

CAROUSING TABLE - GENERAL

For Warriors or any class: in town and once per session a PC may spend 1d4 x 80 gp on drink, vice and other fun, gaining XP equal to the result of the d4. Rolling a gp cost greater than the carouser can afford results in owing money to unsavory NPCs and/or PCs, a matter which can be used as an adventure seed by the Judge. The actual length of time spent carousing could vary from a single night out to, say, a week of debauchery (Judge/player discretion).

In any case, make a 1d30 roll + the PC's Luck modifier and consult the table below (possibly gaining additional XP to those outlined above. Judges should adjust the suggested XP awards to better fit their game):

GENERAL FANTASY CAROUSING TABLE

Roll	Event
>1	<p>Breaking The Law. Your drunken antics have caused you to be accused of a serious offense (roll 1d10): (1) killing a guardsman over dice; (2) killing an off-duty guardsman in a brawl; (3) killing guardsmen as they tried to arrest you for some reason; (4) blasphemy/desecration of a holy place/theft of temple offerings; (5) murder of a worthy; (6) murder of a commoner; (7) arson; (8) robbery of a worthy; (9) treason; or (10) roll again three times.</p> <p>You decide the details and whether you are innocent or guilty. Roll a DC 15 Personality check. On a success, you may pay 1d6 x 100 gp as a bribe, and escape justice. On a failure, you may pay 1d6 x 300 gp as a bribe, and escape justice. Failure to pay the bribe means that you must face local law (as determined by the Judge) to find out the consequences (e.g. fines, forced labor, execution). Gain 8 XP if you pay a bribe to earn your freedom, or 20 XP should you face justice and survive.</p>
2	<p>Eruption. Embarrassed yourself in public with unusual relish. Gain no further XP. Roll a DC 15 Per check or gain a reputation in this locale as an incontinent drunken oaf to be shunned (except by gongfarmers).</p>
3	<p>Steal Away (The Night). When you awake in your room after passing out from drink, all of your coin and equipment is gone, likely stolen by last night's (only dimly recalled) paramour. Roll a Luck check for each magical/special item in your possession: on a failed check, that item has also been stolen. Gain 10 XP plus 1 XP for each 100 gp stolen (rounded up, max 50) plus 10 XP for each magical item stolen. You begin the next session wearing only your bell-bottoms, disco shirt and platform shoes.</p>

4	Ace Of Spades. You have gambled drunkenly and managed to lose it all! Remove all coin and non-magical treasure (keeping equipment, weapons, armor, etc.), but gain 10 XP plus 1 XP (max 50) for each 100 gp lost (rounded up). What became of your belongings; who or what possesses them now and are they reclaimable somehow? Only the Judge knows and decides whether this be an adventure seed worth pursuing.
5	Mouth For War. Involved in an intoxicated brawl. Roll a DC 13 Ref save or start the next session with a black eye and lacking 1d4 HP. However, gain 1 XP.
6	Eat The Rich. Engorged yourself on what you considered to be delicacies...sickness ensued. Make a Luck check: failure means starting the next session down 2d7 HP (minimum 1). On a natural 20 lose also a point of Stamina permanently. Success means losing just your lunch. Gain 2 XP either way.
7	The Dreadful Hours. You attempt to carouse, but the wine tastes sour, the (wo)men decline your advances, and you suffer from a general tedium. In the ennui, you find yourself listening to old fools prattling on. The Judge may provide an adventure seed. Gain 3 XP.
8	Killers. After a night of hard drinking, thugs ambush you in a darkened alley! Roll a Luck check. On a success, you managed to drive off the robbers without serious injury. On a failure, you get badly beaten and robbed: lose all coin and non-magical treasure, and roll a Luck check for each magical item in your possession. On a failed check, that item has also been stolen. Gain 10 XP plus 1 XP for each 100 gp stolen (rounded up) plus 10 XP for each magical item purloined. You also begin the game with only half HP (rounded up).
9	Outlaw. Your drunken antics have led to legal trouble, and you now find yourself accused of (roll 1d6): (1) assault on a city guardsman; (2) assault on a citizen; (3) vagrancy; (4) public wantonness; (5) destruction of property; or (6) unlawful dueling. Roll a Personality check. On a success, you may pay 1d6 x 10 gp as a bribe, and escape justice. On a failure, you may pay 1d6 x 100 gp as a bribe, and escape justice. Failure to pay the bribe means that you must face local law (as determined by the Judge) to find out the consequences (e.g. fines, forced labor, exile). Gain 5 XP if you pay a bribe to earn your freedom, or 10 XP if you face justice and remain free.
10	No Stranger To Love. Your companions woke you in the morning and found the following in your bed. Gain 10 XP, and roll 1d8: (1) A dead sheep. (2) A sheared but live sheep. (3) A 0-level adventurer hopeful (searching your gear/ maps, being a general pest). (4) A local authority figure's spouse (roll for gender). (5) A Wizard (level 1d3, roll for gender), annoyed with your sexual performance. (6) Lots of fleas and lice (-1 to all attack, skill and spell rolls for next game). (7) Your newlywed spouse (clingy local lad or lass: make a 0-level character). (8) A local high priest, who claims to have been drugged & violated by you.

