



 Dobosz, 2007

Buck-A-Batch Magic Potions

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.



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Lvl	Name	Price (gp)	Category
4	Bite Back Brew	40	Potion
4	Fog of Protection	40	Potion
4	Spitstrike Potion	40	Potion
4	Trollkin Potion	40	Potion
5	Deathshroud Elixir	50	Elixir
5	Elixir of Radiance	50	Elixir
5	Flameguard Potion	50	Potion
5	Frostguard Potion	50	Potion
6	Battlemaster's Brew	75	Potion
6	Darkside Potion	75	Potion
6	Slickheel Potion	75	Potion
7	Luck Potion	100	Potion
7	Potion of Repulsion	100	Potion
8	Potion of Healing Light	125	Potion
8	Warden's Elixir	125	Elixir
10	Luckstrike Potion	200	Potion
10	Potion of Healing Mists	200	Potion
10	Potion of Phasing	200	Potion
11	Quickening Potion	350	Potion
13	Spiderkin Potion	650	Potion
13	Stonesafe Potion	650	Potion
13	Voice of Blasphemy	650	Potion
13	Voice of Righteousness	650	Potion
14	Bite Back Brew	800	Potion
14	Potion of Spell Storing	800	Potion
14	Spitstrike Potion	800	Potion
14	Trollkin Potion	800	Potion
15	Deathshroud Elixir	1,000	Elixir
15	Elixir of Radiance	1,000	Elixir
15	Flameguard Potion	1,000	Potion
15	Frostguard Potion	1,000	Potion
15	Potion of Damage Delaying	1,000	Potion
24	Bite Back Brew	21,000	Potion
24	Spitstrike Potion	21,000	Potion
24	Trollkin Potion	21,000	Potion
25	Deathshroud Elixir	25,000	Elixir
25	Elixir of Radiance	25,000	Elixir
25	Flameguard Potion	25,000	Potion
25	Frostguard Potion	25,000	Potion

Battlemaster's Brew Level 6

Quaffing this dark red liquid makes you even more formidable in battle.

Potion 75 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Until the end of the encounter you can use each of the following abilities once; Gain a +1 bonus to an attack roll. Cleave as though you possessed the fighter's level 1 exploit. Shift 1 square after making a successful melee attack. You may only use one of these abilities per turn.

Bite Back Brew Level 4+

At times the image of a snarling wolf can be seen within the swirling clouds of this murky grey potion.

Lvl 4	40 gp	Lvl 24	21,000 gp
Lvl 14	800 gp		

Potion

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Until the end of the encounter whenever you are dealt damage from a bite attack the attacker is immediately dealt 1d6 damage.

Level 14: 1d10 damage.

Level 24: 2d6 damage.

Darkside Potion Level 6

This dark and bitter potion turns your thoughts to evil, allowing you to better interact with those of a like mind.

Potion 75 gp

Power (Consumable): Minor Action. After drinking this potion you gain a +2 bonus to the following skills for one hour; bluff, diplomacy, insight, and intimidate. This bonus only applies to skill checks made against evilly aligned creatures.

Deathshroud Elixir Level 5+

This bottle seems to hold a writhing mass of ebony scaled snakes.

Lvl 5	50 gp	Lvl 25	25,000 gp
Lvl 15	1,000 gp		

Elixir

Power (Consumable ♦ Necrotic): Minor Action. After drinking this elixir you sprout four writhing snake-like tentacles of necrotic mists from your body. Each time you end your turn within 3 squares of a bloodied enemy one of the tentacles will lash out at it; dealing 1d8 necrotic. Each tentacle disappears after dealing its damage. Any remaining tentacles vanish at the end of the encounter. You gain resist 5 radiant for as long as the tentacles remain.

Level 15: 1d10 necrotic damage. Resist 10 radiant.

Level 25: 2d8 necrotic damage. Resist 15 radiant.

Special: Consuming this elixir counts as a use of a magic item daily power.

Elixir of Radiance Level 5+

This sweet tasting liquid deals bitter damage to evil creatures that seek to harm you.

