

DRUNKEN DEBAUCHERY!

Revelry Rules for HYPERBOREA^(R)

by Colin Chapman

Characters in Hyperborea seldom start any adventure laden with great wealth, and they frequently squander their hard-won money and treasure on temporary pleasures when visiting centres of civilization, such as Khromarium. When a player character finishes an adventure and returns to whatever passes for civilization to rest and recuperate, follow this procedure to determine the results of their carousing:

1. Roll a d6 to determine how much of their acquired wealth they spent: (*d6, 1-4*) They spent $1d6 \times 10\%$ of the wealth and treasure they acquired from the adventure; (*d6, 5-6*) They spent $(1d6 \times 10\%) + 40\%$ of their gains instead.
2. Roll on the following percentile table to see what happened. Some results are beneficial, many can serve as springboards for further adventures, and others are simply fun. In any regard, the referee determines the specifics of any items and circumstances. In some cases, the referee may apply the same result to all characters in the group in order to better facilitate further adventures.

Drunken Debauchery!

d% Roll	Result
01-02	Behold My Grace! You boasted of your adroitness! Roll 1d6: 1-2 = <i>Balancing on a Ledge/Beam/Rope</i> ; 3 = <i>Bull-Leaping</i> ; 4 = <i>Dancing</i> ; 5 = <i>Five-Finger Fillet</i> ; 6 = <i>Juggling Random Items</i> . Next, make a <i>test of dexterity</i> to see if you showed true prowess or bungled it!
03-04	Behold My Might! You boasted of your strength! Roll 1d6: 1-2 = <i>Arm Wrestling</i> ; 3-4 = <i>Wrestling Match</i> ; 5 = <i>Keg Tossing</i> ; 6 = <i>Lifting Heavy Objects</i> . Next, make a <i>test of strength</i> to see if you actually managed something impressive!
05-06	Behold My Stamina! You boasted of your constitution! Roll 1d6: 1-3 = <i>Drinking Contest</i> ; 4-5 = <i>Eating Contest</i> ; 6 = <i>Long Distance Running / Swimming Challenge</i> . Next, make a <i>test of constitution</i> to see if you showed great endurance!
07-08	Big Business! You invested another $1d4 \times 10\%$ of your money in a merchant's caravan / ship venture! Referee secretly rolls 1d6: 1-2 = <i>It's a con</i> ; 3-4 = <i>It's legitimate, and in 2d6 months you'll have doubled your investment (if you're still alive and around!)</i> ; 5-6 = <i>It's legitimate, but the caravan / ship didn't survive</i> .
09	Brotherly Love! You woke up next to one of the other players' characters (referee determines randomly)!
10-11	Brrr . . . Chilly! Someone stole your coat / clothes while you were intoxicated!
12-14	Dangerous Liaison! You bedded the son / daughter / husband / wife / temple virgin of someone who can make your life in this area very difficult! Roll 1d6: 1 = <i>Local Crime Lord</i> ; 2 = <i>Local Militia Commander</i> ; 3 = <i>Local Sorcerer</i> ; 4 = <i>Local Temple Leader</i> ; 5-6 = <i>Important Local Leader / Noble</i> .
15-22	Drunken Brawl! You started a drunken brawl! You must spend an additional $1d20 \times 10$ gold pieces on damages and fines to avoid incarceration, or flee and be declared outlaw. If you don't have enough wealth to pay the fine and do not flee, you will be incarcerated and your belongings will be confiscated and sold.
23	Fire! You accidentally started a fire in the inn / den of ill repute you were carousing in! You must spend an additional $1d20 \times 10$ gold pieces on damages and fines to avoid incarceration, or flee and be declared outlaw! If you don't have enough wealth to pay the fine and do not flee, you will be incarcerated and your belongings will be confiscated and sold.
24-31	Gambling! You gambled away your money on a game! Roll 1d6: 1 = <i>Dice Game</i> ; 2 = <i>Card Game</i> ; 3 = <i>Cock Fight</i> ; 4 = <i>Dog Fight</i> ; 5 = <i>Arm / Wrestling Match</i> ; 6 = <i>Pit Fight</i> .
32-34	Go Directly to Jail! You woke up in jail charged with a crime! Roll 1d6: 1-2 = <i>Drunken Disorderly</i> ; 3 = <i>Lewd Conduct</i> ; 4 = <i>Vandalism</i> ; 5 = <i>Theft</i> ; 6 = <i>Murder</i> . You decide if your character did it or not. An escape may be necessary . . .
35-37	Have at You! You incurred someone's anger (or were angered yourself) and have agreed to a duel, physical or sorcerous! Referee secretly rolls 1d6: 1-2 = <i>They're lower level</i> ; 3-4 = <i>They're the same level</i> ; 5-6 = <i>They're higher level</i> . Next, the referee secretly rolls 1d4 to determine level difference.
38-40	How'd I Get Here? You woke up in a strange place with no idea how you'd got there! Roll 1d6: 1 = <i>Aboard a ship (maybe heading out to sea!)</i> ; 2 = <i>In a tree or on a roof</i> ; 3 = <i>In the back of a wagon (maybe travelling somewhere!)</i> ; 4 = <i>In the nearest stable / animal pen</i> ; 5 = <i>In the nearest temple</i> ; 6 = <i>In the sewer / gutter</i> .

