

GURPS®

Fourth Edition

DUNGEON FANTASY SETTING™

CAVERNTOWN™



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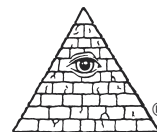
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CONTENTS

INTRODUCTION	3	Royal Embassy	15	Making Outdoorsmen Useful	29
Recommended Books	3	Military Might	15	<i>Random Events</i>	30
About the Author	3	<i>Deep Rangers</i>	15	ADVENTURES	31
1. A MOST UNUSUAL		<i>Grand Mistress</i>		Finding Quests	31
CITY-STATE	4	<i>Geneviève Romée</i>	16	To and From	32
<i>Where in the World</i>		TEMPLES	17	The Dungeons	33
<i>Is Caverntown?</i>	4	<i>Great Druid Carbonado Vibes</i>	18	<i>The Deep</i>	33
HISTORY	4	GUILDS	18	<i>Wandering Monsters</i>	34
LAY OF THE LAND	5	The Big Five	19	4. TAKING CARE	
Fort Caverntown	5	<i>Delving Companies?</i>	19	OF BUSINESS	36
<i>Where's the Map?</i>	6	<i>Stella Marcia Zonio-Goldhaus</i>	20	C-Notes	36
The Great Cavern	6	Other Guilds	21	GOODS	36
Layout	6	<i>Master Bard Sivel</i>	22	Selling	36
<i>Other Entrances</i>	8	<i>The Locals</i>	23	Buying	37
Infrastructure	8	3. WELCOME TO		<i>The E-Word</i>	37
THE SUPERNATURAL	9	CAVERNTOWN!	24	<i>Regulars</i>	38
Magical Energies	9	WHAT EVERY VISITOR		<i>Shops and Shopkeepers</i>	39
Other Weirdness	10	NEEDS TO KNOW	24	<i>Rolling Your Own</i>	41
INHABITANTS	11	Tolls and Fees	24	<i>What the Cat Dragged In</i>	41
Natives	11	Tasks in Town	24	SERVICES	42
Visitors	12	Urban Dangers	25	Accommodations	
Wildlife	12	Local Laws	25	and Entertainment	42
2. THOSE WHO		<i>The Civilization Problem</i>	26	Magical Services	43
PULL STRINGS	13	<i>Deputy Delver</i>	27	<i>Hospitable Places</i>	43
AUTHORITIES	13	THE CAVERNTOWN CAMPAIGN	27	<i>Henchmen</i>	45
Lord Mayor	13	Local Talent	27	Repairs and Refits	46
<i>It's Good to Be in Charge!</i>	13	<i>Claiming Hospitality</i>	28	Training	46
<i>Mayor Petunia Widgery</i>	14	Social Traits	28	INDEX	47
		Settling Down	28		

ABOUT GURPS

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Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

INTRODUCTION

“Society” can be summed up as “town, where we buy and sell stuff.”

– *GURPS Dungeon Fantasy 1: Adventurers*

But what is “town”?

It *could* be a faux-medieval settlement, conceivably walled, with a market where folk from the region’s villages come to sell the goods they can produce and buy the ones they can’t. However, towns in hack ‘n’ slash fantasy often have more in common with cities: wealth that isn’t linked to trade with villages, extensive services of little use to villagers, and a robust political identity, including municipal buildings and officials. This is partly because the creators of fantasy RPGs live on present-day Earth, where the village-town-city distinction puts population ahead of function . . . but it’s mostly because dungeon-fantasy towns must cope with *delvers*.

Delvers present a multifaceted challenge for any settlement! They bring in far more wealth – precious metals, gems, surplus arms and armor, magic items, monster parts, life-sized demon statues, etc. – than agriculture, natural resources, or workaday crafts could. They make unusual demands, seeking to exchange this haphazard assortment of treasure for goods and services of little use to common folk, who rarely need plate armor, power-item recharges, or petrified associates restored to flesh. They hawk their expertise not as farmers, fishers, craftspeople, scholars, or even rulers, but as “special operators” skilled at violence and magic, thereby attracting equally odd (and often unsavory) quest-givers. And they’re *powerful*, so town had better be ready for them.

The other side of the coin is that delvers make a living fighting monsters that outclass the guards and soldiers of most quest-givers, who generally remain in town or travel with adventurers as bodyguards. This implies that town is a bastion strong enough to survive in a world menaced by dire animals, dragons, orcish armies, and zombie hordes – and capable of projecting power to protect the villages that feed it. Much of the wealth that rolls in probably pays for that security, and doubtless many of the quests found in town are schemes to enlist heroes in the settlement’s service (and to keep them out of trouble . . .).

Thus, a hack ‘n’ slash town needn’t resemble a historical one – and Caverntown is a worked example. It’s *underground* and right next door to dungeons, making it easy for delvers to haul loot to market, go shopping, and head back out the same day. Its services are specialized for this niche. Adventurers visit in droves, hoping to make their fortune, while quest-givers come to exploit the adventurers. And Caverntown’s citizens? They’re *relatively* safe: narrow gates to the tunnels limit the monsters’ access, the small army of visiting heroes swells its already-impressive garrisons, and the proliferation

of nearby quests means delvers rarely linger for long enough to become a nuisance.

So if you’re not sure what “town” should look like, why not cheat and have it look a lot like the dungeon? Link your dungeons to it as you create them and you’ll be well on your way to excavating a respectable *mega-dungeon*!

*Do all these well-armed treasure-hunters moseying around town worry me? Well, why ever would they? Weapons and armor hint that they’re **successful** treasure-hunters. They aren’t penniless – they paid tolls to get in. And when they visit, monsters don’t. I believe I speak for us all when I say: “Welcome to Caverntown!”*

– *Mayor Petunia Widgery*

RECOMMENDED BOOKS

The *rules* in this supplement assume you have the *GURPS Basic Set*, *GURPS Magic*, and the *GURPS Dungeon Fantasy* series – *GURPS Dungeon Fantasy 1: Adventurers* and *GURPS Dungeon Fantasy 2: Dungeons* at least, with a hearty recommendation for *GURPS Dungeon Fantasy 17: Guilds*. They should generally make sense to players of the *Dungeon Fantasy Roleplaying Game*, too, though some professions, abilities, races, and concepts mentioned here aren’t explained there.