11	Strength Beyond Strength. You started a tavern fight. Roll a DC 13 Str check. On a success, you gain 15 XP. On a natural 20 you also gain 1 point of Str (max 18). On a failure, you were badly beaten (gain 10 XP) and have spent the last days abed healing, and begin the game down 2d6 HP (minimum 1).
12	Bewitched. You refused the advances of an old crone. Succeed at a DC 15 Will save or she turned you into a pig (quest to undo). Pick a character of the player on your left. S/he can understand you; everyone else hears mere squeals and oinks. Get 9 XP.
13	Flash Of The Blade. Hungover, the only thing you recall from last night is that you swore an oath to appear in a public duel later today, for the nature of which roll 1d3: (1) to first blood; (2) to incapacitation; (3) to death. Roll 1d10 to determine the identity of your opponent: (1) Random Peasant; (2) Prissy, Minor Noble, terrified; (3) Foreign Sorcerer; (4) Dwarven Mercenary; (5) City Guardsman; (6) Major Lord, known for his skill at dueling; (7) Rowdy Barbarian; (8) 1d4 lvl Cleric; or (9) 1d5 lvl Warrior; (10) Notorious Thief. If you appear for the duel and win, gain 20 XP.
14	Suicide Solution. You drank too much last night, projectile-vomited & passed out and feel not at all well this fine morning. Take a -2 penalty on all attack rolls, saving throws, skill and ability checks and spell checks this session, but gain 10 XP.
15	Walk. You have publicly insulted a worthy, who will actively try to make your life difficult and perhaps even end it! Gain 15 XP. The insulted party may accept some form of recompense. Roll 1d8 to see the object of your insult: (1) The local ruler (or equivalent); (2) A rival adventurer; (3) A random noble; (4) A local priest of a major deity; (5) A local leader of a Chaotic cult; (6) The local watch commander; (7) A random local wizard; (8) A guild thief or deadly assassin.
16	Brothers In Arms. If you have any hirelings, henchmen or retainers, you have offended them while in your cups (player decides the details). Roll a DC 14 Per check for each such retainer. On a failed roll, he deserts you. On a successful roll, they reluctantly stay, but suffer a -4 to morale rolls for the current session. If you have no hirelings, ignore this result and roll anew. Gain 5 XP for each deserter.
17	The Jack. You gambled away the night like the drunken lunatic you are. The result? Roll a Luck check and see. If successful, you gain 1d10 x 100 gp in winnings and 10 XP. If you fail the check, you lose 1d10 x 100 gp and gain only 6 XP. If you lose more coin than you have, there is likely a loanshark out there seeking you...
18	Under The Rose. Not sure how it happened due to drunken stupor, but you joined into some sort of secret society or weird cult. Roll a DC 12 Intelligence check to remember the signs and passwords. The Judge determines all the pertinent details of the cult (minor deity/patron/other?). Gain 7 XP.

