# POTION GENERATION TABLES

Over the course of their adventuring career, characters come across dozens, if not hundreds, of potions. All too often the Dungeon Master or Game Master simply waves it off and tells the players what the potion is, without going into more details. The Potion Description Generator has been provided to not only give the players a rich and full description of the concoctions they find, but also to provide an air of mystery to those characters that have no method of rapidly determining the capabilities of the mysterious liquids they have found.

# CONTAINERS

Roll 1d12 to determine the type

1-3. Glass

4-6. Small Gourd

7. Metal

8-10. Clay

11. Horn

12. Unusual

# Glass

Bottle Shape (roll 1d6)

- 1. Square bottle, flat base
- 2. Spherical bottle, flat base
- 3. Spherical bottle with metal base
- 4. Oblong sphere with flat base
- 5. Oblong sphere with metal base
- 6. Cylinder

Glass Transparency (roll 1d4)

- 1. Clear and Transparent
- 2. Transluscent (roll for glass color)
- 3. Barely Transluscent (roll for glass color)
- 4. Opaque (roll for glass color)

Glass Color (Roll 1d6)

- 1. Blue
- 2. Red
- 3. Green
- 4. Brown
- 5. Yellow
- 6. Purple

Unusual Features (roll 1d6)

- 1-3. None
- 4. Artistic Etching
- 5. Painted Glass
- 6. Paper Label

#### **Small Gourd**

Roll 1d6 for coloration

- 1. Yellow
- 2. Green
- 3. Orange
- 4. Purple
- 5. Brown
- 6. Two color stripes (roll twice again, ignore 6's)

### Metal

Container Shape (roll 1d6)

- 1-2. Flask
- 3-4. Cylinder bottle
- 5-6. Tube

Metal Type (roll 1d6)

- 1. Brass
- 2. Bronze
- 3. Silver
- 4. Pewter
- 5. Tin
- 6. Copper

# Clay

Bottle Shape (roll 1d6)

- 1. Square bottle, flat base
- 2. Spherical bottle, flat base
- 3. Spherical bottle with metal base
- 4. Oblong sphere with flat base
- 5. Oblong sphere with metal base
- 6. Cylinder

Color (roll 1d6)

- 1. Light Brown
- 2. Dark Brown
- 3. Orange
- 4. Yellow
- 5. Red
- 6. Light Grey
- 7. Dark Grey
- 8. Blue-Grey

**Unusual Features** 

- 1. Handle
- 2. Broken Handle
- 3. Artistic Etching
- 4. Painted Scene
- 5. Potters Stamp
- 6. None

#### Horn

Roll 1d20 to determine creature of origin

1-6. Cow

7-10. Goat

11-13. Buffalo

14-16. Ram

17. Unicorn

18. Dragon

19. Minotaur

20. Devil

Additional Features (roll 1d4)

1-2. None

3. Artistic Etching

4. Metal Inlays (roll 1d6)

1. Silver

2. Brass

3. Copper

4. Gold

5. Platinum

6. Bronze

#### Unusual

Roll 1d6 for such oddities

1. Carved from bone

2. Skull of a small animal

3. Crystaline (roll features as per glass)

4. Ivory

5. Large animal tooth

6. Bamboo

# THE POTION PROPERTIES

This section deals with all the various properties of the actual liquid itself, including viscosity, color, smell, and even taste.

### **Viscosity**

Roll 1d6 to determine the thickness of the liquid

1. Thin and watery

2. Milky

3. Oily

4. Thick and syrupy

5. Thin and sticky

6. Extra thick (honey)

#### Color

Roll 2d8 to determine the color of the liquid

2. White

3. Light Blue

4. Turquoise

5. Blue

6. Dark Blue

7. Purple

8. Lavender

9. Pink

10. Red

11. Dark Red

12. Orange

13. Yellow

14. Light Green

15. Dark Green

16. Black

# **Smell**

Roll 3d10 to determine the aroma

3. Acrid and bitter

4. Brine

5. Citrus

6. Corky

7. Dank

8. Fishy

9. Flowery

10. Fresh

11. Fruity

(roll on the Fruit Subtable)

12. Heavy

13. Metallic

14. Minty

15. Moldy

16. Musky

17. Odorless

18. Peppery

19. Piny

20. Putrid and rotten

21. Skunky

22. Smoky

23. Sour

24. Spicy

25. Stench

26. Sulphur

27. Sweat

28. Sweet

29. Vinegar

30. Woody

### **Taste**

Once the character has reached the point where they are brave enough to drink the potion, roll 3d10 to determine the taste...

- 3. Bitter
- 4. Bittersweet
- 5. Bland
- 6. Burnt
- 7. Chalky
- 8. Creamy
- 9. Dry
- 10. Fishy
- 11. Fizzy
- 12. Fruit

(roll on the Fruit Subtable)

- 13. Gingery
- 14. Greasy
- 15. Gritty
- 16. Heavy
- 17. Minty
- 18. Peppery
- 19. Pickled
- 20. Salty
- 21. Sharp
- 22. Silky
- 23. Sour
- 24. Spicy
- 25. Sweet
- 26. Tangy
- 27. Tart
- 28. Tasteless
- 29. Vinegar
- 30. Watery

# **Fruit Subtable**

Roll 2d12 to determine type

- 2. Apple
- 3. Banana
- 4. Blackberry
- 5. Blueberry
- 6. Cantaloupe
- 7. Cherry
- 8. Coconut
- 9. Cranberry
- 10. Fig
- 11. Grape
- 12. Raisin
- 13. Grapefruit
- 14. Kiwi
- 15. Lemon
- 16. Lime
- 17. Olive
- 18. Orange
- 19. Peach
- 20. Pear
- 21. Plum
- 22. Pineapple
- 23. Raspberry
- 24. Watermelon

