the magically demonic nature of the weapon, even though only a handful of claws were added when it was forged, many more are visible when it extends for its ranged attack, growing out of the sticky flesh every few inches at random angles. It's quite vicious looking, actually. And pungent.



Weapons

Default bonus: Attacks and damage when using the weapon: +1 (adventurer); +2 (champion); +3 (epic).

Adventurer



Dire Bonesword: The magic in this sword comes from the anka feather with whose essence it's infused. Exceedingly rare, an anka is an immortally reincarnating bird much like a phoenix, only it is born of ice instead of fire; as such, its feathers can only be given by the creature itself, if they are stolen or fall off on their own, they melt to ordinary water. The feather was set into a large sword sculpted from the femur of a particularly nasty dire bear. Once a day, you can add 2d8 ice damage to a basic melee attack made with the sword, and while holding it +3 to checks involving nature, as long as they happen in nature.

Quirk: Pyrophobe. Is unnecessarily nervous about open flames.

Dire Claw Gauntlet: This clawed weapon was crafted with rogues and thieves in mind, it's just as useful cutting purse strings as dispatching enemies. The spikes that protrude from the thick leather were claimed from

the corpse of a dire bear. Unlike most small one-handed weapons, the gauntlet does 1d6 damage per level, and bestows a +2 bonus to any type of thievery checks.

Quirk: Sweet Tooth. Intense, constant craving for sweet foods, especially honey. Whenever the wielder is in a tavern, pub, or any other establishment that serves food, they refuse to eat or drink anything until they've had some kind of sweets first.



Dragon Claw Baselard: This long dagger was fashioned from a white dragon's claw. As such, in addition to the normal +1 bonus to attack and damage rolls, the wielder enjoys an expanded crit range (18+) against any reptilian creature.

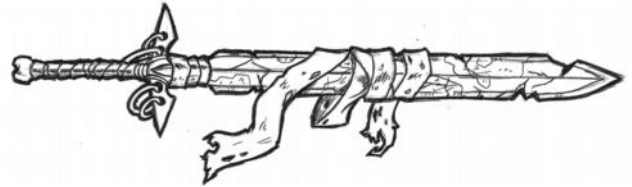
Quirk: Lizard's Twitch. Randomly attempts to lick his or her own eyeballs.



Champion

Necromancer's Sword of Embalming: While this blade appears as though it's in a constant state of rusting away, it's actually very strong. The metal is infused with necromantic energy, making it resistant to almost all forms of decay, an energy it passes on to the person using it. While in possession of this sword, the owner is immune to any ongoing effects and statuses caused by undead enemies.

Quirk: Self Preservation. Regardless of your inclinations before owning this sword, you are now hesitant to be the first to risk your life or safety during adventures.



Vengeful Ranger's Bow: Are you the type of archer that can't be bothered to disengage from your enemy before getting off a shot or two? Then this is your bow. Sharp, jagged claws and teeth from a variety of unpleasant creatures adorn the bow above and below grip, ready to lash out at foes foolish enough to attempt an opportunity attack. Once an encounter, make a ranged attack against an engaged enemy. As long as the enemy makes an opportunity attack, hit or miss, against you, deal automatic damage against that enemy equal to your level's worth of d4s.

Quirk: Spirit of Vengeance. At one point, maybe you were easygoing and carefree. Not anymore. You are unable to let go of perceived slights, and you spend a lot of time plotting revenge for them.

Serpent's Spine: You may have guessed from the name, but in case you didn't, this vicious little whip was magically fashioned from the spiked tail of a dragon. Aside from being more flexible than a chain of bones has any right to be, the magics that forged this weapon also make its length somewhat... variable. Coiled on its owner's hip it may not look like it, but the right flick of the wrist and it can strike things 12, 15, even 20 feet away. This ranged weapon uses d8s for its damage, and while it can't hit far targets like a bow can, it doesn't provoke opportunity attacks from engaged enemies either. Plus, you can use it to look like a badass swinging across pits



(fedora not included).

Quirk: *Some Like It Hot.* You can't eat anywhere without the magma-level hot sauce you now carry around with you everywhere. (It was a red dragon.)