Lvl 5	50 gp	Lvl 25	25,000 gp
Lvl 15	1,000 gp		

Elixir

Power (Consumable ♦ Radiant): Minor Action. After

drinking this elixir you become charged with radiant energy. Each time an evilly aligned creature deals damage to you in melee combat a searing light will burst from the point of impact dealing 1d8 radiant to the attacking creature. Once this has occurred a total of four times the elixir's effect expires, otherwise it lasts until the end of the encounter. While you are charged with radiant energy evilly aligned creatures that end their turn next to you are dealt 1 radiant.

Level 15: 1d10 radiant damage. 3 radiant to evil creatures that end their turn next to you.

Level 25: 2d8 radiant damage. 5 radiant to evil creatures that end their turn next to you.

Special: Consuming this elixir counts as a use of a magic item daily power.

Flameguard Potion Level 5+

This volatile frosty white mixture offers protection from fire when drunk and a chilling attack when thrown.

Lvl 5	50 gp	Lvl 25	25,000 gp
Lvl 15	1,000 gp		

Potion

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead you gain resist 5 fire until the end of the encounter.

Level 15: Resist 10 fire.

Level 25: Resist 15 fire.

Power (Consumable ♦ Cold): Standard Action. Area burst 1 within 5 squares; Target: Each creature in blast; Attack: +7 vs. Reflex; Hit: Target is dealt 2d8+4 cold damage.

Level 15: Attack: +17 vs. Reflex; Hit: Target is dealt 3d6+6 cold damage.

Level 25: Attack: +27 vs. Reflex; Hit: Target is dealt 4d6+9 cold damage.

Fog of Protection Level 4

This bottle appears as though it is filled with constantly billowing grey clouds.

Potion 40 gp

Power (Consumable ♦ Zone): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead at the end of your turn you begin generating a zone of concealing fog (close burst 1). This fog grants concealment bonus to you and all creatures adjacent to you. The fog also blocks line of sight. The fog moves with you when you move, however the concealment and blocked line of sight it grants becomes temporarily interrupted until the end of your turn. This fog generating effect remains until the end of the encounter.

Frostguard Potion Level 5

This volatile and spicy red mixture offers protection from cold when drunk and a fiery attack when thrown.

Lvl 5 50 gp Lvl 25 25,000 gp
Lvl 15 1,000 gp

Potion

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead you gain resist 5 cold until the end of the encounter.

Level 15: Resist 10 cold.

Level 25: Resist 15 cold.

Power (Consumable ♦ Fire): Standard Action. Area burst 1 within 5 squares; Target: Each creature in blast; Attack: +7 vs. Reflex; Hit: Target is dealt 2d8+4 fire damage.

Level 15: Attack: +17 vs. Reflex; Hit: Target is dealt 3d6+6 fire damage.

Level 25: Attack: +27 vs. Reflex; Hit: Target is dealt 4d6+9 fire damage.

Luck Potion Level 7

This minty green mixture brings a bit of luck to its user when they need it most.

Potion 100 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Once during this encounter you may choose to re-roll a failed attack roll, saving throw, or skill check.

Luckstrike Potion Level 10

This fruity tasting liquid can either improve your aim or strengthen your attack.

Potion 200 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead during this encounter you may choose to either re-roll a failed attack with an additional +3 bonus, or deal an additional 1w damage to your target after making a successful attack.

Potion of Damage Delaying Level 15

You feel very good after drinking this potion. So good in fact that you can ignore pain. For a little while anyway.

Potion 1,000 gp

Power (Consumable): Minor Action. Consume this potion. At the start of one of your turns during this encounter you may spend a healing surge. If you do you

not regain hit points as normal. You become immune to all damage until the start of your next turn. The damage you would have taken during this turn is instead recorded and dealt to you at the end of the encounter.

Potion of Healing Light Level 8

This potion glows brightly with the radiant power it contains.

Potion 125 gp

Property: This potion gives off light equivalent to a torch.

