

Carousing Results

(Thanks to [Jeff Rients](#) for the carousing concept and the original table!)

d30	Result
1	Gambling win – 1-4: get your money back (but still gain the XP!), 5: win your money back plus 1d6 x 100gp, 6: as 5, plus you make a nasty enemy.
2	Extreme hangover, -2 to attacks this session. Save vs poison negates.
3	Hear an interesting rumour.
4	Lose a random item of equipment. Yes, even armour.
5	Get a tattoo. 1-3: it's actually pretty cool (you choose), 4: it's lame (player to the right chooses), 5: it could have been badass, but something is goofed up or misspelled (DM chooses), 6: it says something insulting, crude or stupid in an unknown language (DM chooses).
6	Got pregnant / got someone pregnant. Results not obvious for some time.
7	End up in jail for some minor crime. Have to pay 50gp bail / reparations.
8	Unscrupulous liaison – catch a venereal disease. Save vs poison negates.
9	Where did this come from!? You wake up with a new possession – 1: a weapon, 2: a gem (1d20 x 5gp), 3: a distinctive ring (1d4 x 50gp), 4: a scrawled treasure map, 5: an unmarked potion, 6: a religious item.
10	Fall in love. 50% chance with someone inappropriate. Save vs spells to avoid.
11	Got into a fight – lose 1d3 hp (cannot be fatal). Save vs paralysis negates.
12	In a drunken stupor you plea to a cosmic power to get you out of some sorry mess. They oblige, but you now find yourself under the effects of a <i>quest</i> spell.
13	Invest all your spare cash (50% chance all gems and jewellery, too) in some smooth-tongued merchant's scheme. 1-4: it's bogus, 5: it's bogus, illegal, and the law think you're in on it, 6: actual money making opportunity returns d% profits in 3d4 months.
14	Beaten and robbed. Lose all your personal effects and reduced to half hit points. Save vs wands to avoid.
15	Overhear someone bragging about a valuable item 1: in their possession, 2: in a secret location in town, 3: owned by someone unexpected, 4: in a temple, 5: buried, 6: coming through soon with a merchant caravan.
16	Can't quite remember what happened – lose d% of all your available gold, gems & jewellery. Save vs spells to avoid.
17	Make a fool of yourself in public. Gain no XP. Gain a reputation in this town as a drunken lout. Roll CHA to save reputation.
18	You're not sure how it happened, but you've been initiated into some sort of secret society or weird cult. If you succeed an INT check you remember the signs and passwords. Save vs spells to avoid.
19	Wake up stark naked in a random local temple. 1-3: the clerics are majorly pissed off, 4-5 they smile and thank you for stopping by, 6: the cosmic power likes the cut of your jib, you get +1 at hit and damage this session.
20	The roof! The roof! The roof is on fire! Accidentally start a conflagration. Roll d6 twice. 1-2: burn down your favourite inn, 3-4: some other den of ill repute is reduced to ash, 5-6: a big chunk of town goes up in smoke. 1-2: no one knows it was you, 3-4: your fellow carousers know you did it, 5: someone else knows, perhaps a blackmailer, 6: everybody knows. Save vs wands to avoid.
21	A drinking partner earnestly presses an object into your hands. 1: something which implicates you in a crime, 2: something which leads to an adventure, 3: an urgent message which must be delivered, 4: an urgent message which must be delivered and which presents an extremely interesting opportunity for blackmail, 5: something valuable, 6: something downright inexplicable.
22	You agree to some outrageous dare. Make a DEX roll. If it succeeds you gain a reputation as an excellent sport. If it fails you're the laughing stock of the town.
23	Wake up in bed with: 1: an animal, 2: succubus / incubus, 3: (apparently) normal person, 4: randomly determined other PC, 5: someone of inappropriate race / sex, 6: someone important.
24	Gravely offend: 1: Priest of influential cosmic power, 2: Local ruler, 3: Tavern owner, 4: Chief of local law enforcement, 5: Wizard, 6: Noble. Roll CHA to apologise successfully.
25	You make an implausible wager with someone influential in the town. You now have 1d4 weeks to prove you can do what you claimed. 1d100 x 10gp are at stake.
26	Take part in a ludicrous contest. 1: pig chasing, 2: goat racing, 3: egg and spoon race, 4: dancing competition, 5: cabbage throwing, 6: blind / naked wrestling. Make a DEX roll to win the prize. 1: 1d6 x 10gp, 2: a date with the landlord's nubile daughter, 3: a kiss from a local prince/ss, 4: "king for a day", 5: a local relic (you're expected to give it back tomorrow), 6: a commemorative plaque.
27	Overhear a group planning a crime.
28	Gambling spree gone wrong – lose double your money (but don't get double XP).
29	Wake up: 1: with a skull on your pillow, 2: covered in cold slime, 3: next to a corpse, 4: in a graveyard, 5: with a crow or owl staring at you, 6: in a trash or dung heap.
30	A witch or wizard casts a spell on you: 1: <i>charm person</i> , 2: <i>polymorph others</i> , 3: <i>geas</i> , 4: <i>invisibility</i> , 5: <i>feign death</i> , 6: <i>dispel magic</i> . Save vs spells to avoid.