Staff

A staff counts as both a wand (arcane spells) and a symbol (divine spells). Staffs are champion or epic items only. epic staffs don't like to be around lesser staffs, and do not abide wands.

Default bonus: Attack and damage with an arcane or divine spell or attack: +2 (champion); +3 (epic).

Champion



Stygian Driftwood Staff: Long, twisted, and eternally cold, this staff is made from rough, blackened driftwood and wrapped with inlaid etchings filled with ice from the River Styx. While the implement feels light and almost fragile, it's actually surprisingly strong, occasionally thrumming with frigid energy. In addition to warning the wielder of the presence of the undead, once a day its gelid energy can be added to an arcane or divine attack. add 3d6 cold damage to the attack, whether it hit or missed.

Quirk: *Chill of Death:* An icy breeze that only you can feel blows across your skin on occasion, perhaps because someone has stepped upon the spot you're fated to die.

Wands

Default bonus: Attack and damage with arcane spells or attacks: +1 (adventurer); +2 (champion).

Adventurer

Wand of Willful Evil: Originally crafted by a treacherous mage that turned against his master, it has proven to be more of a hazard to most owners than it was ultimately worth. If used for long enough, it can corrupt the most upstanding and principled of casters. If the wielder has a relationship with the Archmage or the Elf Queen, it is now a negative relationship. Redistribute extra points to other icons. If the wielder does not have a relationship with either of those icons, they now have a negative point with the Archmage.

Quirk: *Vindictive Kleptomancy.* The owner starts trying to steal from their friends and party members. If they gain two or more levels while using the wand, they start plotting to kill them as

well.

Champion

Kitsune's Wand: This wand is thought to have once belonged to a powerful vulpine sorcerer who specialized in shapeshifting and seducing wealthy nobles to gain their confidence and steal their fortunes. Once a day, for approximately an hour, you can change your physical form into that of a fox, complete with all its natural abilities, such as enhanced smell and hearing. If done during battle, for a move action you may freely disengage from any enemies engaged with you and move to any nearby area. All attacks against you while in this form take a -3 penalty to the attack roll, but you cannot attack or perform any other actions that would be impossible for a fox. Transforming back into your normal form costs a quick action.

Quirk: *Sly as a Fox.* You are thoroughly convinced of your own intellectual superiority, and you're not shy about pointing it out to others.



Armor

Default bonus: Armor class: +1 AC (adventurer); +2 AC (champion); +3 AC (epic).

Adventurer

Goliath's Armor: Rumor has it this armor was created by a race of peaceful, benevolent giants that used to roam the mountains and caves in the times before the Age of Man. +1 bonus applies to both AC and PD.

Quirk: *Agoraphobia.* Becomes increasingly tense and uncomfortable in wide open spaces. Cannot gain the benefits of a full rest unless in a cave, building, or other enclosed, sturdy structure.

Half Breed's Armor: This armor is a boon from the Elf Queen, granted to a warrior that pleased her in a past age. It's grants access to racial knowledge normally reserved for members of the specific race alone. When the armor is first equipped, pick a racial power from any race. At the beginning of every day, roll a recharge (16+) to see if you gain the use of that ability as a daily action. At any time a new racial power can be chosen to replace the old one, but the recharge must be made successfully

before it can be used and can only be attempted once per day.

Quirk: *Family Historian.* The wearer becomes obsessed with their lineage, and will tell anyone that listens about it. At great length. As often as possible.

Champion

Anesthetic Armor: The leather lining the interior of this armor dampens physical sensation, even of skin it does not cover. While the wearer can still feel enough to function normally, pain from injuries becomes a background feeling, easily ignored. +3 bonus to saves against physical effects.

Quirk: *Insensitive.* Yup, feelings mean very little to you. You'll probably tend to act like quite a dick.

Helmet, Circlet, Crown, Cap

Default bonus: Mental defense: +1 MD (adventurer); +2 MD (champion); +3 MD (epic).