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead you regain 20 hit points.

Power (Consumable ♦ Radiant): Standard Action. Close burst 3. You and any allies in range are healed for 10 points. Undead creatures in range are dealt 2d6+4 radiant.

Potion of Healing Mists Level 10

Drinking this potion restores your health. Shattering it releases its power in the form of restorative mists.

Potion 200 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead you regain 20 hit points.

Power (Consumable): Standard Action. Close burst 5. You and any allies in range are healed for the equivalent of a healing surge.

Potion of Phasing Level 10

This colorless, tasteless, and odorless potion will put you safely out of action until the danger has past.

Potion 200 gp

Power (Consumable): Minor Action. Consume this potion. At the start of one of your turns during this encounter you may spend a healing surge. You do not regain hit points as normal. Instead you become intangible until the start of your next turn. During this time you may not perform any actions and you are immune to all attacks, powers, spells, effects, etc. If the space that you're in becomes occupied during this period of intangibility you shift to the nearest empty space when you become tangible.

Potion of Repulsion Level 7

This pungent smelling liquid physically repels your enemies.

Potion 100 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit

points as normal. Until the end of the encounter whenever an enemy creature ends its turn in a space next to you it must succeed at a saving throw or else be pushed 1 square away from you. If there is no free space to move into the creature is dealt 2 points of damage instead.

Potion of Spell Storing Level 14

This potion changes its color and taste based on the spell that is stored within it.

Potion 800 gp

Property: You may cast one encounter or daily spell (up to level 14) on this potion to store it for later use.

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. If you do you not regain hit points as normal. Instead you gain the ability to cast the stored spell during this encounter. Casting this spell does not count against the number of times you could normally cast it.

Quickening Potion Level 11

This sour purple liquid churns within its bottle, as though it were eager to get out.

Potion 350 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. At the start of each of the next three rounds your position in the initiative order is improved by 1 slot. If you are highest in initiative order you gain a cumulative +1 bonus to your Reflex defense for each round you should have moved one slot higher but couldn't.

Slickheel Potion Level 6

This thick silvery liquid lets you decide where you move when something forces you to.

Potion 75 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Until the end of the encounter whenever you are targeted by a power or effect which results in a pull, push, or slide you instead shift an equal number of spaces in the direction of your choice.

Spiderkin Potion Level 13

Made from various spider bits, this foul liquid grants a spider-like ability to those brave enough to drink it.

Potion 650 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit

points as normal. Until the end of the encounter you may move across webbed squares as though they were normal terrain. Also spiders that you have taken no hostile action against must make a successful saving throw to attack you.

Spitstrike Potion Level 4+

This potion's color taste and odor is based upon the type of damage it deals.

Lvl 4	40 gp	Lvl 24	21,000 gp
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Lvl 14	800 gp		
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Potion

Power (Consumable ♦ Acid, Cold, Fire, Lightning, Necrotic Poison or Radiant): Minor Action. Consume this potion to gain an encounter attack power that requires a standard action to use. Range 3; +5 vs. Reflex; on a hit, deal 1d10 + Constitution modifier damage of a type determined when the potion was made: acid, cold, fire, lightning, or poison.

Level 14: +15 vs. Reflex; on a hit, deal 2d10 + Constitution modifier damage.

Level 24: +25 vs. Reflex; on a hit, deal 3d10 + Constitution modifier damage.

Special: If you suffer a critical hit before this power is used, the power is considered spent and you take 1d4 points of the specified damage type.

Level 14: 2d4 damage.

Level 24: 3d4 damage.

Stonesafe Potion Level 13

Drinking this potion is like swallowing a handful of gravel. Luckily the sense of taste is one of the first attributes to become temporarily petrified.

Potion 650 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead you turn into a stone statue until the end of the encounter. Your AC becomes 5, Reflex 5, Fortitude 10, you become immune to poison damage, psychic damage, and necrotic damage, and you gain a number of temporary hit points equal to 3x your maximum number of hit points. While in the statue form you are immobile and can take no action. You also cannot be healed while in this form. If you're dealt an amount of damage equal to the temporary hit points you gained prior to the end of the encounter the potion expires and you revert back to normal.