The *setting* is adaptable to any fantasy RPG. You can link it to any dungeon that’s at least partly underground.

ABOUT THE AUTHOR

Sean Punch set out to become a particle physicist in 1985 and ended up as *GURPS* Line Editor in 1995. In that capacity, he has written, edited, or contributed to some 150 *GURPS* releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine. From 2008, he has served as the lead creator of the *GURPS Dungeon Fantasy* series, which led to his design of the *Dungeon Fantasy Roleplaying Game*, released in 2017. Sean has been a gamer since 1979, but devotes most of his spare time to Argentine tango (and occasionally tending bar). He lives in Montréal, Québec.

CHAPTER ONE

A MOST UNUSUAL CITY-STATE

Caverntown is a walled fortress town built entirely within an artificial cavern under a mountain. It's protected from the elements, difficult to attack with an (above-ground . . .) army, and safe from flying dragons who burn thatched-roofed cottages. Villages around the mountain's base supply Caverntown with food, but its magical resources enable it to survive on its own if necessary, and it isn't sworn to provide regional

defense – it's more self-contained city-state than traditional market town. Unsurprisingly for a subterranean settlement, it's home to many dwarves and gnomes, and has an economic focus on such underground activities as mining – and, more interestingly, *delving*. All of which makes it little like anything found topside . . .

WHERE IN THE WORLD IS CAVERNTOWN?

In a campaign *based* here (*The Caverntown Campaign*, pp. 27-31), Caverntown's location is *almost* unimportant – but the players will ask, so it's wise to have an answer. In an epic of exploration and travel, the town's precise situation is likely to matter a great deal. The GM can place Caverntown anywhere convenient, subject to these conditions:

- It's under a mountain in an entire range of mountains, not beneath a lonely inselberg or monadnock.

- It's closer to the foothills than to the great peaks, so that farming villages are within a day's travel.

- Dwarves and gnomes populate the mountains; gnomes and halflings, the hills; and halflings and humans, the farms and villages.

- It answers to the human King. It *isn't* part of a dwarven mountain empire.

- It's on or near a trade route that carries people, supplies, and loot to and from – say, guarding the entrance to a mountain pass, or overlooking a major river.

HISTORY

At some point in the long-forgotten past, the Forces of Evil schemed to erupt into the world and plunge it into pain, madness, and eternal night. The Forces of Evil try that *every* human generation or two. Occasionally, such an offensive enjoys some degree of success, with meddling heroes stemming the onslaught only after it has carved an Evil Empire. More often, though, the champions of Good nip it in the bud.

What's noteworthy about this particular attempt was that the Elder Thing mastermind (Its name is *unknowable*, not just unpronounceable), knowing that heroes could meddle only in what they knew about, mustered Its forces Beyond Time and Space. Its plan was to translocate Its entire legion into the mortal world in a massive bubble of Gate magic, so there would be no portal to seal off. It invoked Its indescribable divinatory powers to calculate the perfect time (When The Stars Were Right) and place: amid the assembled armies of Good, whose soothsayers had warned when and where to expect trouble, but couldn't provide details.

Gibbering *Things* would appear among the wretched mortals, driving them mad – *mad*. Glorious!

What It missed was that the meddler this time would be a *villain*: Aloloch Thrice-Crowned, a megalomaniac wizard-priest serving Evil of a more worldly sort – the kind involving undead, demons, skull-tipped wands, and The Devil. Informed by *his* obscene rituals, Aloloch decided to shift a nearby mountain and plunk it down on the same spot It had picked out. That is, on top of the Grand Army of Good. Subtle? No. Effective? Yes.

Right on schedule, Aloloch's mountain moved and Its bubble appeared . . . *inside the mountain*. The ensuing mess ruined everybody's day. The bubble pushed the mountain slightly off target, so while lots of warriors of Good were squished, many survived. The bubble wasn't designed to deal with a mountain and had power enough to displace only part of it, so the majority of Its legions were left behind and the forces that got through were caged within a perfectly dome-shaped cavern within the mountain.

At this point, the most senior cleric of the Forces of Good – known as Saint Angelina today – called upon the Heavens for a little help. Invaders from Outside Time and Space plus an upstart mortal playing god with the landscape were enough to get the attention of the Divine. Aloloch was smote dead with no saving throw. Then the Earth God opened a hole in the mountain, the Sun God lit the place up, and Saint Angelina led the remaining army inside with holy support. It was a tough battle, but the Things were annihilated.

Realizing this place was a focal point for the supernatural – three different divinations called out its importance, after all – and suffused with uncanny forces from Beyond Time and Space, magically warped by Aloloch’s efforts, *and* touched by not one but two gods, the armies of Good deemed it necessary to hold the fort. They built a literal fort atop the entrance to the cavern and an outpost *within* the cavern.

Naturally, the intervention of gods brought pilgrims, the presence of an army brought merchants and families, and soon the place was a small town. Then a large one, growing larger each year. Thanks to the Sun God’s (apparently permanent) blessing of light, and the abundance of supernatural energy, Caverntown proved not merely viable but close to self-sufficient.

Like all settlements, Caverntown has had its ups and downs. To start with, the reasons for the place’s supernatural importance turned out to be tied to various dungeons beneath the ground near where the mountain was moved, the denizens of which tunneled in to pay unfriendly visits from time to time. This led to the addition of perimeter defenses. The most ancient citizens in town today – elderly dwarves and gnomes, immortal shadow elves, wizards who’ve cheated death, and a few well-hidden undead – still remember this (and later events) and grumble about the taxes that paid for it.