- 41–48 How Embarrassing!** You made a complete idiot of yourself in public! Locals snigger behind your back and consider you a complete imbecile. *Roll 1d6: 1 = You emptied your bladder . . . unexpectedly; 2 = You exposed yourself; 3 = You fell flat on your face unconscious while attempting to seem intimidating / skilful / powerful; 4–5 = You performed the worst drunken song and dance . . . ever; 6 = You soiled yourself.*
- 49–51 I Here Swear!** You made a foolish pledge, loudly and in public to do something hazardous. *Roll 1d6: 1–2 = Clear Nearest Monster Den / Ruin; 3–4 = Bring Down Local Bandits / Thieves / Thugs; 5–6 = Steal Valuable From Important Local (roll as in Dangerous Liaison! to determine who).*
- 52 Just Married!** You woke up to find someone claiming to be your new wife / husband! *Roll 1d6: 1–2 = Attractive; 3–4 = Average; 5 = Ugly; 6 = Pass the bucket! Referee also secretly rolls 1d6: 1–3 = It's a con attempt; 4–6 = It's true.*
- 53 Love Never Dies!** You woke up next to a corpse! *Roll 1d6: 1–2 = They died of natural causes; 3–4 = They died of drug / alcohol overdose; 5 = You think you accidentally killed them; 6 = You think you murdered them. Referee also secretly rolls 1d6: 1–3 = It's a setup; 4–6 = It's true.*
- 54 Mooooo!** You woke up next to an animal! *Roll 1d6: 1 = Chicken; 2 = Cow; 3 = Goat; 4 = Horse / Camel; 5 = Pig; 6 = Sheep.*
- 55–62 My Friends!** You spent your money on drink, companionship, and trinkets for your new “friends”!
- 63 My Land!** You gambled / spent your money and acquired the deed to something! *Roll 1d6: 1–2 = Disreputable Inn; 3 = Nearest Ruin; 4 = Plot of Wildland; 5–6 = Run-Down Farm. Referee secretly rolls 1d6: 1–3 = It's a fake; 4–6 = It's legitimate.*
- 64–66 My Precious!** When you were passed out or otherwise engaged, someone stole your single most valuable-looking item, as determined by the referee! Track ‘em down and make ‘em pay!
- 67–69 Ooh, Shiny!** You spent your money on a truly gaudy but otherwise unremarkable item. *Roll 1d6: 1 = Armour; 2 = Garment; 3–4 = Jewellery Piece; 5 = Shield; 6 = Weapon. Actual item should be determined by referee based on amount spent, item cost, and the character's preferences.*
- 70–77 Robbed!** You didn't spend your money / treasure! Someone stole it!
- 78–80 Tattoo You!** You spent your money on a fantastic tattoo! *Roll 1d6: 1–2 = It actually is awesome; 3–4 = It's fairly good; 5 = It has an obvious flaw; 6 = It has an embarrassing flaw.*
- 81 Treasure Map!** You spent / gambled your money and obtained a dubious map to some undefined ruin / treasure! *Referee secretly rolls 1d6: 1–3 = It's a con; 4–6 = It's accurate.*
- 82–89 Unexpected Companion!** You woke up next to a member of your preferred gender. *Determine attractiveness as Just Married! entry.*
- 90 Where'd This Come From?** You awoke with an object in your possession, and you have no idea how you obtained it! *Roll 1d6: 1 = Dagger; 2 = Document; 3 = Gemstone; 4 = Map; 5 = Necklace; 6 = Ring. Referee secretly rolls 1d6: 1–2 = You purchased it; 3 = It was gifted to you; 4–5 = You stole it; 6 = It was planted on you!*
- 91–93 Yer Mother!** You seriously insulted someone who can make your life in this area very difficult. *Roll to determine who as in Dangerous Liaison! entry.*
- 94–95 You're so Generous!** You donated your money to a worthy institution. *Roll 1d6: 1–2 = Local Poor; 3–4 = Local Temple; 5–6 = Orphanage / Urchins.*
- 96–00 Madman!** Roll twice and apply both results!

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