Adventurer

Minoan Helmet: Perhaps not the most practical of helmets intended for battle, it certainly is regal. The labyrinthine patterns in the metal somehow convey an air of resolve. When effected by a condition that afflicts the mind (confused, fear, or dazed,) you can make a save immediately when the effect hits you. If you succeed, ignore the effect completely for the rest of the battle, even if you're hit by a new attack that causes it.

Quirk: *Grudge master.* Whatever tendency you had towards forgiveness starts to evaporate the longer you wear this helmet, until you begin to obsess over perceived slights and taking vengeance for them.



Champion

Twin Circlets of One Mind: A magical pair of circlets worn by an ettin chieftain, allowing the two heads to work in concert with each other, contrary to their normal state of being. They will work for anyone that wears them, but only if both are worn; if only one person equips a circlet, it pretty much just looks weird. While worn, each wearer can hear each others thoughts, allowing them to communicate non-verbally. They can also share recoveries: one can heal using the other's recovery,

but only when they would normally be able to on their own turn.

Quirk: *Harmony of a Dom and a Sub.* When the two wearers disagree on something, they make a d20 roll: whoever rolls higher wins, and both their minds become set on the winner's thoughts.

Cloak, Mantle, Cape

Default bonus: Physical defense: +1 PD (adventurer); +2 PD (champion); +3 PD (epic).

Adventurer

Cloak of the Dire Bear:

The full pelt, including face and fangs, of a dire bear, complete with bone-armor plates. It's heavy and durable, perfect for the cold weather adventurer. +1 to PD, +2 to intimidation checks.

Quirk: *Ursid Fetishist.* The wearer, when idle, can't help but occupy his or her hands by carving small wooden bear totems and leave them about in strange places.



Champion

Wraith's Burial Shroud: At first glance, this cloak appears as a jumbled pile of wispy, tattered rags, but when worn, it becomes an ethereal cloak, seemingly unaffected by wind, rain, or other environmental factors. In total darkness, it shimmers very faintly with a bluish glow that reminds one of dim moonlight in winter. While wearing the shroud, it will counter an opportunity attack that hits or misses by splitting into ghostly ribbons, wrapping around the attackers limbs, and slamming them to the ground. 5d6 damage, and the enemy is prone. This ability can be recharged after the battle in which it's used, 16+. If the recharge fails, it can be



attempted once a day until it succeeds. When the

owner levels up, it automatically recharges.

Quirk: *Morbid Traditionalist.* You become obsessed with the funeral traditions of all cultures, and after defeating enemies will typically insist on performing burial rights for the fallen, even if it's inconvenient for the rest of the party. With a bit of effort, you can normally be argued out of wasting the time.

Quiver of ____: This quiver takes up the same chakra as a cloak or cape would, so it's one or the other. As long as there are arrows in it (or stones, or throwing knives, or whatever,) it will generate 2 arrows (or stones, blah blah blah...) of the quiver's type daily. If they aren't used they will be stored in the quiver cumulatively, to a maximum of 10. The arrows can be used at any time, but must be declared before the attack roll.

Quirk: *Variable.* While magical ammunition doesn't carry with it a quirk, the magical quiver does. The quirk should be tailored to suit the type of ammunition it generates.

Gloves, Gauntlets, Mitts, Wraps

Default bonus: None.

Adventurer

Gloves of Iron Grip: Anyone wearing these gloves has a grip like a vise. Not a little vise either, a big ol' cast iron blacksmith's vise. As long as you have a free hand in combat, you can grab any creature of large size or smaller. If you grab a large creature and it moves, you move with it with no penalty. Medium and small creatures cannot move while grabbed. You can also perform any act that requires a grip with no effort, such as hanging off a ledge for hours (if you really want to do something that boring.) The only thing that can break your grip against your will is unconsciousness.

Quirk: *Pit Bull with a Bone.* Once you have something, anything (money, equipment, mediocre sandwich, etc.), you have a lot of trouble giving it up for any reason.

Champion

Erobos' Hand Wraps: These wraps, which more closely resemble ribbons formed from pure shadow, impart supernatural stealth upon the one wearing them. While worn, gain a +5 to any check involving stealth or general sneakiness. If you can perform attacks that deal sneak damage, gain a +2 to the attack and damage rolls.