Then there were the efforts of various rulers. These were initially commanders of the standing army – but as Caverntown’s

defenses held and Evil found other lands to invade, most of the Forces of Good were called away, leaving behind just a small cadre of sworn defenders, the Order of Saint Angelina. At that point, Caverntown made more sense as a town than as a military outpost, and authority passed to one of the King’s barons, styled “Mayor.” Early Mayors were ambitious, undertaking vast magically assisted engineering projects that met sometimes with success (e.g., *The Shaft*, p. 6, the Eight Titans, pp. 6-7, and almost everything in *Infrastructure*, pp. 8-9), occasionally with disaster (for instance, there are rumors of failed steam tunnels; see *Undertown*, p. 35).

Caverntown’s Mayors since those days have exhibited personalities that range from “piously benevolent” through “greedy” to “iron-willed tyrant barely better than Aloloch (just not as Evil).” During some of the darker periods, the town was a bigger danger to monsters than monsters were to it, pushing its tunnels ever farther and wider, carving out dungeons of its own for future generations to worry about, and stumbling into a few fights it had to run away from. Word has it that a lot of this actually had to do with the King ordering Mayors to deal with horrible new discoveries in the depths . . .

Caverntown has been relatively stable of late. Dwarf and gnome citizens have grown more numerous due to their willingness to dwell underground, and are now about as common as humans, which is unusual for a human settlement. To keep the peace (and undermine dynasties with dreams of independence), Royal decree states that humans, dwarves, and gnomes shall take turns as Mayor. The current Mayor is a gnome.

And of course the dungeons remain, and every Mayor of any note has made an effort to attract delvers to explore them – so they’ll bring back loot to fill the town’s coffers and so there will always be well-armed warriors, rogues, and casters on hand should the monsters get cocky or a new Aloloch or It emerge.

LAY OF THE LAND

Caverntown’s extraordinary physical circumstances certainly merit description! We’ll start at the top . . .

FORT CAVERNTOWN

The main way into Caverntown from topside is a mountaintop fort unimaginatively named “Fort Caverntown” (“Angelinapost” never caught on). This structure exists not to control the countryside but to protect the entrance. It’s enclosed – a stone blockhouse, strong against both surface and aerial attackers. Punching a hole in the *weakest* wall (5’ thick) means dealing with DR 780, HP 160; the *thinnest* portion of the vaulted ceiling (1’ thick), DR 156, HP 94. See *Walls* (*GURPS Dungeon Fantasy 2: Dungeons*, p. 17). Due to magical construction, treat Earth spells intended to affect the structure as Resisted by HT 16.

Fort Caverntown contains three features of note:

Gates: Huge ironbound gates admit travelers during the day; these have DR 60, HP 62. A small inset door admits night visitors; when closed, this is no more vulnerable than

the gates. These entrances can be barred from within, but not locked. Behind the gates is a “vault” grade portcullis (DR 24, HP 46 *per bar*; see *Dungeons*, p. 18 for further details).

Troops: The number varies depending on the general danger level in the area, but is never *less* than 30 defenders equivalent to Town Watch (p. 15), led by a holy warrior of the Order of Saint Angelina (pp. 16-17), all with ranged weapons. These soldiers have two scorpions – giant siege crossbows – that can engage enemies at the gates, and two more that can shoot *upward* (e.g., at dragons): damage 5d imp, Acc 4, Range 250/315, RoF 1, Shots 1(24).

Lift: The fort’s interior is dominated by a gnomish lift to transport people and cargoes to and from Caverntown. Its iron cage descends under gravity using counterweights and ratchets, but must be cranked back up to the surface by the great golems (p. 17). Built-in scales show the weight on the lift. Next to the machinery is a trapdoor with DR 15, HP 39, and an average-quality lock (no **Lockpicking** modifier, and both the holy warrior and senior guard on duty have keys); this leads to an auxiliary staircase down, which is off-limits to visitors.

Tolls

Entering or leaving Caverntown through Fort Caverntown costs a toll calculated from weight, to maintain the fort and lift: \$0.05 per pound, rounded to the nearest \$ (that's the precision of the scales); e.g., a 155-pound delver with 47 lbs. of gear owes \$10, while a cart that weighs a ton (2,000 lbs.) with cargo would incur a \$100 fee. Travelers normally have porters unload wagons and animals, and then take them to the nearest town. Riders who refuse to pay are escorted off the lift – often with the assistance of other passengers, who rarely appreciate delays.

WHERE'S THE MAP?

GURPS *Dungeon Fantasy Setting: Caverntown* includes no map for a few reasons, none of which are “laziness”:

- Caverntown is meant to be adaptable to any *Dungeon Fantasy* campaign. It can be as large as needed. A nominal 25 blocks (around 1.25 miles) on a side is assumed here for definiteness, but anything from as compact as five blocks to as much sprawl as the GM can tolerate is workable! The GM may adjust the ratio of cavern diameter to height, too; the greater this is, the more oppressive the space will feel.

- *Dungeon Fantasy* is about dungeons. The occasional urban adventure is a welcome change, but Caverntown isn't designed to be raided for treasure, which means a detailed map isn't essential for game play.

- *Dungeon Fantasy* hand-waves many details of what happens in town using quick dice rolls, so it's incongruous to worry about which specific shop finally had the magic sword – or on what street the Town Watch arrested the thief who stole it.

The GM may *sketch* a map, but think carefully before doing so. You can leave questions of time and distance to the dice – and quietly add new areas – as long as the town is abstract. You lose these freedoms once you start mapping. When the layout is literally set in stone, details such as Town Watch patrol routes and walking times between areas matter, and those just aren't the focus of *Dungeon Fantasy*.

THE GREAT CAVERN

On arriving in the cavern containing Caverntown, visitors will note that the “ceiling” and “walls” comprise a smooth stone dome describing the surface of a vast hemisphere – the shape of a bubble of supernatural force (see *History*, pp. 4-5). The town itself is built on the cavern floor, which is unnaturally flat and meets the dome's descending sides at an acute angle. Though there's rocky rubble about, it's clearly due to excavation; while there are stalactites, they're too small and too recent to be linked to cave formation. The space is obviously artificial, not created by erosion or seismic activity.

