

## CAROUSING TABLE - PARAMOUR

This table adds a few details to your romantic dalliance for the evening (or longer). Choose the preferred sex of paramour and then roll d30 on the following table, adding your Personality modifier. Roll instead d20+10 for encounters where you are in control, generally when you roll well on your Carousing table or when the story otherwise dictates it. Conversely, roll a straight 1d20 when you're in over your head. You can modify the result upwards or downwards by spending Luck.

ROLL	MALE	???	FEMALE
<1	Shanghaied! Make a Luck check. If you succeed, you are sold to a brothel in town and can be rescued in 2d7 days. Otherwise, you are sold to a slaver caravan instead, and rescue takes 1d7 weeks. All your belongings are lost but you emerge a changed person; no longer do you flinch at what previously was unthinkable! You gain 7 Luck points if you thank your friends who tracked you down and found you.	Reborn: you fall and break your neck, get a knife through the eye, etc. But all is not lost – your soul may enter a new body and live again; generate four level-0 characters, then choose to implant your XP and memories in the new body of your choice. It might feel a bit strange at first, but soon your old friends will intuitively realize it's still you, and accept your new appearance.	Shanghaied! Make a Luck check. If you succeed, you are sold to a lotus parlor in town and can be rescued in 2d7 days. Otherwise, you are sold to a slaver caravan instead, and rescue takes 1d7 weeks. All your belongings are lost but you emerge a changed person; no longer do you flinch at what previously was unthinkable! You gain 7 Luck points if you thank your friends who tracked you down and found you.
1	You meet a generous partygoer, but you soon suspect he is not what he looks like. Choose between going home (lose 1 Luck) or tempting fate by rolling d5 to find out what it is: 1) a Deep Scion 2) a Ghaunadan 3) a Haraknin 4) a Loup Garou 5) an Imp You may permanently sacrifice ability points to gain Personality at a 2:1 ratio, up to what you rolled on the d5. If you choose to go all in, the partygoer rewards you with an appropriate gift.	You meet a generous partygoer, but you soon suspect they are not what they appear. Choose between going home (lose 1 Luck) or tempting fate by rolling d7 to find out what it is: 1) a Worm-That-Walks 2) a Manggus 3) a Boggart 4) a Ghul-Kin 5) an Uthraki 6) a Doppelganger 7) a Dragon. Then roll 1d4 and gain that many Luck points: 1) nobody becomes pregnant 2) it becomes pregnant 3) you become pregnant 4) you both become pregnant.	You meet a generous partygoer, but you soon suspect she is not what she looks like. Choose between going home (lose 1 Luck) or tempting fate by rolling d5 to find out what it is: 1) a Yochlol 2) a Red Widow 3) an Island Giant 4) a Lamia 5) a Swanmay. You may permanently sacrifice ability points to gain Strength at a 2:1 ratio, up to what you rolled on the d5. If you choose to go all in, the partygoer rewards you with an appropriate gift.
2	A Vampire. Choose between bringing the vampire a virgin sacrifice or willingly offer 1d6 Stamina points yourself. Then make a DC 12 Will save; failure means you're visited again the next day. At 0 Stamina you become a vampire spawn, which might exclude you from further play.	The Devil, offering you seven temptations over seven days (Will Save, DC 10 + number of day). At first, he grants you the attention of someone you want. Later on, he offers +1d6 ability points. Finally wealth and power. Of course, the payments get steeper and steeper... and you will always end up selling your soul...	A Succubus. Choose between bringing the succubus 1d6 friends of yours (each loses 1 Stamina point permanently) or willingly indulge yourself, losing 1d6 Personality points. Then make a DC 12 Will save; failure means you're visited again the next day. At 0 Personality you become its willing accomplice.
3	A Satyr. His visit begets 1d7-3 babies (minimum 0). While girls will be born normal, boys are satyrs; the Satyr will later return to kidnap any sons, leaving one lucky clover (a re-roll) for each one. In the unlikely event you give him 3+ boys, gain +1d to Luck checks. From this point on, you may pay 1 Luck to replace any Carousing result by a return visit by the Satyr.	Atë the Trickster Goddess. You're given five trials (one for each ability score except Luck; DC 13). For each failed one, one close friend or ally meets misfortune (their next seven checks involving that ability score will fail). Succeed at <u>exactly four</u> and you're swept away on a year's worth of adventure with Atë, yet you return the very next day with a shit-eating grin on your face – gain 7 Luck.	A Hag. A male hero has a two-in-three risk of impregnating the hag. While pregnant any damage you deal to the hag will instead target yourself. The baby will be female, and at the age of 13 will transform into a new hag that hates her father. If you manage to break her hatred, you may from now on pay 1 Luck to replace any Carousing result with a visit by her.