Quirk: *Slight of Hand.* While idle, you continually perform small magic tricks with coins,

cards and the like. If there's nothing else around, you'll even juggle stones.

Thanatosian Gauntlets: This bulky pair of gloves is made from thick leather cured from the hides of necromantic cows (weird, right?) and plated with carved bits of extremely hard bone. They're rumored to be Death's own work gloves when a reaping requires a particularly vicious hand. +2 bonus to attack rolls against staggered enemies, to



help them on their way towards death. You may also use them to temporarily (about five minutes or so,) summon a soul back to its body to interrogate it, recharge 16+.

Quirk: *That Damn Goth Kid:* You're overly prone to morbid introspection and tend to see everything in the darkest possible way.

Boots, Shoes, Sandals, Slippers

Default bonus: Disengage checks and other checks involving fancy footwork: +1 bonus (adventurer); +2 bonus (champion); +3 bonus (epic).

Adventurer

Boots of Void Stepping:

Every now and then, when the light hits these boots just right, colors shimmer that seem to hint at infinite depths flowing out of the thick leather soles. If you know where to step, there's a path to everywhere. Once a day (recharge 16+), you can



step out of space when engaged with an enemy and reemerge engaged with any other enemy you can see. If you still have a quick action available, make a basic melee attack against your new target.

Quirk: *Catastrophizer.* You see random, meaningless events as portents of something calamitous to come.

Kunoichi's Sandals: Like all elements of a ninja's gear,

these sandals promote stealth and agility. Of course, they're also exceedingly feminine, so probably not likely to be worn by a burly mountain man of an adventurer. +2 bonus to checks that involve climbing, sneaking, misdirection, and being ninja-like in general. They also grant the wearer heightened instincts for underhandedness: when the person wearing these sandals sets off a trap of any kind, roll a save. With an 11+, they manage to avoid any damage.

Quirk: *Strangely dramatic.* Occasionally, you will yell "Cha!" after intense, semi-frequent inner dialogues.

Champion

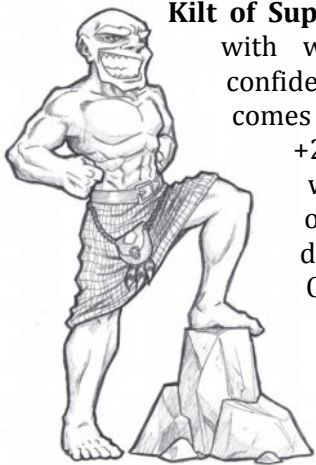
Orb Weaver's Boots: The lining of these boots is made from silk woven from magical spider's web. They are ornately decorated with flowing web-like designs. Their effect is two-fold: once a battle the wearer can ignore an effect that would change their position, such as being knocked back or prone (although you still take associated damage,) and once a day the wearer can traverse a wall or ceiling for a short distance with the ease of a spider.

Quirk: *Inverted preference.* When idle, you are always trying to find a way to be upside down: hanging from a branch, dangling from a rope, standing on your hands, etc.

Belts, Kilts, Girdles, Sashes, Skirts

Default Bonus: Increase your maximum recoveries: by 1 (adventurer); by 2 (champion); by 3 (epic).

Adventurer



Kilt of Supreme Confidence: To get away with wearing a kilt, one must be confident. If you're wearing *this* kilt, it comes with an abundance of its own. +2 to any charisma check that would benefit from a confident, or even arrogant, attitude. All doubts about battle vanish as well. Once a day during battle, you may rally as a quick action instead of a standard.

Quirk: *Perpetuating the Stereotype.* Pick any stereotype about the Scottish that strikes your

fancy. It now applies to you as well.

Girdle of Physical Bracing: Don't worry, wearing this won't make you less of a man. It may make others

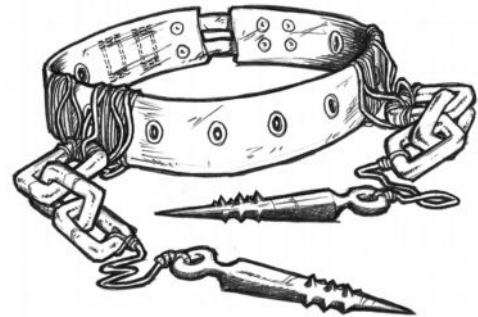
think you're less of a man, but it won't make it true. And if you're a woman? It'll certainly help compliment your bust line. +1 to PD, and you can now lift or carry heavier objects than you may otherwise have been able (within reason, of course. It's not gonna make you Superman.)