The Great Cavern – as it's called when distinguishing the cave from the town inside it – is *extremely* stable. This is attributable to a combination of factors: the basic strength of its geometry, the unusual forces that shaped it, artificial pillars (see *The Eight Titans*, below), and ongoing supernatural influences (see *Magical Energies*, pp. 9-10).

A **Prospecting** roll confirms most of the above. No roll is needed to notice that the Great Cavern is as bright as day! See *Light* (p. 8) to learn why.

LAYOUT

The first thing delvers care about upon arriving in any new town is *what's there*. Are there walls and gates to worry about, or is it easy to sneak in and out? Is the place airy and welcoming, or a twisting maze of danger? Can nimble adventurers hop from rooftop to rooftop? In Caverntown, the answers are often surprising!

The Shaft

The lift from Fort Caverntown (pp. 5-6) no longer swings like a pendulum, nauseating riders with a pitching view of the Great Cavern (p. 6), as it did in the early days. Today it follows well-greased grooves within an imposing stone tower that stabs up from street level in the center of Town Square (p. 7) all the way to the cavern ceiling. The trip takes a mere 10 minutes down but 25 minutes up.

This tower – customarily referred to in writing as *The Shaft* (to distinguish it from “the Shaft,” a tavern, p. 43) – was built using Earth magic. Its exterior has become progressively more ornate over the years, adorned with tiles, statuary, windows (some affording a view, others resplendent with translucent stained glass), and huge gnomish clocks on all four sides.

A stair winds around the exterior, with periodic landings that double as observation platforms for keeping an eye on the gates (p. 8). This eventually disappears up into the cavern ceiling, exiting via the trapdoor in Fort Caverntown. Taking the stairs involves a 25-minute walk or 50/Move minutes at a run (Move 3+, and make a **HT** or **Running** roll each minute to avoid losing 1 FP).

At the base, the great golems (p. 17) operate a pair of oversized cranks.

The Eight Titans

Eight cylindrical pillars of stone reach from the floor to the ceiling of the Great Cavern. Standing in Town Square (p. 7) and looking down the great boulevards (p. 7) running north, east, south, and west from *The Shaft* (above) toward the Barricade (pp. 7-8), these columns are roughly halfway to the town's edge, two in each cardinal direction, to the observer's left and right.

Where *The Shaft* fills most of a block, the Eight Titans are only 10' thick, landing in wider-than-usual intersections. The foot of each column is surrounded by a knee-high wall that forms a basin. Water spews constantly from the mouths of carved animal heads (bears, goats, hawks, etc.) adorning the pillars, keeping the reservoirs full yet never overflowing. These fountains – a magical engineering project to celebrate Caverntown's centennial – are free for all to use by Mayoral decree. People who come to draw water often spend time chatting, and taverns have cropped up to serve them.

The Eight Titans aren't *needed* to support the Great Cavern's dome, but they're capable of it. Their most significant magic is not the Earth spells obviously required to erect them, nor the Create Spring variant used for their fountains, but an enchantment that gives the cavern +1 to HT per pillar to resist attempts to collapse it. The cave has the basic HT 12 of most solid objects (p. B483), so it resists natural or magical forces with HT 20. The pillars themselves are effectively indestructible.

Those keeping score might find it interesting to note that the Eight Titans emanate *druidic* magic – odd, given how druids customarily dislike both large settlements and monolithic architecture.

Town Square

The Shaft (p. 6) lands in the center of a huge square. Assuming Caverntown is 25 blocks a side, Town Square is three blocks a side, with The Shaft dominating the central block. Proceeding clockwise around the outside edges, the north side features the temple of the Order of Saint Angelina (pp. 16-17), Town Hall (p. 14), and Town Watch (p. 15) headquarters; the east side, the Wizards' Guild (pp. 20-21) tower, Alchemists' Guild (p. 21) hall (which has no *labs*, due to explosion risk), and college of the Brotherhood of Bards (pp. 21-22); the south side, the Adventurers' Guild (p. 19) hall, Hospitality Guild (pp. 22-23) welcome center, and Royal Embassy (p. 15); and the west side, the Chamber of Commerce (pp. 19-20) palace, Artificers' Guild (p. 19) hall, and Armorers' Guild (p. 19) hall.

The plaza between these important buildings and The Shaft is filled with arriving and departing visitors, Town Watch patrols, and town and guild tax collectors. Delvers must pay tolls to ride the lift (see *Fort Caverntown*, pp. 5-6) – and a loot tax at the gates (p. 8) – but only merchants need worry about paying additional taxes here. If the adventurers are carrying contraband, however, this is where to make the **Smuggling** roll mentioned on p. 4 of *GURPS Dungeon Fantasy 2: Dungeons*.

Streets

Caverntown is laid out in a perfect square grid around Town Square (above), with The Shaft (p. 6) in the very center and Perimeter Road (see below) around the very outside. Most ordinary streets are reasonably wide (three or four yards) but not remarkably so – almost all traffic is on foot, so there's no *need* to accommodate horses, carts, wagons, etc. The road surface is stone, not gravel or mud, and remarkably devoid of garbage and filth. If delvers get into brawls or duels here, the GM can use a featureless map three or four hexes wide and as long as desired (there are 80- to 90-yard stretches uninterrupted by intersections, fountains, etc).

A few streets are especially noteworthy:

Perimeter Road: Caverntown's streets and buildings are all contained within a wide road that runs around its perimeter, creatively named "Perimeter Road." Visitors pointing out that this is actually four roads that join to form a great square are countered by locals calmly pointing out that's why addresses there have "North," "East," "South," or "West" attached. Though there are ordinary homes and businesses (including a lot of inns) along the *inside* of Perimeter Road, there are none on the *outside*, which is defined by the inner

face of the Barricade (below). Delvers hoping to exploit rooftops to get over the Barricade – or buildings to conceal efforts to go *through* it – are out of luck.