ROLL	MALE	???	FEMALE
4	A depraved criminal that abuses you for 1d3 days. Lose 3d6 points (hit points and/or physical ability points), then ask yourself if you too are depraved, or if you attempt escape. If you stay voluntarily lose 2d6 more points each day; otherwise make a DC 15 Luck check to escape or you lose 4d6 points. Either way, repeat until you get away or manage to stay for 7 days without collapsing. In the latter case, he is impressed. Choose a reward: a) pain tolerance: DR 3/-, b) dark fortune: 1d7 Luck points, c) depraved insight: a 1d3 deed die. Also, you may switch class to Cultist.	You are visited in your dreams by an inscrutable entity from beyond the stars. Choose one: a) start next adventure with 1d12 temporary damage to all six ability scores; b) lose d6xd6 experience points permanently; c) take part in the next adventure as your evil twin (invert all ability scores) while your original body floats in space; d) allow yourself to be impregnated and carry its spawn to term 1d30 days later. You may also seek out exorcism to avoid all these, in which case you must pass a DC 10 Luck check or be sucked into a void never to return (only a Wish or similar can resurrect you).	You have found an innocent soul (roll 1d30 on this table) that triggers your darkest desires. You may choose to keep her captive and to subject her to unspeakable pleasures. Each day you lose 3d6 points (hit points and/or mental ability points) as you struggle to maintain your sanity. If you manage to keep her for 7 days without losing your mind, you corrupt her to her core. Choose a reward: a) dark energy: once per encounter you may spend your action to heal a HD b) dark fortune: 1d7 Luck points, c) depraved insight: a 1d3 deed die. Also, you may recruit your convert as a Cultist player character.
5	A nobleman slumming it, asking for trouble. Make a Luck check. If you're lucky, you satisfy him thoroughly and he goes home; you're paid 20 gold. If not, the two of you keep partying and he ends up doing a misdeed (kidnapping, rape, or worse) – leaving you as the prime suspect! If you forgive him and become his partner in crime – gain 1 Luck but change your alignment to Chaotic.	A hobo, pretending to be a noble visitor in need of a guide. Make a DC 10 Intelligence check to see through his pretense. If you do, he shows you what's really going on in the slums. You have a bacchanalian orgy granting you one bonus free Examine your Wounds action – and you gain a friend. If you fall for it, you introduce him to your finest friends, and then get laughed out of your social circles! Lose 1 Luck.	A noblewoman slumming it, asking for trouble. Make a Luck check. If you're lucky, you send her home after you're done; gain a possible future ally or lover. If not, you just leave her in the sleazy part of town and she ends up kidnapped, raped or worse – and you're the last one seen with her! If you manage to pin the blame elsewhere, she'll forgive you and you may then seek her out – gain 1 Luck.
6	A Baron with dark tastes. The thrill of danger is irresistible to you. To attract his interest you can gift him a treasure or magic item or you can try to impress him (a DC 15 Personality Check). If you do either, he'll use your body for 2d6 days; lose this number of Stamina points as you experience things you never thought possible, but also gain an equal amount of temporary Luck points as you feel thoroughly satisfied. If you roll a critical on your Personality Check or roll 12 on the 2d6 roll, you're in over your head. Make a Luck check. If you succeed, he adopts you as a pleasure slave (=you always gain this result whenever you carouse in this city). If you don't, he gets over-enthusiastic and you end up dead by accident.	You find an intriguing sewer grate or cellar door, only to face a large green monstrous humanoid on the other side, a troll patron or matron! You can fight it (to the death) but you may also at any time surrender, in which case you're brought to a lair and subjected to various unmentionable advances. When you emerge next week you're not only naked, starving and covered in filth, you're also <i>changed</i> : roll up to d6 times on any “Variety in Humanoids” tables (tables 9-1 through 9-4) and choose at least one result. If the Troll remains alive you do gain the option to trick it into taking your place in any one future carousing event you would rather not experience yourself!	A Baroness with dark tastes. The thrill of danger is irresistible to you. To attract her interest you can gift her a treasure or magic item or you can try to impress her (a DC 15 Strength or Personality Check). If you do either, she'll use your body for 2d6 days; lose this number of Stamina points as you experience things you never thought possible, but also gain an equal amount of temporary Luck points as you feel thoroughly satisfied. If you roll a critical on your Personality Check or roll 12 on the 2d6 roll, you're in over your head. Make a Luck check. If you succeed, she adopts you as a pleasure slave (=you always gain this result whenever you carouse in this city). If you don't, you get over-enthusiastic and end up accidentally killing her. Leave town (no more carousing here for you).

