

CAROUSING RULES

[Original Carousing Rules and Consequences by Jeff Rients](#)

You must have at least 100 gp of wealth to roll a carousing die. Roll 1d5 for your time spent carousing. You gain the result in XP and spend the result x 100 gp. If the cost of carousing is more than you possess in coins, gems, and luxury items, you are now indebted to someone who expects to be paid back the difference plus 1d6 x 10% interest. If you then roll a "lose all your stuff" consequence, double the debt.

Thieves, warriors, dwarves, and halflings may choose to double the XP earned and gold spent, provided they have at least enough wealth to cover the initial result's cost. Any additional cost incurs debt as normal.

In addition, after each carousing die is rolled, you must roll on the table below (all attribute checks are roll d20 equal to or less than attribute score). Subtract your Luck modifier x 10% from the d100 roll:

01-55 No consequences.

56-57 Make a fool of yourself in public. Gain no XP. Roll Personality check or gain reputation in this town as a drunken lout.

58-61 Involved in random brawl. Roll Strength check or start adventure d3 hit points short.

62-65 Minor misunderstanding with local authorities. Roll Personality check. Success indicates a fine of 2d6 x 25gp. Failure or (inability to pay fine) indicates d6 days in the pokey.

66-67 Romantic entanglement. Roll Luck check to avoid nuptials. Otherwise d6: 1-3 scorned lover; 4-6 angered parents.

68-69 Gambling losses. Roll the dice as if you caroused again to see how much you lose. (No additional XP for the second carousing roll.)

70-71 Gain local reputation as the life of a party. Unless a Personality check is **failed**, all future carousing in this burg costs double due to barflies and other parasites.

72-73 Insult local person of rank. A successful Personality check indicates the personage is amenable to some sort of apology and reparations.

74-77 You couldn't really see the rash in the candlelight. Roll Stamina check to avoid venereal disease.

78-79 New tattoo. d6: 1-3 it's actually pretty cool; 4 it's lame; 5 it could have been badass, but something is goofed up or misspelled; 6 it says something insulting, crude or stupid in an unknown language.

80-81 Beaten and robbed. Lose all your personal effects and reduced to half hit points.

82-83 Gambling binge. Lose all your gold, gems, jewelry. Roll Personality check for each magic item in your possession. Failure indicates it's gone.

- 84-87 Hangover from hell. First day of adventuring is at -2 to hit, saves, and spell checks.
- 88-89 Target of lewd advances turns out to be a witch. Will save versus DC 12 or you're literally a swine.
- 90-91 One of us! One of us! You're not sure how it happened, but you've been initiated into some sort of secret society or weird cult. Did you really make out with an emu or was that just the drugs? Roll Intelligence check to remember the signs and passes.
- 92-93 Invest all your spare cash (50% chance all gems and jewelry, too) in some smooth-tongued merchant's scheme. d6: 1-4 it's bogus; 5 it's bogus and Johnny Law thinks you're in on it; 6 actual money making opportunity returns d% profits in 3d4 months.
- 94-96 Wake up stark naked in a random local temple. d6: 1-3 the clerics are majorly pissed off; 4-6 they smile and thank you for stopping by.
- 97 Major misunderstanding with local authorities. Imprisoned until fines and bribes totaling d6 x 1,000 gp paid. All weapons, armor, and magic items confiscated.
- 98 Despite your best efforts, you fall head over heels for your latest dalliance. 75% chance your beloved is already married.
- 99 When in a drunken stupor you asked your god(s) to get you out of some stupid mess. Turns out they heard you! Now as repayment for saving your sorry ass, you're under the effects of a quest spell.
- 100 The roof! The roof! The roof is on fire! Accidentally start a conflagration. Roll d6 twice. 1-2 burn down your favorite 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.