19	Money. Invested all your spare cash (50% chance gems and jewelry, too) in some silver-tongued merchant's scheme. Roll 1d6: (1-3) it is bogus; (4) it is bogus and the Law thinks you are in on it; (5-6) actual money making opportunity returns 2 x d% profits in 3d4 months. Gain 8 XP regardless.
20	The Prisoner. A misunderstanding with local authorities. Imprisoned until fines and bribes totaling 1d6 x 200gp paid. All weapons, armor and dubious items confiscated. Gain 8 XP.
21	Disciple. Wake up stark naked in a random local temple. Roll 1d7: (1-3) clergy enraged; (4-7) clergy thankful for unremembered services rendered. Gain 9 XP + possible divine favor as determined by the Judge.
22	Spreading The Disease. Your indiscriminate choice of bedmates has brought you something nasty, such as syphilis, goblinrash, whoresnitch or whatnot. Roll a Luck check. On a success, a poultice from the healer has fixed you up, and you suffer no ill effects. On a failure, you get a -1 to all attack, save, skill, spell, and ability checks the next gaming session. On a natural 1, lose 1 HP permanently from your unfortunate condition. Gain 10 XP either way. Also, someone may be pregnant (20% chance).
23	Nothing Else Matters. Despite your best efforts, you found true love in your latest dalliance. 75% chance (minus the inverse of PC's Luck mod x 10) s/he is already married. Gain 10 XP regardless.
24	And I Hear You Call. Whilst drunk, you asked your god(s) to get you out of a slight predicament. Turns out they heard you! Now as repayment for needlessly saving you, you have been given a quest and failure to comply will result in a curse or worse. Gain 12 XP upon completion.
25	Firestarter. Accidentally(?) started a conflagration. Roll 1d6: (1-2) burned down your favorite inn; (3-4) destroyed a den of ill repute; (5-6) the majority of the town goes up in smoke. Roll 1d5 + your Luck mod: (>1) everybody knows you did it; (2) someone else knows, maybe a blackmailer; (3-4) your fellow carousers know you did it; (5<) nobody knows. Gain 13 XP in any case.
26	Livin' After Midnight. Partying like it's 1974! Wine, (wo)men, song and all worldly pleasures be yours. You may trade gold for XPs on a 100 gp to 1 XP basis (maximum 50 XP may be gained this way per month).
27	The Oath. As '26' above, plus the following: as the wine and increasingly boastful tales were told, you found yourself atop a table, before a full crowd at the tavern, vowing to be the first adventurer to slay some legendary beast or obtain some (in)famous item. Roll 1d20 to determine your boast: (1) to obtain the teeth & milk of a bird; (2) to obtain the footprints of a dead man; (3) to obtain the Gauntlets of Invisible Hands; (4) to obtain the Pillow of Sleeplessness; (5) to pilfer the Sword of Reason; (6) to solve the Riddle of Steel; (7) to kill all of the goblins/kobolds/whatnot plaguing the surrounding lands;

	<p>(8) to win the heart of a legendary witch/warlock; (9) to destroy the monster that locals call “The Demon You”; (10) to go on a doom-laden quest and return when the raven turns white; (11) to breach the infamous Trollish Garden of Delights, deep beneath the welkin; (12) to best the God of Wisdom in a battle of wits; (13) to read forbidden lore from the legendary Book of Illiteracy; (14) to bring back the head of one of the savage unmen that infest the nearby woods; (15) to brave the soporific cavern of Unremembered Dreams; (16) to best Eippuz the Black, the dread guardian of “yonder shunned cave”; (17) to slay The Dragon, in the mountains on the horizon; (18) to find and loot the hidden temple of Lukki, the spider god, and claim the fist-sized amethyst guarded by floating horrors; (19) to find the temple at world’s end, and face the weeping god who guards the great treasure hidden therein; (20) to obtain godhood.</p> <p>Whatever your boast, be sure to mark it down. If you accomplish the goal, and return alive with proof, receive 100 XP and +2 to your Luck attribute.</p>
28	<p>Blood Brothers. As ‘26’ above, plus the following: in your drinking, you have found a sworn companion, a novice adventurer who shares your alignment and general outlook on life. Roll a random 0-level character. That NPC will now accompany you as a henchman, who is mightily loyal, and receives a +4 morale bonus as long as you are present. After one adventure, you may spend 10 XP to level him/her up. S/he is run by you (or the Judge, when arsed), but only receives XP if you give him some of yours. If your main character dies, you may immediately take control of the NPC, at his/her current level.</p>
29	<p>You Will Know My Name. As ‘26’ above, plus 1d4+2 HP permanently.</p>
30+	<p>Into Glory Ride. As ‘26’ above, plus the following: your brawling, drinking and fighting has taught you more about the world and yourself and made you an even more formidable Warrior than before! Roll 1d16 and consult the following table:</p> <ol style="list-style-type: none"> (1) Gain 1 HP permanently. (2) Increase your deed die by 1d (if Warrior or Dwarf) or gain a +1 to all attack rolls. (3) Gain a +1 to Intelligence (20 max). (4) Gain a +1 to Fortitude saves. (5) Gain a +1 to Reflex saves. (6) Gain a +1 to Will saves. (7) Gain a +1 to all melee damage rolls. (8) Gain a +1 to AC. (9) Gain a +1d to all critical hit results. (10) Gain 1d5 HP permanently. (11) Gain +1 Strength (max 20). (12) Gain +1 Agility (max 20). (13) Gain +1 Stamina (max 20). (14) Gain +1 Personality (max 20). (15) Gain +1 Luck (max 20). (16) Gain +1 Strength and +1 Stamina! I am become death!