ROLL	MALE	???	FEMALE
7	Slam, bam, thank you man. After satisfying only himself, he leaves you hanging. Make a Luck check to gain the option to keep carousing (making a new Carousing roll using d20). Otherwise your carousing ends here. If it does, you're at -1d (cumulative) for 1d6 days during the next adventure due to frustration.	You catch a leprechaun's fancy. Roll 1d6. You're subjected to that many “humiliations” (as decided by a character played by another player; randomize for each “humiliation.”) For each one you refuse, one ability point is permanently transferred from you to this other character! If you do these “humiliations” reluctantly, the shame will lift eventually. If you do them all enthusiastically, however, you gain 1 Luck.	Slovenly Trull. Make a Luck check. If Lucky, she's merely filthy or greasy and you at least gain 1d6 temporary hp. If unlucky, make a DC 15 Fortitude check or catch an unfortunate disease. Permanently lose 1 point from a random Score; you're then at -1d until cured.
8	1d3 rakes; each steal a treasure or other item. Choose whether to overlook this and party all night with them, or whether to chase them naked in the streets. If you party, each rake nets you 1 Luck point but then roll 1d5: if you roll equal to or lower than the number of rakes, you're pregnant. If you make chase, make a Luck check for each rake; success means you wrestled back your treasure. However, if even a single rake get away, you have lost everything you wore (armor & clothing).	Somebody empties a bucket of nightsoil on you. Make Luck check. If lucky, you decide to go home and change, thus avoiding an ambush but sleeping alone tonight. If unlucky, you decide to wash off the worst in an alley. At the worst moment, when your clothes and your weapons are out of reach, you're set upon by a number of cutthroats equal to your level. If all of them die, or none of them get hurt, you may loot a treasure and roll for another Paramour!	A housewife (roll for her spouse's Occupation) that pretends to be a prostitute. Make a Luck Check to realize this before you drive her too hard. If you don't realize it, or decide to go along with the ruse anyway, you have a fantastic night – but you do exhaust her mind, body or spirit. Lose 1d3 Luck unless you take the time to find out why she acts out in order to help her, in which case you instead gain 1 Luck.
9	A drunken lout that pukes on you instead of satisfying you. But the evening is young – roll again using d20. If you get this result again, the lout actually recovers to give you a fantastic time and you gain 2 Luck.	A tribe of pesky subhumans drag you beneath the surface. Initially, they're far too strong to resist, but gradually, you earn their trust by sharing their disgusting habits. In 2d6 days time you manage to pit them against each other; once they're all dead you're free to go. Gain 1 Luck if you manage in less than a week. Otherwise gain an appropriately morbid character Flaw.	A drunken harlot that passes out instead of satisfying you. But the evening is young – roll again using d20. If you get this result again, you keep going until she regains consciousness and you have a great time. Add 2 Luck.
10	Gender flip! Roll on the female table. If you roll this result again, replace it with “you gain 1 Luck”.	Gender flip! Roll on either the male or female table, then flip the gender of the paramour described there! If you roll this result again, replace it with “you gain 1 Luck”.	Gender flip! Roll on the male table. If you roll this result again, replace it with “you gain 1 Luck”.
11	Priest guilt-struck with sex anxiety. You may spend up to 7 days in his bed, and you gain one Luck point for each day. Then make a d20 roll; if the result is lower or equal to the number of days spent, he gets a vision from his god chastising you – lose twice as many Luck points as you gained unless you take a vow of celibacy.	You lose your drive to carouse! Your friends attempt to get you “back up on the horse” so to speak! Have the other players each select a carousing event – you cannot gain any permanent benefits (xp, wealth, ability points, etc) but if you succeed at all of them, you are cured. If you don't, you cannot gain any permanent benefits of your next carousing event either (and are then cured).	Inexperienced naive temple novice. You may spend up to 7 days in her bed, and you gain one Luck point for each day. Then make a d20 roll; if the result is lower or equal to the number of days spent, she turns out to be pregnant – lose twice as many Luck points as you gained... unless you marry her. Whether the child is yours or not is immaterial.