Trollkin Potion Level 4+

Drinking this bubbling green concoction grants you a temporary troll-like power.

Lvl 4	40 gp	Lvl 24	21,000 gp
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Lvl 14 800 gp

Potion

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead you gain regeneration 5 until the end of the encounter. The effect of this potion ends if you take acid or fire damage.

Level 14: Regeneration 10.

Level 24: Regeneration 15.

Voice of Blasphemy

Level 13

This pungent brew coats your throat with necrotic energies. The next sound you utter deals damage to your opponents.

Potion 650 gp

Power (Consumable ♦ Necrotic, Thunder): Minor Action. Consume this potion to gain an encounter attack power that requires a standard action to use and targets all good aligned creatures in range. Range: Close Burst 3; +5 vs. Will; on a hit, deal 2d6+4 necrotic and 2d6+4 thunder. At the time the power is used you may spend a healing surge. If you do you do not regain hit points as normal. Instead the attack deals an additional ongoing 5 necrotic (save ends).

Special: You cannot speak until this power is used or expires.

Voice of Righteousness

Level 13

This sweet concoction coats your throat with radiant energies. The next sound you utter deals damage to your opponents.

Potion 650 gp

Power (Consumable ♦ Thunder, Radiant): Minor Action. Consume this potion to gain an encounter attack power that requires a standard action to use and targets all evilly aligned creatures in range. Range: Close Burst 3; +5 vs. Will; on a hit, deal 2d6+4 radiant and 2d6+4 thunder. At the time the power is used you may spend a healing surge. If you do you do not regain hit points as normal. Instead all creatures that take damage are dazed (save ends).

Special: You cannot speak until this power is used or expires.

Warden's Elixir

Level 8

This bitter tasting dark green mixture's comprised of liquefied leaves and tree bark. Mmmmm.

Elixir 125 gp

Power (Consumable): Minor Action. After drinking this elixir you gain the following abilities until the end of the encounter. *Barkskin:* Your skin takes on a bark-like appearance and you gain a +3 bonus to your AC. Each

time you are successfully hit by an attack this bonus is reduced by 1. *Foreststep:* As an encounter power you can spend a move action to teleport a number of spaces equal to your normal movement rate. *Camouflage:* As an encounter power you can use a minor action to gain protection from ranged attacks. Until the start of your next turn you cannot be the target of a ranged attack unless your attacker first makes a successful saving throw.

Special: Consuming this elixir counts as a use of a magic item daily power. The powers the elixir grants will only function while in a forest environment.

The potion illustration on the cover was created
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Battlemaster's Brew

Quaffing this dark red liquid makes you even more formidable in battle.

Level:
6

Value:
75 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Until the end of the encounter you can use each of the following abilities once; Gain a +1 bonus to an attack roll. Cleave as though you possessed the fighter's level 1 exploit. Shift 1 square after making a successful melee attack. You may only use one of these abilities per turn.

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Bite Back Brew

At times the image of a snarling wolf can be seen within the swirling clouds of this murky grey potion.

Level:

Value:

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Until the end of the encounter whenever you are dealt damage from a bite attack the attacker is immediately dealt 1d6 damage.

Level 14: 1d10 damage.

Level 24: 2d6 damage.

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Darkside Potion

This dark and bitter potion turns your thoughts to evil, allowing you to better interact with those of a like mind.

Level:
6

Value:
75 gp

Power (Consumable): Minor Action. After drinking this potion you gain a +2 bonus to the following skills for one hour; bluff, diplomacy, insight, and intimidate. This bonus only applies to skill checks made against evilly aligned creatures.

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Deathshroud Elixir

This bottle seems to hold a writhing mass of ebony scaled snakes.

