

DOLMENWOOD

CAROUSING

Once per day while in a civilized settlement, a PC may choose to **Carouse** in order to gain extra experience points. A PC who goes carousing must choose to spend a certain amount of GP, limited by the size of the settlement. The result determines how much they actually spend, and how much XP they gain.

Carousing

Settlement Size	Population Range	GP Spent / XP Gained
Hamlet	20-49	N/A
Village	50-999	1d6 x 100
Small Town	1000-1999	1d8 x 150
Large Town	4000-7999	1d10 x 200
City	8000+	1d12 x 250

- In any given settlement, carousers may choose to roll from any smaller entry.
- If the amount of gold spent is more than the PC has on hand, they owe the money to someone nefarious or must borrow it from other PCs. In addition, they must roll a successful Saving Throw vs. Doom (modified by Wisdom). Failure requires a roll on the **Carousing Mishaps** table.
- If the number rolled on the die is higher than the carouser's level, they still gain the listed XP, but must roll on the **Carousing Mishaps** table.
- Thieves connected to a settlement's organized crime element gain +2 on the Carousing roll. Friends of connected thieves gain +1.
- PCs gain +10% XP when Carousing on the weekend.
- Shantywood Isle counts as a Large Town for the purposes of Carousing.

Carousing Mishaps

3d6	Result	3d6	Result
3	Your late night caterwauling catches the attention of the Bardic Guild, which places a hex upon you. Unable to speak coherently for 1d3 days. This prevents spellcasting. If you are a bard, you instead impress the Guild. Cast <i>Dominate</i> once within 1 week, while playing a musical instrument..	13	<p>Faeries whisk you away to a random fairy realm for a night of debauchery. Roll 1d12. If PC is grimalkin, there is a 2-in-6 chance of going to Catland, regardless of the result of the original roll.</p> <ul style="list-style-type: none"> - 1: Diuthurnia (Duke Mai-Fleur) <ul style="list-style-type: none"> - 1-3: +2 to Hunting rolls for 1 week. Yield is doubled. - 4-6: Marked by the Duke. -2 to social rolls vs. Duke's servants. - 2: Hypnagogia (Duke Who Cherishes Dreams) <ul style="list-style-type: none"> - 1-3: Gain a Trinket. - 4-6: Fall into an unwakeable sleep for 1d3 days. - 3-4: Whyforth (Earl of Yellow) <ul style="list-style-type: none"> - 1-3: Teleportation to Prigwort within 1 week. - 4-6: Exile from Prigwort for 1 month unless double Carousing roll in gp is given to the Earl. - 5: Goblinhold (Goblin King) <ul style="list-style-type: none"> - 1-3: Gain a Trinket. - 4-6: 1d4+1 children are taken by the Goblin King. All services in the settlement are inaccessible. - 6-7: Baths of Astralon (Hag Thorn-Rosy) <ul style="list-style-type: none"> - 1-3: +1 to random stat - 4-6: -1 to random stat - 8: Gladding-Gloam (Lord Gladhand) <ul style="list-style-type: none"> - 1-3: +2 to all plant-related rolls for 1 week. - 4-6: Visible plant growth on body. - 9-10: Blossom Fields (Princess Andromethia) <ul style="list-style-type: none"> - 1-3: +1d10 max hp for 1 week. - 4-6: Unwilling to leave the realm for 1d6 days. - 11: Tallowspire (Regent Hathor) <ul style="list-style-type: none"> - 1-3: Cast <i>Charm Person</i> once within 1 week. Victims have -1 to the saving throw. - 4-6: Contract a venereal disease. - 12: Absynthe (Queen of Blackbirds) <ul style="list-style-type: none"> - 1-3: Summon the Queen's Barge anywhere along the Lower Hameth within 1 week. Safe passage to any hex along its route, instantaneously. - 4-6: Only gruesome can be stomached for 1 week. Lose 1d4 hp every day from malnutrition.
4	You just couldn't say no to that much Amber Nectar. Lose 1d10x20 gp, heal all hit points, and roll a saving throw vs. Doom. Failure indicates catatonic sleep for 1d3 days. The Man of Gold apothecary will never sell it to you again.	14	<p>Get into a duel of honor. Roll 2d6+DEX.</p> <ul style="list-style-type: none"> - 10+: Choose one. - 7-9: Choose two. - 6 or less: None. <ul style="list-style-type: none"> - You won. +1 to all social rolls.