ROLL	MALE	???	FEMALE
12	A handsome random passer-by (roll for Occupation) sets his mind to wooing you. You must make a DC 12 saving throw (your choice) to resist; on a failure explain your curious weakness (getting charmed, outsmarted or just plain drunk). You gain an ally as well as 1 Luck. If you do resist, however, you conclude a loser has wasted your time: lose 1 Luck.	You and a scantily-dressed carouser (you determine their name and gender, then roll for Occupation) set out into the night together! Roll once more on this table, now using either the male or female column (your choice); <i>double any and all drawbacks!</i> Any result requiring more re-rolls instead simply grants you 1 Luck and the friendship of your new acquaintance.	You set your mind to getting into the skirts of an attractive random passer-by (roll for Occupation). Choose any strategy (manhandling her; getting her drunk; gambling her virtue), the DC is only 12 either way. On success, you get to decide her next career choice (gain 1 Luck). On failure, lose 1 Luck from your humiliation.
13	A dirty sweaty sell-sword that nearly breaks both you and the bed. Start next adventure at half hp. If anyone finds out, lose 1 Luck. However, if you ever roll this result again, you're secretly thrilled; instead <i>gain</i> 1 Luck.	A married couple sets their eyes on you (roll a single Occupation for both)! Roll a d8 to determine your fate. Low results means broken hearts, high results means eternal love. Middle results means a passing fling.	1d3 tavern wenches or maids; for each one there's a one-in-five you make her pregnant; gain 1 Luck if you give the mother of your unborn child a treasure or magic item as a token of your affection.
14	Cheapskate that just takes you out back, and then leaves you to pay for the wine. Lose 1 Luck. You can end the night then and there; keep carousing (gain back the Luck but use a d12 for your Carousing roll) or stay with him anyway. If you stick around, make a Luck check: – If Lucky, he's a rich merchant just tired of being chased for his money, and now that you have persevered, he falls in lust with you: have a luxurious weekend and gain 1d3 random treasures. If you decide to bear his child, you gain 1 Luck point for each treasure. – If unlucky, 1d6 days pass by (lose 1d6 gold per day) and then roll 1d3: 1) He's actually married, and throws you out. You suffer a -2 modifier to Personality Checks until you have better luck in the game of love. 2-3) Nope, he's still just a cheapskate. Either choose to give up on him and just leave, or roll the Luck check again.	Pay a treasure to get into the good graces of a certain Doctor Swardlow. They may be greasy and leery, but they have concoctions and elixirs you wouldn't believe! Choose 1d3 ability scores: you gain 1d7 “up” doses for each (each dose grants a reroll and otherwise lasts one day). Roll the worst outcome on the re-roll, however, and you get addicted to that “up” dose (-1d for 1d3 months to the Ability Score; taking a new dose staves it off for seven days). Each time you return their price may be steeper, roll d5: 1) a treasure 2) volunteer an experimental infusion; gain trait from animal that lasts d16 days (permanent if you roll 16) 3) donation in blood or flesh; take 1d10 ability damage to every ability you have ever taken an “up” dose for... 4) they pimp you out to an important client of theirs; gain a treasure if you go along 5) free, but add +1 to any further rolls on this table, 6+) a sweaty steamy week of carousing with Dr Swardlow.	Cheap Trollop. Roll 1d7 as to why she's “cheap”: 1-2) homely and unable to charge more 3-4) competition too great in area 3) poor financial grasp 5) forced by pimp/husband/rival to ask for rock-bottom price as punishment 6) hiding from someone that won't look twice at cheap trollops 7) doesn't need the money. Then roll 1d7 again. If this roll exceeds the first one, you feel sorry for her. Choose to either skip next adventure to spend time cheering her up, or pay your result times 10 gold to help her on her feet. The next time you roll this result, make two Luck checks: once and it is the same trollop, twice and she's been successful in life: proceed as if you rolled #19 Expensive Doxy, except the DC is only 10.
15	Roll two more rolls, once on each of two different tables (your choices). Any result requiring further re-rolls instead simply grants you 1 Luck.		

ROLL	MALE	???	FEMALE
16	Adventurous Mercenary. A tease and a thrill-seeker. Make a Personality Check. On success, he will go along with any caper you suggest. If he does (and survives!), you gain 1d6 XP – on a 6, you become pregnant and gain another d6 XP. You may then seek him out again to replace any Carousing result where you are paid for sex: gain 1 Luck each time. But beware, if you ever roll 16 or higher, he will switch his attention over to your hated rival (or just a more voluptuous party member); lose 1 Luck and her friendship.	You don't meet anyone now. Instead you will become hopelessly attracted to the next non-trivial foe you meet. You get to veto up to three foes (too monstrous, too ugly or perhaps too evil to consider), but in that case you <i>will</i> then fall for the fourth. At this point, you are given three challenges: a) keep them alive b) make them your lover c) keep them attracted to you for at least one month. Each challenge failed means you lose either 1 Luck or 2 points of any other ability permanently. However, each challenge succeeded means you gain 1 point to Luck, as well as two other abilities of your choice.	Brazen Strumpet. A tease and a thrill-seeker. Make a Personality (or Strength) Check. On success, she will go along with any caper you suggest: gain 1 Luck. If she does (and survives!), you gain 1d6 XP – on a 6, you make her pregnant and gain another d6 XP. You may then seek her out again to replace any Carousing result where you pay for sex: gain 1 Luck each time. But beware, if you ever roll 16 or higher, she will switch her attention over to your hated rival (or just a more muscular party member); lose 1 Luck and his camaraderie.