Level:

Value:

Power (Consumable + Necrotic): Minor Action. After drinking this elixir you sprout four writhing snake-like tentacles of necrotic mists from your body. Each time you end your turn within 3 squares of a bloodied enemy one of the tentacles will lash out at it; dealing 1d8 necrotic. Each tentacle disappears after dealing its damage. Any remaining tentacles vanish at the end of the encounter. You gain resist 5 radiant for as long as the tentacles remain.

Level 15: 1d10 necrotic damage. Resist 10 radiant.

Level 25: 2d8 necrotic damage. Resist 15 radiant.

Special: Consuming this elixir counts as a use of a magic item daily power.

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Elixir of Radiance

This sweet tasting liquid deals bitter damage to evil creatures that seek to harm you.

Level:

Value:

Power (Consumable ✦ Radiant): Minor Action. After drinking this elixir you become charged with radiant energy. Each time an evilly aligned creature deals damage to you in melee combat a searing light will burst from the point of impact dealing 1d8 radiant to the attacking creature. Once this has occurred a total of four times the elixir's effect expires, otherwise it lasts until the end of the encounter. While you are charged with radiant energy evilly aligned creatures that end their turn next to you are dealt 1 radiant.

Level 15: 1d10 radiant damage. 3 radiant to evil creatures that end their turn next to you.

Level 25: 2d8 radiant damage. 5 radiant to evil creatures that end their turn next to you.

Special: Consuming this elixir counts as a use of a magic item daily power.

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Flameguard Potion

This volatile frosty white mixture offers protection from fire when drunk and a chilling attack when thrown.

Level:

Value:

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead you gain resist 5 fire until the end of the encounter.

Level 15: Resist 10 fire.

Level 25: Resist 15 fire.

Power (Consumable ✦ Cold): Standard Action. Area burst 1 within 5 squares; Target: Each creature in blast; Attack: +7 vs. Reflex; Hit: Target is dealt 2d8+4 cold damage.

Level 15: Attack: +17 vs. Reflex; Hit: Target is dealt 3d6+6 cold damage.

Level 25: Attack: +27 vs. Reflex; Hit: Target is dealt 4d6+9 cold damage.

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Fog of Protection

This bottle appears as though it is filled with constantly billowing grey clouds.

Level:

4

Value:

40 gp

Power (Consumable ✦ Zone): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead at the end of your turn you begin generating a zone of concealing fog (close burst 1). This fog grants concealment bonus to you and all creatures adjacent to you. The fog also blocks line of sight. The fog moves with you when you move, however the concealment and blocked line of sight it grants becomes temporarily interrupted until the end of your turn. This fog generating effect remains until the end of the encounter.

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Frostguard Potion

This volatile and spicy red mixture offers protection from cold when drunk and a fiery attack when thrown.

Level:

Value:

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead you gain resist 5 cold until the end of the encounter.

Level 15: Resist 10 cold.

Level 25: Resist 15 cold.

Power (Consumable ✦ Fire): Standard Action. Area burst 1 within 5 squares; Target: Each creature in blast; Attack: +7 vs. Reflex; Hit: Target is dealt 2d8+4 fire damage.

Level 15: Attack: +17 vs. Reflex; Hit: Target is dealt 3d6+6 fire damage.

Level 25: Attack: +27 vs. Reflex; Hit: Target is dealt 4d6+9 fire damage.

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Luck Potion

This minty green mixture brings a bit of luck to its user when they need it most.

Level:
7

Value:
100 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Once during this encounter you may choose to re-roll a failed attack roll, saving throw, or skill check.

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Luckstrike Potion

This fruity tasting liquid can either improve your aim or strengthen your attack.

Level:
10

Value:
200 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead during this encounter you may choose to either re-roll a failed attack with an additional +3 bonus, or deal an additional 1w damage to your target after making a successful attack.

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Potion of Damage Delaying

You feel very good after drinking this potion. So good in fact that you can ignore pain. For a little while anyway.

Level:
15

Value:
1,000 gp

Power (Consumable): Minor Action. Consume this potion. At the start of one of your turns during this encounter you may spend a healing surge. If you do you not regain hit points as normal. You become immune to all damage until the start of your next turn. The damage you would have taken during this turn is instead recorded and dealt to you at the end of the encounter.