Boulevards: To slow invaders who might breach the town's gates (in the center of each side of the Barricade), no streets run directly from these to The Shaft (in the center of town). Instead, impressive boulevards radiate north, south, east, and west from Town Square to Perimeter Road. Two run in each direction, offset to either side of The Shaft at one end, either side of a gate at the other; these are West North, East North, North East, South East, East South, West South, South West, and North West Blvd. This naming scheme often confuses travelers who just want to get somewhere. These streets are home to most of the town's temples, lesser guild halls, and larger businesses (notably shops and inns), and many visitors to Caverntown never stray from them.

Buildings

All Caverntown architecture is in stone, either raised using Earth magic or built the traditional way from rock excavated beyond the gates (p. 8). There's next-to-no wood or thatch, though the rich occasionally import wooden doors for show. Fires are almost unheard of.

Thanks to the level cavern floor, trivial availability of stone, abundance of dwarf and gnome masons, and prevalence of Earth-magic specialists, most structures rise *at least* two stories above the street. Many are higher, their height reflecting the owners' wealth and status. A "basement" below street level is customary – and due to the town's unusual lighting (see *Light*, p. 8), this is often the preferred sleeping area.

The lack of bad (or any!) weather means there's no need for pitched roofs, overhangs, rain gutters, windbreaks, etc.; most buildings have vertical walls and flat roofs. The majority of rooftops serve as extra rooms, often used for dining. These have parapets tall enough to keep dishes, furniture, and drunken guests from falling off – and to discourage unwelcome visitors. It's *possible* to travel along the rooftops, but these parapets mean stopping to make **Climbing** rolls to clamber between adjacent buildings (failure means making noise) and being unable to get a running start for clearing streets (reduce distance from **Jumping**/2 to **Jumping**/4 yards, so the average street requires skill 12-16, and failure can hurt; see *Jumping*, *GURPS Dungeon Fantasy 2: Dungeons*, p. 7).

Exterior doors are customarily iron, and run the gamut from "light" on poorer homes to "extra heavy" on places with valuables inside; see *Dungeons*, p. 18. The prevalence of sticky-fingered delvers in town spurs most citizens to lock their doors – including those leading to the roof! **Lockpicking** modifiers range from +5 in the slums to -5 for the rich; guild, municipal, and temple buildings have gnomish locks that give from -6 to -10; and the Wizards' Guild (pp. 20-21) *also* puts Magelock at skill 20+ on everything it owns.

The Barricade

Caverntown doesn't extend to the Great Cavern walls – it stops short. As the cavern is circular while the settlement is square, the exact distance varies. The center of each of the town's four sides is about 500 yards from the cavern walls, while its four corners are a mere 50 yards from it (adjust these distances accordingly for a version of Caverntown that isn't around 25 blocks a side).

Surrounding the town are fortifications: the Barricade. These ramparts, too, are laid out as a square. Each of the four sides is a tall wall with a single gatehouse in its center; anything rushing the gates must cover 500 yards under attack from the defenders' siege engines, bows, and spells. At the four corners are towers; being close to the walls, these are heavily reinforced. Along each wall are four smaller towers, 1/3 and 2/3 of the way from gatehouse to corner in either direction.

Immediately inside the Barricade is Perimeter Road (p. 7); no buildings touch the walls. *Outside*, the ground is kept clear of junk that could offer concealment and cover. Thanks to lighting in the Great Cavern (*Light*, below), there aren't even shadows to hide in. The Town Watch (p. 15) and Order of Saint Angelina (pp. 16-17) post sentries on the walls – equipped with horns, drums, flags, torches, and spells for signaling – and they'll have no Vision penalties that aren't a result of equipment and abilities attackers bring with them.

Siege warfare is beyond the scope of *Dungeon Fantasy*, but if *delvers* decide to bash down the gates, each set of inner and outer ones has DR 150, HP 84; the gap in between has portcullises, traps, and murder holes. Siege engines can inflict anything from 4d+1 cr or 3d imp for the dinkiest ballista or scorpion, to 16d cr or 7d+1 imp for the mightiest, in addition to constant arrows and Missile spells. Subtler troublemakers must use **Stealth** at -5 (or magic!) to get close without being noticed, and then **Climbing** at -5 to get over the wall (a basic -3 for a vertical wall, plus -2 more for the qualifiers *slick* and *spike-topped*; see *GURPS Dungeon Fantasy 2: Dungeons*, p. 7).

Other Entrances

The only routes into Caverntown other than The Shaft (p. 6) and the gates (below) are *secret*. The Mayor has a miniature, magically powered lift directly to the surface hidden in whichever of the Eight Titans (pp. 6-7) the GM decides is nearest her residence; both ends are hidden (-5 to detect, assuming you even know where to look), the lift won't budge without a password, and the topside exit is in view of Fort Caverntown. Both the Adventurers' Guild (p. 19) and Society of Assassins (p. 23) know of routes through Undertown (p. 35) that eventually lead to upward-sloping tunnels that exit out of Fort Caverntown's sight. And the Wizards' Guild has at least one magical portal, which the GM may decide goes to the monastery in *GURPS Dungeon Fantasy Encounters 1: The Pagoda of Worlds* – which has *other* portals. Adventurers who want to use any of these exits (say, to avoid fees or flee crimes) must first complete suitable quests to learn of them.

The Gates

When Caverntowners refer to “the gates,” they don't mean the gates in the Barricade but the ones in the Great Cavern's walls, which lead to the dungeons (pp. 33-35) and generate tax revenue. There are currently four – one opposite each gatehouse in the Barricade – but there are clear signs of *former* gates, sealed using Earth magic. The functioning gates normally stand open, but can be closed and barred to slow monster invasions; each has DR 60, HP 62.

Beyond each gate, tunnels branch off in all directions. Just inside each gate are Town Watch and King's Men, prepared

to assess taxes on any loot carted in. They'll use scales, magic, and complex charts to do *their* assessment of the treasure's cash value (accurate, but they won't share their information) and then charge (1d)% of that (*complex* charts). There's also a toll of \$5 per person passing through in either direction, to maintain the gate; this buys passage through that gate for one day, but is waived on any day when tax exceeds \$5/head for that group.