			<ul style="list-style-type: none"> - You don't take 1d6 damage. - You aren't thrown in jail for 1d6 days.
5	<p>Minor misunderstanding with local authorities. Roll 2d6+CHA.</p> <ul style="list-style-type: none"> - 10+: Choose one. - 7-9: Choose two. - 6 or less: All three. <ul style="list-style-type: none"> - Fine of 2d6 x 25 gp. - 1d6 days in jail. - -1 to all social rolls. 	15	<p>You consumed way too much Angel's Lament. A series of Boschian nightmares shreds your psyche. Take 1d6 damage each to Intelligence, Wisdom, and Charisma. Save vs. Doom for half. Any score below 1 results in death.</p>
6	<p>Romantic entanglement. Roll 2d6+WIS.</p> <ul style="list-style-type: none"> - 10+: Choose one. - 7-9: Choose two. - 6 or less: All three. <ul style="list-style-type: none"> - The person is a named NPC and everyone knows about it. - You contract a venereal disease. - An invested party takes issue with your temerity. Lose half your hit points. 	16	<p>You were caught desecrating a place of worship and shouting blasphemies. Roll 2d6+CHA.</p> <ul style="list-style-type: none"> - 10+: Choose one. - 7-9: Choose two. - 6 or less: All three. <ul style="list-style-type: none"> - You are run out of town. - -2 to all social rolls. - 1 in 6 chance that magical healing will harm instead of heal.
7	Gambling losses. Roll the dice as if you caroused again to see how much you lose. (No additional XP for the second carousing roll.)	17	Beaten and robbed. Lose all your personal effects and reduced to half hit points.
8	Gain local reputation as the life of the party. +1 to all social rolls, but all future carousing in this settlement costs double due to barflies and other parasites.	18	Major misunderstanding with local authorities. Imprisoned until fines and bribes totaling d6 x 1,000gp paid. All weapons, armor, and magic items confiscated.
9	Hangover. First day of adventuring is at -2 to all rolls. Casters must roll Int or Wis check with each spell to avoid casting failure.		
10	Make a fool of yourself in public. Gain half XP. Roll Charisma check or gain reputation in this settlement as a drunken lout. -1 to all social rolls.		
11	.Involved in random brawl. Roll 2d6+STR.		
	<ul style="list-style-type: none"> - 10+: Choose one. - 7-9: Choose two. - 6 or less: All three. <ul style="list-style-type: none"> - You wake up in jail. - You lose 1d6 hp. - -1 to all social rolls. 		
12	Gambling binge. Lose all your gold, gems, jewelry. For each magic item in your possession, roll 3d6 and try to get under your Wisdom. Failure indicates it's gone.		

PHILANTHROPY

Once per session while in a civilized settlement, a PC may choose to donate to philanthropic causes in order to gain extra experience points. A PC who participates in **Philanthropy** must choose to spend a minimum amount of GP, determined by the size of the settlement. In return, they receive 80% of the GP expended in XP.

Philanthropy

Settlement Size	Minimum GP Expenditure
Hamlet	100
Village	300
Small Town	600
Large Town	1000
City	1500

If the amount spent is more than double the minimum expenditure listed for a given settlement size, there is a chance that the populace either resents or appreciates the PC's generosity. Roll on the **Philanthropic Consequences** Table.

Philanthropic Consequences

1d6	Result
1	The populace resents your wealth and condescending manner of spending it. -2 to social rolls in the settlement, and you may never practice philanthropy here again.
2	The populace appreciates the generosity, but thinks your motives are self-serving. -2 to social rolls in the settlement.
3-4	The populace knows you by name in this settlement.
5	Your generosity is lauded by the populace. +2 to social rolls in this settlement.
6	Your name is recognized by everyone within 3 hexes. +2 to social rolls within

	this area, and mundane goods are 10% cheaper.
--	---