Quirk: *Safety Officer.* You're constantly reminding people of the importance of lifting with your legs, not with your back.

Champion

Vicious Rigger's Belt: On either side of this thick leather belt, two pitons hang from leather chord and heavy links of chain. There are barb-like studs to help anchor the steel spikes, insuring that the wearer is safely tethered after they're driven in. Somewhat out of the ordinary, these particular pitons hold more firmly in flesh than stone or wood. Once a day when subjected to an effect that would move the wearer against their will or knock them down, the pitons shoot out of their own accord and anchor themselves in the source of the effect, holding the wearer steady. If the source of the effect is an enemy, they take 5d4 damage. The pitons then retract back to the belt automatically.

Quirk: *Immovably stubborn.* Once you set your mind on something, it takes extraordinary circumstances to get you to change it.



Necklaces, Pendants

Default Bonus: +1 to saves when you have 10 hp or fewer (adventurer); 25 hp or fewer (champion); 50 hp or fewer (epic).

Champion

Lionheart Pendant: Cast in shining silver, this pendant depicts the head of a roaring lion above a dagger. Once a day as a quick action, choose an ally during a battle; they receive +1 to either attack rolls or AC until the end of the battle.

Quirk: *Amnesiac.* You find that details of your past that should be impossible to forget have disappeared at random from your memory, sometimes permanently.

Rings

Default Bonus: None.

Adventurer

House Adhorren Ring: A signature ring of House Adhorren, one of the five magister houses of the Queen's Wood. +2 to any type of arcane knowledge check, and once a day add 2d4 force damage to a damage roll for any attack after you see whether or not the attack hits.

Quirk: *Secretive.* The one wearing this ring will often find themselves being overly secretive about mundane events and aspects of their life, typically for no good reason.

Unholy Ring of Skeletal Mastery: This ring was crafted by a powerful necromancer with questionable romantic interests. Although it looks as if it's formed from bone, it's always cold to the touch and, as far as anyone can tell, unbreakable. +3 bonus to any checks involving the undead, and once a day when battling any undead creature of your level or below, force it to make its basic attack against a target of your choice as a quick action, even if it must move to do so. The move will not provoke opportunity attacks. If the creature is a skeleton, the attack does full damage. If it is any other type of undead monster, the attack only does half damage.

Quirk: *Extra Creepy.* No matter how attractive you may find someone, you're pretty sure they'd be more so with pale skin, blue lips and a lower body temperature.



and the d6s become d8s at the higher levels,) and in addition, once per battle when the animal is hit by a melee attack, the attacker takes a d4s worth of damage for each of the companion's levels. It's a pretty spiky piece of head gear.

Cloudstone Compass: A talisman of sorts carved from a translucent, smokey white stone. It's carved with unidentifiable runes that circle an opening in the middle. A dark sliver of stone pointed at one end floats in the hemispherical depression, slowly spinning around an invisible axis. This compass and others like it are rare; they are attuned to specific places in the overworld, so the person holding it can navigate back to the nomadic cloud cities. There's no way to tell which cloud city a given compass points to without actually following it to its home.

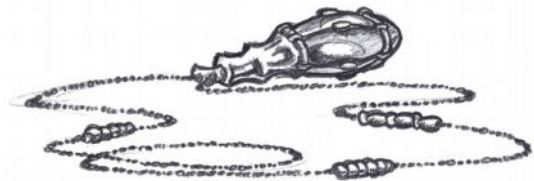
Expendable Items

Everything in this category is single use and requires a standard action, unless otherwise stated.

Adventurer

Questionable Luck Charm: This charm is a very small ampule made of glass, encased in an ornately designed metal carrier. It can be hung around the neck, or pretty much anywhere else you could hang something to save it for later. There's definitely something inside of the ampule, but no matter how close you look, you can never quite tell what.

