

Expanded Carousing Table – Roll d100 and add your level.

- 02-04** Things got a little crazy. Did we kill the stripper?! Move your alignment one step towards chaos or evil.
- 05-07** You 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.
- 08-10** Nobody comes to your party, and it hurts your self esteem. Each time you roll this result, you gain a cumulative -1 to all future carousing rolls.
- 11-13** The target of your lewd advances turns out to be a witch. Make a wisdom saving throw DC 15 or roll on the *reincarnation* table to determine your new race.
- 14-16** You are challenged to a duel, but cannot remember with whom. At the most inconvenient time they show up.
- 17-19** 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.
- 20-22** You lost a fight, but you can't remember with whom. Lose 1d2 teeth, get a black eye, or break your nose.
- 23-25** You are jailed for 1d4 days at the end of the downtime period on charges of disorderly conduct and disturbing the peace. You can pay a fine of 10 gp to avoid jail time, or you can try to resist arrest.
- 26-28** You regain consciousness in a strange place with no memory of how you got there, and you have been robbed of $3d6 \times 5$ gp.
- 29-31** You make an enemy. This person, business, or organization is now hostile to you. The DM determines the offended party. You decide how you offended them.
- 32-34** You lose at the tables. Lose $1d8 \times 4$ gp. If you don't have this kind of money, someone is going to be angry.
- 35-37** You are involved in a random brawl. Roll a Strength(Athletics) check DC 15 or start the adventure one hit die short.
- 38-40** You make a fool of yourself in public. Roll a Charisma(Persuasion) check DC 15 or gain the reputation in this town as a drunken lout.
- 42-44** You are caught up in a whirlwind romance. Roll a d20. On a 1-5, the romance ends badly. On a 6-10, the romance ends amicably. On an 11-20, the romance is ongoing. You determine the identity of the love interest, subject to your DM's approval. If the romance ends badly, you might gain a new flaw. If it ends well or is ongoing, your new love interest might represent a new bond.
- 45-47** You gain the local reputation as the life of the party. On all future nights out, you find yourself surrounded by barflies and other parasites. Any time you lose money carousing in this town, double it.
- 48-50** If you are a halfling or a dwarf, you are tossed, and everyone knows about it. If not, reroll.
- 51-53** 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 of was that just the drugs? Make an Intelligence(Investigation) roll DC 15 to remember the signs and passes.
- 54-56** You judge some kind of bar event, and everyone praises your decisions!
- 57-59** Someone takes your bag by mistake but leaves theirs, which has an interesting item.
- 60-62** Someone dies from too much partying at your party. Pity, but you are offered their job!
- 63-65** You manage to humiliate that one jerk/bitch you hate.
- 66-68** You earn modest winnings from gambling and recuperate your lifestyle expenses for the time spent carousing.
- 69-71** You earn substantial winnings from gambling. You recuperate your lifestyle expenses for the time spent carousing and gain $1d20 \times 4$ gp.
- 72-74** You get on the good side of the local government representative. They will help you out when you need them.
- 75-77** You wake up next to a master spy that night. They mumble state secrets in their sleep that could be very lucrative for you.
- 78-80** You make buds with a master, and your training is free the next time you gain a level.
- 81-83** The drunken friar joins your party! Get an acolyte as an NPC companion until he fails a morale save or you carouse again.
- 84-86** You win a bar bet and gain the services of two henchmen guards with low morale for a month. They may stay on if you pay them.
- 87-89** You run into a long-lost relative. Maybe they want to go adventuring with you?! (henchman)
- 90-92** Your body adapts to all the partying. Each time you roll this result, you gain a cumulative +1 to all future carousing rolls.
- 93-95** One of your drinking buddies is actually a supernatural entity that wants to be your bud, familiar or patron.
- 96-98** Wake up with a random magical item.
- 99+** You make a small fortune gambling. You recuperate your lifestyle expenses for the time spent carousing and gain $4d6 \times 10$ gp. Your carousing becomes the stuff of local legend.