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Potion of Healing Light

This potion glows brightly with the radiant power it contains.

Level:
8

Value:
125 gp

Property: This potion gives off light equivalent to a torch.

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead you regain 20 hit points.

Power (Consumable): Standard Action. Close burst 3. You and any allies in range are healed for 10 points. Undead creatures in range are dealt 2d6+4 radiant.

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Potion of Healing Mists

Drinking this potion restores your health. Shattering it releases its power in the form of restorative mists.

Level:
10

Value:
200 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead you regain 20 hit points.
Power (Consumable): Standard Action. Close burst 5. You and any allies in range are healed for the equivalent of a healing surge.

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Potion of Phasing

This colorless, tasteless, and odorless potion will put you safely out of action until the danger has past.

Level:
10

Value:
200 gp

Power (Consumable): Minor Action. Consume this potion. At the start of one of your turns during this encounter you may spend a healing surge. You do not regain hit points as normal. Instead you become intangible until the start of your next turn. During this time you may not perform any actions and you are immune to all attacks, powers, spells, effects, etc. If the space that you're in becomes occupied during this period of intangibility you shift to the nearest empty space when you become tangible.

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Potion of Repulsion

This pungent smelling liquid physically repels your enemies.

Level:
7

Value:
100 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Until the end of the encounter whenever an enemy creature ends its turn in a space next to you it must succeed at a saving throw or else be pushed 1 square away from you. If there is no free space to move into the creature is dealt 2 points of damage instead.

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Potion of Spell Storing

This potion changes its color and taste based on the spell that is stored within it.

Level:
14

Value:
800 gp

Property: You may cast one encounter or daily spell (up to level 14) on this potion to store it for later use.
Power (Consumable): Minor Action. Consume this potion and spend a healing surge. If you do you not regain hit points as normal. Instead you gain the ability to cast the stored spell during this encounter. Casting this spell does not count against the number of times you could normally cast it.

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Quickening Potion

This sour purple liquid churns within its bottle, as though it were eager to get out.

Level:
11

Value:
350 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. At the start of each of the next three rounds your position in the initiative order is improved by 1 slot. If you are highest in initiative order you gain a cumulative +1 bonus to your Reflex defense for each round you should have moved one slot higher but couldn't.

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Slickheel Potion

This thick silvery liquid lets you decide where you move when something forces you to.

Level:
6

Value:
75 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Until the end of the encounter whenever you are targeted by a power or effect which results in a pull, push, or slide you instead shift an equal number of spaces in the direction of your choice.

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Spiderkin Potion

Made from various spider bits, this foul liquid grants a spider-like ability to those brave enough to drink it.

Level:
13

Value:
650

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Until the end of the encounter you may move across webbed squares as though they were normal terrain. Also spiders that you have taken no hostile action against must make a successful saving throw to attack you.

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Spitstrike Potion

This potion's color taste and odor is based upon the type of damage it deals.

Level:

Value:

Power (Consumable ✦ Acid, Cold, Fire, Lightning, Necrotic Poison or Radiant): Minor Action. Consume this potion to gain an encounter attack power that requires a standard action to use. Range 3; +5 vs. Reflex; on a hit, deal 1d10 + Constitution modifier damage of a type determined when the potion was made: acid, cold, fire, lightning, or poison.

Level 14: +15 vs. Reflex; on a hit, deal 2d10 + Constitution modifier damage.

Level 24: +25 vs. Reflex; on a hit, deal 3d10 + Constitution modifier damage.

Special: If you suffer a critical hit before this power is used, the power is considered spent and you take 1d4 points of the specified damage type.

Level 14: 2d4 damage.

Level 24: 3d4 damage.

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Stonesafe Potion

Drinking this potion is like swallowing a handful of gravel.