Effect: One time use; once you crack the glass, it's useless a second time. Use it sometime when you need a bit of luck, but be warned: it'll help you out, but there will be a cost. Maybe it was a tiny monkey's paw in there or something.



Wondrous Items

Default bonus: None.

Animal Companion's Dragon Helm: The name pretty much says it all. This vicious-looking accessory is for the ranger that wants their animal buddy to have that extra little "I'll eat your face right off" look that's all the rage right now. It increases the damage dice by one value (the d8 at level 0 becomes a d10, the d10 at level 1 becomes a d12,



Champion

Mediocre Luck Charm: Just like the questionable luck charm, only the glass ampule is more spherical and the metal carrier more ornate.

Effect: One time use; once you crack the glass, it's useless a second time. Use it sometime when you need a bit of luck. It may help, it may not, but at least it probably won't make things any worse.

Source Stone: While called a stone, this boney item is actually a gland that can be found in most beasts that are capable of using a breath weapon. Obviously magical, the source stone contains the essence of the element the owner utilizes. With a bit of creativity and some arcane or natural knowledge, that essence can be transferred temporarily to a piece of equipment. When used on armor it acts like a long-lasting resistance potion. When a weapon is treated with it, all the attacks are imbued with its element until the effect wears off; in both cases, that amounts to about a day. In addition, when used on a weapon, once per encounter, you may choose to add 3d8 elemental damage to an attack, hit or miss.



⚔ Epic

Good Luck Charm: Again, remarkably similar to the other luck charms, but this one is exquisitely decorated in gold filigree, and the ampule is a deep ruby color.

Effect: One time use; once you crack the glass, it's useless a second time. Use it sometime when you need a bit of luck. It's bound to influence events into going your way at least a little.

Elder Source Stone: A lot like a normal source stone, except these can only be found in very powerful older dragons, the kinds that have names that people know (and probably fear.) Using these potent stones requires the kind of knowledge that only a specialist would have, and it'll likely cost gold and perhaps even a favor or two. The effects they cause on equipment is permanent; however, the process is incompatible with true magic items, only mundane weapons and armor will work. On the bright side, it will give the receptacle the champion tier default bonus a magic item of that type would have, along with the fancy elemental bells and whistles. And you get to name it yourself!

📜 Scrolls

⚔ Adventurer

Scroll of Mystic Grounding: This is a good item to have if you find yourself on the receiving end of a mage's bad mood. Use it when you're hit by a spell of any kind. The runes on the scroll will absorb and dissipate some of the damage you would've taken, redirecting it back into the intangible ether from which spells draw their power.

Effect: Take only half damage from the attack. The scroll is destroyed in the process.

Scroll of Sight of the Blind: It's a poetic metaphor, obviously. I'm assuming it's referring to *perception* rather than *sight*, since the blind can't actually *see*. When you activate this scroll, everything around you starts to get a little clearer.

Effect: For the rest of the battle, or about 5 minutes, you don't take a penalty to concealing effects of any kind, whether on creatures or objects, so long as it's actually present. If it's off in another dimension somewhere, this doesn't work. In combat, gain a +1 bonus to attack rolls on any enemy that is plainly visible and not hidden, invisible, or concealed in any way.

Scroll of Conscription: When you were a kid, did you have an older sibling or cousin that would grab your hand, smack you with it, and chant "Quit hittin' yourself!" in an extremely irritating manner? Well, with one of these scrolls, you get to be the older sibling.

Effect: When this is used on an enemy, make a wisdom attack roll +3 versus MD. On a hit, the enemy will make its basic attack on itself. In addition to the damage, it probably also feels like an asshole now.

🧪 Potions

Hydra Blood Potion: Just like a regular potion, but with hydra blood mixed in. It's a pretty complex process, actually, which is why not just everyone sells them. Hydras have amazing regenerative powers, what with the whole growing new heads thing, and some of that essence is bottled up in these potions.

Effect: Same as a normal potion, but when you drink it, roll an additional d4 (adventurer,) 3d4 (champion,) or 5d6 (epic). For the rest of the battle, you regain that many hit points at the beginning of your turn each round.