

# d30 Random “Gut Buster” Generator

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This generator is inspired by a combination of fantasy elements (*specifically HackMaster 4th Edition Gnome Titans*) and real-world events (*Military “Grog Bowls” and a slightly sadistic baby-sitter.....it’s a long story*). The idea is that to gain some level of acceptance from “regulars” at a drinking establishment you have to prove yourself by downing, and keeping down, a noxious concoction commonly known as a Gut Buster. Pretty much a combination test and hazing ritual all rolled into one.

**Using these tables:** Roll 1d30 on Table 1 to select the liquid base for one establishment’s Gut Buster, along with the primary stat mod (+/-) to the resulting simple CON check. Roll on Table 2a to see how many “special ingredients” (Table 2c) are added to the drink base. Each unique Table 2c “special ingredient” imposes a -1 penalty to the final CON check. Roll on Table 2b to see how many magical or quasi-magical secret ingredients are added to the Gut Buster, which is presented with a certain level of formality and flourish as indicated on Table 3. When the PC drinks the Gut Buster, have them roll a CON check with the modifiers from Tables 1 and 2c. A failure indicates that the PC vomited the Gut Buster and will be the source for ridicule. If the PC managed to pass, they will be accepted by the establishment’s “regulars”, but the GM will need to consult Table 4 for the Temporary Gut Buster Effects (*minor potion miscibility*), using modifications from Table 2b.

**GM Tip:** If the PCs are being bothersome, feel free to add some extra “special ingredients” and/or “temporary effects”.

**Table 1: Base Liquid**

Roll	Results	Stat Mod
1	Mulled Wine	INT
2-5	Cut Ale	WIS
6-10	Stale Beer	CHA
11-20	Well Water	No Stat Mod
21-25	Bar Mop Wringings	DEX
26-29	Warm Goat’s Milk	STR
30	Vinegar	CON

**Table 2a: Gut Buster Additions**

Roll	Results
1	2 rolls Table 2c (no duplicates)
2-5	3 rolls Table 2c (duplicates allowed)
6-10	3 rolls Table 2c (no duplicates)
11-20	4 Rolls Table 2c (no duplicates)
21-25	4 Rolls Table 2c (duplicates allowed)
26-29	5 Rolls Table 2c (duplicates allowed)
30	5 Rolls Table 2c (no duplicates)

**Table 2b: Secret Ingredients (Drops)**

Roll	Results
1	2 Herbal Remedies (-5 Table 4)
2-5	3 Herbal Remedies (-2 Table 4)
6-10	3 Herbal Remedies & 1 Magic Potion (-1 Table 4)
11-20	2 Magic Potions
21-25	2 Magic Potions & 1 Herbal Remedy (+1 Table 4)
26-29	2 Magic Potions & 2 Herbal Remedies (+2 Table 4)
30	3 Magic Potions (+5 Table 4)

**Table 2c: Special Ingredients**

Roll	Result
1-2	Beet Juice (for color)
3	Cold Porridge
4	Hot Sauce
5-6	Shot of Rum
7-8	Shot of Mint Schnapps
9	Cottage Cheese
10	Bacon Grease
11-13	Garum (fermented fish sauce)
14-15	Diced Tomatoes with Juice
16	Raw Egg
17-19	Cream Soup
20-22	Strong (Bitter) Herbal Tea
23-24	Weak Lye Soap
25-28	Shot of Whiskey
29	Sourdough Hooch (foul liquid)
30	Pickle Juice/Brine

**Table 3: Presentation Flourishes**

Roll	Results
1	“Regulars” Ceremonially Shake/Stir Gut Buster
2-5	Gut Buster Warmed with Hot Poker Table-Side
6-10	Minor Explosion/Puff of Smoke with Final Ingredient
11-20	Everyone Chants “Drink!”
21-25	Gut Buster Served in Special “Regulars-Only” Mug
26-29	Gut Buster Bubbles and Foams when set at Table
30	Gut Buster Made Table-Side

## Gut Buster CON Check

CON  
+/- Stat Mod  
- Special Ingredients  
Target Number

FAIL = Vomiting  
PASS = Table 4 roll



The graphic used is a public domain image by John Kay, taken from *Print 353*, printed by Hugh Paton (*Printseller*) Edinburgh, 1877.

**Table 4: Temporary Gut Buster Effects**

Roll	Result
1 or less	Gives a Long Belch (1d4 seconds)
2-3	Tongue Numbs (1d4 hours)
4-6	Turns Color of Gut Buster (1d4 minutes)
7-10	Falls to Floor Sound Asleep (1d4 minutes)
11-20	Becomes Intoxicated (1d4 hours)
21-24	Struck Deaf & Mute (10d4 Minutes)
25-27	Struck Blind (1d4 hours)
28-29	Looses all Bowel Control (1d4 minutes)
30-35	Belch Gout of Flame (1d2 seconds)