Level:
13

Value:
650 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead you turn into a stone statue until the end of the encounter. Your AC becomes 5, Reflex 5, Fortitude 10, you become immune to poison damage, psychic damage, and necrotic damage, and you gain a number of temporary hit points equal to 3x your maximum number of hit points. While in the statue form you are immobile and can take no action. You also cannot be healed while in this form. If you're dealt an amount of damage equal to the temporary hit points you gained prior to the end of the encounter the potion expires and you revert back to normal.

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Trollkin Potion

Drinking this bubbling green concoction grants you a temporary troll-like power.

Level:

Value:

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead you gain regeneration 5 until the end of the encounter. The effect of this potion ends if you take acid or fire damage.

Level 14: Regeneration 10.

Level 24: Regeneration 15.

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Voice of Blasphemy

This pungent brew coats your throat with necrotic energies. The next sound you utter deals damage to your opponents.

Level:
13

Value:
650 gp

Power (Consumable ✦ Necrotic, Thunder): Minor Action. Consume this potion to gain an encounter attack power that requires a standard action to use and targets all good aligned creatures in range. Range: Close Burst 3; +5 vs. Will; on a hit, deal 2d6+4 necrotic and 2d6+4 thunder. At the time the power is used you may spend a healing surge. If you do you do not regain hit points as normal. Instead the attack deals an additional ongoing 5 necrotic (save ends).

Special: You cannot speak until this power is used or expires.

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Voice of Righteousness

This sweet concoction coats your throat with radiant energies. The next sound you utter deals damage to your opponents.

Level:
13

Value:
650 gp

Power (Consumable ✦ Thunder, Radiant): Minor Action. Consume this potion to gain an encounter attack power that requires a standard action to use and targets all evilly aligned creatures in range. Range: Close Burst 3; +5 vs. Will; on a hit, deal 2d6+4 radiant and 2d6+4 thunder. At the time the power is used you may spend a healing surge. If you do you do not regain hit points as normal. Instead all creatures that take damage are dazed (save ends).

Special: You cannot speak until this power is used or expires.

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Warden's Elixir

This bitter tasting dark green mixture's comprised of liquefied leaves and tree bark. Mmmmm.

Level:
8

Value:
125 gp

Power (Consumable): Minor Action. After drinking this elixir you gain the following abilities until the end of the encounter. *Barkskin:* Your skin takes on a bark-like appearance and you gain a +3 bonus to your AC. Each time you are successfully hit by an attack this bonus is reduced by 1. *Foreststep:* As an encounter power you can spend a move action to teleport a number of spaces equal to your normal movement rate. *Camouflage:* As an encounter power you can use a minor action to gain protection from ranged attacks. Until the start of your next turn you cannot be the target of a ranged attack unless your attacker first makes a successful saving throw.

Special: Consuming this elixir counts as a use of a magic item daily power. The powers the elixir grants will only function while in a forest environment.

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These cards can be cut out and handed to players when they're awarded treasure.

DMs can add a random element to their treasure by shuffling the cards and letting the players pick one.

Or let the players use the cards as a wish list. They can select one to be awarded to them during the adventure.

Magic potions with only one level have their level and value filled in.

The ones with multiple levels have blank spaces for the player or DM to fill in the proper numbers.

The majority of cards also have enough blank space to record bits of information.

Deathshroud Elixir

This bottle seems to hold a writhing mass of ebony scaled snakes.

Level:
15

Value:
1,000 GP

Power (Consumable + Necrotic): Minor Action. After drinking this elixir you sprout four writhing snake-like tentacles of necrotic mists from your body. Each time you end your turn within 3 squares of a bloodied enemy one of the tentacles will lash out at it; dealing 1d8 necrotic. Each tentacle disappears after dealing its damage. Any remaining tentacles vanish at the end of the encounter. You gain resist 5 radiant for as long as the tentacles remain.

Level 15: 1d10 necrotic damage. Resist 10 radiant.

Level 25: 2d8 necrotic damage. Resist 15 radiant.

Special: Consuming this elixir counts as a use of a magic item daily power.

REMEMBER THE RESIST
10 RADIANT WHILE
POTION'S ACTIVE.

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