Delvers who decide not to pay will find their way blocked by at least twice as many guards as their party size. Some will be 125-point henchmen; at least one will be a 250-point hero. Any outcome that doesn't end in payment means a criminal record; see *Scum and Villainy (GURPS Dungeon Fantasy 2: Dungeons*, p. 4). *Killing* these officers also means the adventurers must fight their way through the town gates, up the staircase around The Shaft, and out of Fort Caverntown, never to be allowed back.

INFRASTRUCTURE

“Wait,” the delvers ask, “how does a huge town – really a city, and one with its own standing army at that – survive in a *cave*?” Behold: the answers!

Light

The Great Cavern's most notable feature (after its weird geology) is that it's bathed in permanent sunlight. This is thanks to the Sun God, who illuminated the place to aid Saint Angelina's army; see *History* (p. 4-5). Some clerics fret that one day, the blessing will end to punish Caverntown for its greed, but the orthodox belief is that the Sun God is happy to have an outpost deep underground, bringing doom to creatures of darkness.

The light in the cavern is equivalent to natural sunlight for all purposes, much like the Sunlight spell. Unlike natural sunlight, however, it stays bright 24 hours a day, which is why citizens usually sleep in the basement. It doesn't have a specific origin, either – it's diffuse, pouring down from a cavern dome that glows like sunlit marble, meaning objects cast almost no shadows.

Vampires find this a mixed blessing: Nobody notices the not-casting-a-shadow thing, but a sartorial mishap means being fried. Tavern-keepers, too, find it has downsides as well as upsides, as not everyone sees sunny fiestas as a fair trade for the lack of genuine *nightlife*.

Air

The Great Cavern isn't hermetically sealed; The Shaft (p. 6), numerous tunnels connected to Undertown (p. 35) and beyond the gates (above), and even several cracks in the cavern walls all lead to the surface. Somebody with no gear more complicated than a flame can use **Prospecting** or **Survival (Subterranean)** (p. 29) to find and follow such routes.

As the town has grown, though, citizens have had the local druids plant a growing number of *special* trees and shrubs, especially in parks and along the boulevards (p. 7).

These thrive in the light and Nature's strength (p. 10) of the Great Cavern. The druids keep the greenery watered and nourished (see *Water*, below, and *Sewage and Garbage*, below). In return, the plants provide fresh air.

There's the occasional rumor that the druids' special plants shed mind-control pollen, walk around, eat people, or something similar. Most Caverntowners regard this as crazy talk. Still, madmen rant about the "green apocalypse." Adventurers who want to talk to these raving loons should do so upon encountering them; they're never there a few hours later.

Water

A lot of Caverntown's water comes from deep wells to an underground lake. As these have never run dry, the lake is believed to be fed by a river. Most large households have a well, as do many intersections. The usual Caverntown model is narrow, with a gnomish mechanism that winches the bucket and allows it to disgorge its water without exposing the shaft. This makes falling down a well a rare occurrence – *fatal*, but rare.

There are also the magical fountains at the feet of the Eight Titans (pp. 6-7). These have never run dry, either.

Citizens have strong opinions about which water is better: "You know Elder Things do goodness-knows-what in that there well water?" "Pff. Better than water with *magic* in it. My wife's cousin in the Wizards' Guild won't drink fountain water. Says you'll grow horns." "Like squiddly water *won't* make you grow horns?"

The druids water plants with "gray water," whatever that is.

Food

Despite its large area, Caverntown isn't all settled. There are entire blocks devoted to gardens. Some contain the druids' greenery, which supplies a fair amount of fresh produce

on a daily basis, thanks to Plant magic. Others contain the cheery fungus patches found wherever there are dwarves. Between the two, Caverntown could probably feed itself if everyone were happy with yeast-burgers, mushy peas, and mushroom ale.

Thus, a lot of food is imported from outside – mainly grain, dairy products, and meat. Certain villages topside have tax-exempt status to ship comestibles down The Shaft, with the Mayor's blessing. (She likes ham-and-cheese on rye, washed down with *Weissbier*, as much as the next gnome.)

The temples could in theory assist with Create Food. In practice, they reserve this for themselves. Being invited to a cleric's table is a Big Deal.

Sewage and Garbage

Wastewater and organic trash that isn't utterly nasty is welcomed by druidic and dwarven gardens alike. Youngsters – and even desperate delvers – compete to schlep buckets of it around for a coin (\$1) from the provider and something tasty from the recipient's harvest (equivalent to one meal).

Lazier households and anybody with truly disgusting waste use the garbage chutes along Perimeter Road (p. 7), which were carefully placed to avoid befouling the deep lake that provides Caverntown's water, and which were sunk deeper just to be sure. In the central parts of town, sewers run from basements to these chutes. Filth in the streets is *not* tolerated (you'll be caught on 12 or less on 3d, and then it's a \$10 fine), but some is inevitable; sweepers are paid (out of fines, mainly) to dispose of it.

Effluvium coming down the garbage chutes doubtless annoys many monsters, which is why there are stout orichalcum-plated meteoric grilles (DR 9, HP 18 *per bar*) just below street level. The bars are spaced widely enough to admit chunky rubbish – and, some Caverntowners worry, skinny or *squishy* creatures.

THE SUPERNATURAL

Much about Caverntown is obviously magical in origin or nature: the cavern dome, its sunny glow, the town's unusual greenery, and the impressive architecture raised by Earth magic come readily to mind. Yet not everything *special* is *visible* . . .

MAGICAL ENERGIES

The uncanny forces admitted from Beyond Time and Space by It, the massive dose of mana deposited by Aloloch, the intervention of the Earth and Sun gods, and the *feng shui* of being a dungeon crossroads have complex interactions that affect how magic works in Caverntown. Nobody fully understands this stuff! The Wizards' Guild has many experts working on the problem, who occasionally have quests for delvers.

Any spellcaster whom these rules would affect may roll vs. **Perception + Magery** or **Power Investiture** to notice this. The roll is at -3 if not actively searching (that is, if the player doesn't ask so the GM checks unbidden). Further modifiers may apply; see below. Roll separately to sense each effect.