17	Glib Lothario. Make a Personality Check. On success, he gives himself for free. If he does, you gain 1d4 XP and can seek him out again. But beware, if you ever roll 3 or lower on the check, he becomes obsessed with you, and will not accept a no. Otherwise, if you pay 20 gold he satisfies you: gain one temporary Luck point.	A nefarious necromancer. He or she offers to “upgrade” (replace) a body part in exchange for untold pleasures. You become corrupted or otherwise gain a kink; you gain a -4 penalty whenever you try to resist a particular temptation. Then, generate a hit location. The new body part is stronger, faster, better, but also putrefying or skeletal. If you want out, the necromancer casts Forget and Geas on you.	Wanton Wench. Make a Personality (or Strength) Check. On success, she gives herself for free. If she does, you gain 1d4 XP and can seek her out again. But beware, if you ever roll 3 or lower on the check, she becomes obsessed with you, and will not accept a no. Otherwise, if you pay 20 gold you at least go home satiated: gain one temporary Luck point.
18	A bald muscular Proselyter invites you on an adventure, consuming 1d7 days – the longer, the more smitten you are with him. If you roll 4 or more, make a bonus Carousing roll, on the Cleric table. If the outcome is neutral or good, gain 1 Luck. If you convert to his faith, also gain 1 Personality.	A smoldering Cultist invites you on an adventure, consuming 1d8 days – the longer, the more smitten you are with them. If you roll 4 or more, make a bonus Carousing roll, on the Wizard table. If the outcome is neutral or good, gain 1 Luck. If you pledge fealty to their dark Patron, also gain 1d6 Hit Points (permanently).	A darkly alluring Sorceress invites you on an adventure, consuming 1d7 days – the longer, the more smitten you are with her. If you roll 4 or more, make a bonus Carousing roll, on the Wizard table. If the outcome is neutral or good, gain 1 Luck. If you act as her <a href="#">Grog</a> , also gain 1 Intelligence.
19	A towering Barbarian invites you on an adventure, consuming 1d10 days – the longer, the more smitten you are with him. Gain 1 Luck. If you roll 4 or more, make a bonus Carousing roll, on the Warrior table. If the outcome is neutral or good, gain 1 Strength. If you promise to come to his aid once, also gain 1 Stamina.	Choose two out of the three columns and roll one more time; you encounter the two paramours for that result <i>at the same time</i> , which might get interesting.  If you roll 18 a second time, you may choose to encounter any one Paramour you like instead.	A nimble Cat-Burglar invites you on an adventure, consuming 1d10 days – the longer, the more smitten you are with her. Gain 1 Luck. If you roll 4 or more, make a bonus Carousing roll, on the Thief table. If the outcome is neutral or good, gain 1 Agility. If you promise to come to her aid once, also gain 1 Stamina.