Earth Magic

Regardless of the type of casting – clerical, druidic, or wizardly – spells of the Earth college are "stabilized" by the same combination of forces that keep the Great Cavern stable. Count all critical failures as regular failures. Treat spells that attack the *cavern itself* as if they were Resisted by its HT 20. Thus, neither accidents nor willful attempts to damage the cave are likely to accomplish much.

Mana Level

Mana in Caverntown is normal; if there are areas of higher or lower mana, they're on private property and not a matter of public record. However, spells that generate light or that aid vision (such as Bright Vision, Continual Light, Flash, Glow, Hawk Vision, Keen Vision, Night Vision, Sunlight, and Wall of Light) are cast at +5 in the underground sun, while ones that generate darkness or that obscure vision (e.g., Blackout, Blur, Darkness, Dull Vision, Gloom, Hide, Invisibility, Strike Blind, and unfortunately Shade) are cast at -5.

These modifiers adjust base skill in a way similar to mana level; thus, they *can* affect casting time and cost. For detection purposes, this is a single, double-edged effect.

That's hard to hide, but two further effects aren't as widely known. One is that the factors that make raising the dead more straightforward (see *Sanctity Level*, below) also make animating the undead *slightly* easier: Any spell that directly creates undead (like Lich or Zombie) is at +1. This, too, adjusts base skill. It also means necromancers and even liches lurk in this bright, sunny town! Detecting this effect is at an *extra* -4: **Perception + Magery** at -4 if searching, -7 if not.

The other is that Gate magic is *dangerous*. All failures are critical failures – and the GM may opt to roll on the *Psionic Encounters Table* on pp. 37-41 of *GURPS Dungeon Fantasy 14: Psi* instead of the *Critical Spell Failure Table* (p. B236). Rolls to sense this effect have an extra -5: **Perception + Magery** at -5 if searching, -8 otherwise.

Sanctity Level

Thanks to the touch of the divine, Caverntown's sanctity is high for Good and low for Evil. This apparently has ramifications for resurrection: Local temples can do that for those who die in the dungeons (ostensibly because such "heroes" perished "doing good," regardless of whether they were), and even post a standard price; see *Healing* (pp. 44-45).

Nature's Strength

Despite Caverntown being underground *and* unquestionably urban, there's no penalty to druidic spells or abilities here. Druids can detect this on a flat **Perception + Power Investiture (Druidic)** roll whether actively searching or not. Most thinkers attribute this to overlap between the Earth and Sun Gods and Nature, some going so far as to point to this as proof that druids worship the same being(s) in a different way.

OTHER WEIRDNESS

Things aren't all sunlight and joy, of course – not in a place with Caverntown's history!



The Restless Dead

Caverntown was born in a massive battle and repelled several invasions after that. Many people died violently here. Thus, there are occasional ghosts (*GURPS Dungeon Fantasy 9: Summoners*, pp. 22-23) in broad daylight. These spectral natives are rarely hostile, but that isn't unheard of – and whatever their disposition, they can pass through the Barricade (pp. 7-8), are undeterred by the sanctity level (above), and can't be banished or turned within town limits. **Exorcism** *does* work, as do weapons that affect spirits.

There are also sporadic plagues of undead caused by bodies disposed of improperly in Undertown (p. 35). The majority involve horde zombies (*GURPS Dungeon Fantasy 2: Dungeons*, pp. 24-25). Most erupt noisily from somebody's basement, giving plenty of warning; this makes them scary but easily contained.

And there are almost certainly liches lurking in town. Vampires avoid the unsetting sun – but in Undertown, who knows? Either might know valuable details about historical events;

they may try to kill interfering goodie-goodies or offer quests to less-scrupulous delvers.

The Order of Saint Angelina (pp. 16-17) and the temples (p. 17) move quickly to deal with *all* types of undead.

Psionic Echoes

The link between Things Beyond Time and Space and psionics means mentalists find Caverntown . . . interesting. They'll have scary dreams about the Deep (p. 33); treat all mentalists as if they had the **Weird Dreams** perk (*GURPS Dungeon Fantasy 14: Psi*, p. 14) with a self-control roll of 15 or less. Those who actually *have* the perk roll at -3. All "clues" concern the Deep, and the negative effects of **Nightmares** (p. B144) apply normally. On the upside, psionic power items regain an extra 1 FP every full seven days.

Caverntown is *not* considered an "elevated threat" area for routine psi use – the roll for bad things to happen is the usual 6 or less.

Other Bad Stuff

Like any settlement, Caverntown has creepy folklore and rumors in addition to ghost stories. Here are some widely whispered worries. The GM decides which ones are true.

- Aloloch *wasn't* destroyed by the gods – that's just a rumor he spread. He resides in Caverntown as a powerful lich (or worse), pulling the strings of power and manipulating hapless agents to send delvers after lore and artifacts he needs for his next move.

- Druids are the secret power behind the throne, for reasons tied to Nature's strength – its high level either attracted or was raised by them. They can collapse the Eight Titans (pp. 6-7), water from the public fountains (*Water*, p. 9) has weird effects on people, and their plants (*Air*, pp. 8-9) are sinister instruments of death or mind control.

- Sanctity (above) is also high for the Squid cults.

- Some of the sealed gates (see p. 8) *aren't gates*. They're prisons for Things that could be confined but not destroyed. Any records are hidden in Town Hall (p. 14) or the Royal Embassy (p. 15).

- The garbage chutes (*Sewage and Garbage*, p. 9) invade lairs of monsters – maybe Elder Things, maybe *other things* – that ooze up and cause havoc. Some citizens believe these include doppelgangers (*GURPS Dungeon Fantasy Monsters 3: Born of Myth & Magic*, pp. 7-8), who squeeze past the grilles and replace people.

- The great golems (p. 17) are animated by evil spirits – maybe even Aloloch and It themselves, placed in bondage by the gods.

- The portal from Beyond Time and Space that It created never fully closed. It's down some well or garbage chute – or in a hidden temple of Squid cultists, the Wizards' Guild hall (see *Other Entrances*, p. 8), or even a forgotten closet.