20	Roll again; there are 1d4+1 of them.  If you get this result a second time, you're drawn into a veritable orgy. Suffer 1d4+1 Stamina damage, gain as many Luck points, and become pregnant. You may abstain from the Luck increase and not get pregnant.	You and a good-looking carouser (you determine their name and gender, then roll for Occupation) set out into the night together! Roll once more on this table, now using either the male or female column (your choice); <i>double any and all benefits!</i> Any result requiring more re-rolls instead grants you 2 Luck.	Roll again; there are 1d4+1 of them.  If you get this result a second time, you're drawn into a veritable orgy. Suffer 1d4+1 Stamina damage. For each point, you may also gain a Luck point if you accept one enemy (an enraged husband, a scorned lover, etc)

ROLL	MALE	???	FEMALE
21	You bump into a gladiator fresh from winning a death match. You find it incredibly arousing how he simply uses you for sex without even asking. You may start attending his battles if you like. Each time, make a Luck check or he is killed (lose 1 Luck). Otherwise, you're there for him to use as he pleases. This gains you a point of Stamina, +d6 hit points and +1 Personality bonus for purposes of battle but also –1 Personality bonus for purposes of resisting male attention. You may also bet on him winning. If he survives you win a treasure. If he dies you lose a treasure.	You find five new friends. You get to determine the gender of each one; then roll Occupation randomly. Friends with martial professions (guards, mercenaries, etc) actively pursue you. Make a Personality Check. If you succeed you find them unworthy and resist them. If you fail, you succumb to their advances. Friends with civilian professions (herbalists, merchants, etc) you instead pursue: make a DC 11 Personality (or Strength) Check to succeed. Now make an Intelligence Check for each friend you hooked up with (either did not resist or successfully pursued); gain 1 Luck for each success as you avoid hurting anyone's feelings. For each failure, you may pay them a treasure or magic item to gain a re-roll, or you lose 1 Luck.	Expensive Doxy. Make two DC 15 Personality (or Strength) Checks. No successes: this is going to cost you: pay a treasure or she will back-stab you (herself or through hired thugs). One success: you swooned her into forgetting the payment, and she gladly accompanies you on one future Carousing (pay a treasure to ask her; she then grants you one re-roll if you don't like the Carousing result). Two successes: in addition, she doesn't mind if you leave with a personal item (a treasure) belonging to somebody important that you could use for blackmail or other intrigue.
22	You wake up in bed with a lad that turns out to be a member of your own party! Choose the lucky PC (or possibly henchman), except you can't choose the same man as last time you rolled this result.  He gains 1 Luck; you gain 1 Personality.	You have drunken sex with another party member (pick at least two candidates and then randomly determine which one it is). <i>They</i> gain 1 Luck for each valued gift they give you out of these three: a treasure, a magic item and somebody getting pregnant. If they give you all three valued gifts you gain an extra Birth Augur as if your Luck bonus were +3.	You wake up under the bed with a lass that turns out to be a member of your own party! Choose the lucky PC (or possibly henchwoman), except you can't choose the same woman as last time you rolled this result.  She gains 1 Luck; you gain 1 Strength.
23	Refined debauchee. Name your price as a number between 1 and 20, not exceeding your Personality score. Then make two different saves (out of Fortitude, Reflex and Will) with your price number as the DC. If you fail both, you leave drained and disgusted with yourself (-5 on future Carousing, reduced by one after each such roll). If you pass one, you have learned new things about yourself (gain 1 Luck). If, however, you pass both, you're richly rewarded: you gain 1d6 temporary hp and 10 gold per price point. Furthermore you gain a reputation; you may pass for (or work as) a Haughty Courtesan.	A mischievous Trickster Spirit invites you on an adventure, consuming 1d12 days. On the 4 <sup>th</sup> , 8 <sup>th</sup> and 12 <sup>th</sup> day, gain 1 Luck and make a bonus Carousing roll on the General table. However, the spirit has you assume the form of any partygoer you meet, just for “fun”. Therefore, for each bonus Carousing roll, also roll a d30 on this table to indicate <i>your</i> new form. Each time, you must choose a different column. Once the Spirit leaves you, make a Luck Check or the new form is permanent. If you are lucky, the new form wears off after your next adventure!	Haughty Courtesan, refusing to accept you're that much younger and virile. Make a Strength and a Stamina check. If both succeed, she admits defeat one week later – gain 3 Luck. If either succeeds, you're both worn out after the week – gain 1 Luck. If neither succeeds, you're thrown out by her new toy boy (random Occupation) – lose 3 Luck unless you challenge him to a duel and win!

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24	A melancholy bard with a knack for drugs and lovemaking. You try everything to lift his introversion – make three different skill checks of your choice (DC 10). Success on all three: he writes you a masterpiece, gain 1 Personality and 150 gp. Success on two: You keep him happy the entire week, gain 1 Personality. Success on one: you dump him before it is too late. In all these cases: you feel good about yourself – start next adventure with 6 temporary Luck points.	Old Moneylender. Make a Stamina and a Personality check. If both succeed, you wear them out; after the funeral next week, you're bequeathed 2d12x10 gp! If one succeeds, you learn the name of an important merchant heavily in debt with the moneylender before they croak. If neither succeeds, you've wasted your evening and now you have a corpse to dispose of!	Ditzy heiress up for anything. If only her small dog didn't escape. Make three different skill checks of your choice (DC 10). Success on all three: you find the dog; gain 3 Luck. Success on two: you purchase a new dog for 25 gp that fools the lady, gain 2 Luck. Success on one: you have to throw her a party (50 gp) to get over the loss of her dog. Gain 1 Luck. In all these cases, you enjoy a week's debauchery – start next adventure with 2 HD's worth of temporary hit points.
25	Your new friend really brought out the party-goer in you! You gain a permanent and cumulative +3 bonus to carousing in this city (+1 elsewhere). The friend is young and carefree, and you fall in love (or lust, admiration etc). If you roll this result twice in the same city, you skip the next adventure to spend more time together. If you roll it three times in the same city, you quit adventuring to settle down. Time to roll up a new character! This character starts play with one extra Birth Augur as if their Luck bonus was +3.		
26	Renowned hero higher level than you (roll 1d6+14 for his Strength score; otherwise randomize class etc). Reel him in using your wiles and you may call on an ally once during an adventure!	Renowned villain higher level than you (roll 1d6+14 for their Intelligence score; otherwise randomize class etc). Suitably impress them and you may call on an ally once during an adventure!	Famous heroine higher level than you (roll 1d6+14 for her Personality score; otherwise randomize class etc). Sweep her off her feet and you may call on an ally once during an adventure!
27	Rich fop. He and his friends play immature games with you, though maybe it is worth it... Lose 1 Luck (only temporary loss) but gain 1d3 treasures for each week you grin and bear it. Afterwards, make a Luck Check. If you are unlucky, you lose your self-esteem (-2d to social checks for three months).	You meet Dua Clasa, a raving lunatic that turns out to be a powerful wizard. They give you the option to meld your fate to a passer-by (generate a random level-0). If you agree, write down your current XP. You then play the new character, gaining twice the XP, while the old assumes the unexciting life of the passer-by. Once you reach the recorded XP total, you gain all class abilities of BOTH characters, in the body of your choice (old or new).	Gossipy socialite. She and her friends make you suffer endless parties, but maybe it is worth it for the nightly debauchery. Each week, lose 1 Intelligence, but gain one point in each of 1d3 physical ability scores. Changes are permanent.

ROLL	MALE	???	FEMALE
28	After a particularly successful and fun string of celebrations, you realize you have amassed no less than 1d6+1 handsome suitors, each making you feel desirable and sexy his own way. For each, randomize an ability. Now choose which ones (if any) you keep around, perhaps giving them each a name and occupation, and then gain a point of each one's ability. After this, it is time to check if you messed up, perhaps causing them to become jealous. Make a Luck check, adding two for each suitor you kept around (and adding one for each pre-existing boyfriend or spouse). If you are Lucky despite the modified roll, each kept suitor gives you a treasure. You may then choose between ending things amicably (lose the 1 <sup>st</sup> 3 <sup>rd</sup> and 5 <sup>th</sup> suitor's ability point) or repeat the Luck check up to three times. If and when you are Unlucky, reality crashes in, and you lose all suitors and all their ability points (but not treasures given).	A mote of light takes an interest to you. If you let it, it flies into your head, making your eyes glow with a golden shine – you have met an Energy Child, craving earthly sensations! It can make you pass any single Check (before you roll!) in return for a sensation, roll d12 (after it helps you!): 1-3) mundane (wind in your hair, hug, smelling a flower) 4-5) exotic (free dive, bungee jumping) 6) heat (take fire damage) 7) cold (take cold damage) 8) excess (go carousing) 9-10) make love to its choice of mate (in a city, generate a random gender and occupation) 11) a death (stare into the eyes of a human as they die) 12) the death (reach 0 hp yourself). If you deny it the promised sensation, lose 1d4 Luck permanently as the Energy Child leaves you. Otherwise, the Energy Child stays until you have let it experience all seven sensations above: gain 1d4 Luck (no maximum) as it leaves you with its blessing.	After a particularly successful and fun string of celebrations, you realize you have amassed no less than 1d6+1 alluring prospects, each making you feel desirable and buff her own way. For each, randomize an ability. Now choose which ones (if any) you keep around, perhaps giving them each a name and occupation, and then gain a point of each one's ability. After this, it is time to check if you messed up, perhaps causing them to become jealous. Make a Luck check, adding one for each prospect you kept around (and adding two for each pre-existing girlfriend or spouse). If you are Lucky despite the modified roll, each kept prospect gives you a treasure. You may then choose between ending things amicably (lose the 2 <sup>nd</sup> 4 <sup>th</sup> and 6 <sup>th</sup> prospect's ability point) or repeat the Luck check up to three times. If and when you are Unlucky, reality crashes in, and you lose all prospects and all their ability points (but not treasures given).
29	Finally! You meet a strapping, handsome, well-off young man that knows to treat you right. Gain a point in Agility, Personality and Luck. Then choose to fall madly in love to gain this again. Then choose to have his baby to gain this again.	Finally! A Dimensional Captain and their crew meets you, a sexy thing that knows to treat them right. Gain +1 on all saves. Then choose to have them fall madly in love with you to gain this again, plus the use of their skiff. Then choose to break their hearts and have them come after you to gain this again.	Finally! You meet a fit, buxom, well-off young woman that likes your every move. Gain a point in Strength, Stamina, and Luck. Then choose to fall madly in love to gain this again. Then choose to put your baby in her to gain this again.
30	A muscular fiery djinn looking for adventure. Decide how many nights to spend together (maximum 7), and then roll 1d6 for each night and take that much ability damage to account for your exhaustion. But then roll 1d20 – if you roll lower than the number of nights spent, the djinn grants you a wish!	The gods of love and lust smile upon you. You chance upon a series of seven flings and gain something from each: roll 1d7: 1-2) a treasure, 3) +1 Strength 4) +1 Personality 5) +1 Luck, 6) a baby, or 7) all of the above! At the end of your carousing, your confidence and self-esteem is at a high – you will automatically be able to seduce one creature of your choosing during the next adventure, even if an otherwise hated foe! (Treat this as a successful Charm Person spell check of 18; note these results apply to you, not necessarily your friends)	A lithe sensuous genie that succumbs to your advances. The Judge secretly rolls 1d20 to determine how many nights you must chase the genie for her to grant you a wish. Each night you must accept 1d6 ability damage as you work hard to keep her from coming to her senses. If seven nights pass without you succeeding, her father the djinn appears.

ROLL	MALE	???	FEMALE
31+	<p>You catch the fancy of a powerful but capricious god, who assumes a mortal form (roll d6: 1) a satyr, 2) a serpent, 3) a shepherd, 4) a shower of gold, 5) a stallion, 6) a swan) in order to ensnare you. But being the plaything of a god isn't without its merits. For each d6 days you spend with him, you may receive a random gift. For each gift, roll d6, adding the number of gifts you've already gained: 1) you just want to be with him, asking for nothing in return 2) a baby girl, growing up to become a nymph, a plaything of the gods 3) an extra Birth Augur 4) a fabulous treasure 5) +3 to either Personality or a randomly determined other ability 6) +3 to any one check in the game 7) a magic item useful to you 8) a baby boy, growing up to become a divine hero 9) a d5 deed die for all sorts of physical and social deeds 10) a kingly treasure 11) he instead <i>takes back</i> the latest gift (except he doesn't undo any pregnancy) 12+) tricks you into a humiliating situation, lose 2 Luck. On a result of 10 or 12+, he leaves you.</p>	<p>The Overlord himself, or his daughter! Gain 1 Luck. If you decide to take your chances with either, make up to three Personality (or Strength) checks, gaining one ability point for each success. The Overlord grants Strength, Intelligence, or Personality. His daughter grants Strength, Agility, or Stamina. If you succeed at the first, you also gain a fabulous treasure; otherwise you're thrown in jail for a week; start the next adventure at half hit points. If you succeed at the second, you gain a second treasure as well as a title; otherwise you're put in the stockades for 1d7 weeks unless you pay a 100 gold fine per week; start next adventure down two points of each ability for each week in the stockades. If you succeed at all three, you're offered marriage and untold luxury for the rest of your life (and you will cause great offense if you refuse; leave the city). If you fail this last check, you're close to losing your life. Make a DC 12 Personality Check (for the Overlord) or Strength Check (for his daughter). Success and you may leave unharmed; failure and your final choice is between ritual suicide (which allows you to bring a friend into their favor) or regular execution. Either way, you need a new character.</p>	<p>You catch a goddess <i>in flagrante</i> while attending business in mortal form. Before she knows it, you've successfully seduced her. If you want to risk it, make any number of Luck Checks to keep her from gathering her wits for another 1d6 days. Once you fail, she leaves. Whenever you roll a 1, she accuses you of rape: make a DC 20 Personality Check to soothe her and turn the Luck fumble into a success, or she turns you into a medium-sized farm animal permanently. On the 3<sup>rd</sup> (6<sup>th</sup>, 9<sup>th</sup> etc) day you managed to keep her company she gives you a random reward, roll d6: 1) an extra Birth Augur 2) +3 to either Strength or Stamina 3) +3 to any one check in the game 4) a deed die increase and d12 extra hp 5) a magic item useful to you 6) her divine aid at a future time. Should you roll the same result twice, you've gotten her pregnant, and is additionally rewarded a fabulous treasure. The second time you roll a six, however, she instead gives you a kingly treasure and then leaves (no more rewards).</p>