- The Sun God's blessing (*Light*, p. 8) is going to expire, turning Caverntown into a ghost town.

- The town's wells (*Water*, p. 9) tap an underground lake teeming with Elder Things, who are tainting the water to transform Caverntown's citizens into hideous fish-things. It might take millennia . . . but the Things live outside linear time and don't care.

INHABITANTS

The population of Caverntown is left to the GM, for two reasons: First, the town's area is *also* up to the GM, whose mental picture of "town" might not be as elaborate as a 25-square-block city (see *Where's the Map?*, p. 6) . . . or who may want something even bigger, to showcase the place's impressive magical "life support." Second, it gets a lot of visitors.

It isn't a stretch to say that if around 80,000 people could fit into medieval London's "Square Mile," Caverntown's 1.25 miles on a side could *justify* 125,000 souls. Except that Caverntown is a fantasy idyll with airy boulevards, gardens, and parks, and lots of retired delvers with one house apiece. In addition, immigration won't be comparable to historical rates of urbanization because most people won't climb a mountain trail, pay a toll on the weight of their worldly possessions, and live in a cave next door to monsters. The 45,000-60,000 range is closer to the mark, making Caverntown comparable to the largest towns or good-sized cities of Earth's Middle Ages, but hardly a medieval Beijing, Cairo, or Paris.

For a bigger or smaller Caverntown, scale the estimate to the area. If there are rumors of a new dungeon or rich treasure, push the headcount up a percent or two – there won't be a thousand *delvers* in town, but there will be traveling merchants hoping to trade with fortune-seekers, tourists coming to gawk, and King's Men making sure that dangerous artifacts end up in friendly hands.

NATIVES

Caverntowners are on the whole more capable than the citizens of topside agricultural and trade settlements. It takes *grit* to dwell in an outpost that stands between civilization and monsterkind, even if you sweep streets or serve ale. The town's many dwarves and gnomes are innately more robust than humans. Then there are all the settled and retired delvers, the hirelings who serve them, and the people who train them. Organizations for the adventuring professions are remarkably well-represented – particularly the Wizards' Guild (pp. 20-21), filled with mages doing research into monsters and artifacts, and the Order of Saint Angelina (pp. 16-17), a small *army* of holy warriors. Finally, there's the need for lawmen strong enough to keep the peace among these folk.

An ordinary Caverntowner is worth *on average* about 25 points more than whatever the typical person is built on in the campaign. Reasons for this include tough humans with 5 or 10 extra points; a population of nonhumans who mostly have 20-point racial templates; and a disproportionate number of hirelings at 62 to 187 points (see *GURPS Dungeon Fantasy 15: Henchmen*), and delvers who boast 250+ points. Additional details appear below, but when quickly creating a random NPC, simply add 25 points to the bottom few power levels on p. B487: a beggar or urchin might have up to 50 points; a serving wench, clerk, or paper-pushing functionary, 75; and a competent merchant, watchman, or official, 100.

Races

Humans, dwarves, and gnomes have roughly equal numbers in Caverntown; each make up about 1/4 of the population.

The remaining quarter consists of "everybody else" – most notably halflings, no shortage of half-monsters (half-ogres and half-orcs), enough members of deep-dwelling races (coleopterans, earth-infused, gargoyles, minotaurs, and shadow elves) that they're not always gawked at, and a growing number of dark ones and elder-spawn who are *always* gawked at. There are ones and twos of other things – including genuine monsters such as liches and doppelgangers, who stay out of sight or pose as "ordinary folks." Air-infused, faerie folk, wildmen, and elves other than shadow elves sometimes visit but almost never settle.

Professions

Caverntown is home to a high number of retired adventurers and settled-but-powerful professionals: NPCs worth at least 250 points. Particularly well represented are artificers (*GURPS Dungeon Fantasy 4: Sages*, pp. 4-7), thieves (*GURPS Dungeon Fantasy 1: Adventurers*, pp. 12-13), and wizards (*Adventurers*, p. 13), all of whom enjoy strong guilds – and holy warriors (*Adventurers*, pp. 7-8), owing to the Order of Saint Angelina. The underground setting also means there are many workers of Earth magic: clerics of the Earth God (*GURPS Dungeon Fantasy 7: Clerics*, pp. 14-15), druids (*Adventurers*, p. 7), and earth-attuned elementalists (*GURPS Dungeon Fantasy 9: Summoners*, pp. 9-12).

Less common but still numerous are assassins (*GURPS Dungeon Fantasy 12: Ninja*, p. 9) and bards (*Adventurers*, pp. 5-6), due to *their* organizations' presence. Innkeepers (*GURPS Dungeon Fantasy 10: Taverns*, p. 8) hard enough to stand up to rowdy delvers are likewise easy to find – more because business is good than because of the Hospitality Guild. And the Town Watch numbers quite a few knights (*Adventurers*, pp. 8-9) among its sergeants and captains.

Individuals less capable than these but more competent than most topside townies make up much of the common people. Create such NPCs on between 62 and 125 points. See *Henchmen* (p. 45) if the PCs are interested in hiring these, and *GURPS Dungeon Fantasy 15: Henchmen* for templates.

If using the lenses on pp. 33-41 of *Henchmen* to build 187- or 250-point NPCs, the most fitting are those associated with greater guilds (wizardly adepts, burglars, and gadgeteers, respectively, belong to the Wizards', Adventurers', and Artificers' Guilds), the Order of Saint Angelina (champions of the holy persuasion), the temples (priests), and the Town Watch (veterans) – plus an inordinate number of generic treasure-hunters.

On the other hand, outdoorsmen (including barbarians, scouts, and related henchmen) are underrepresented in Caverntown. Martial artists, incanters, and ninja – including monks, adepts at incantation magic, and genin – are even rarer, as they lack communities here. And anyone whose profession is regarded as creepy is hard to find: demonologists and necromancers (and adepts at demonology or necromancy), and evil clerics and unholy warriors (and champions and priests of Evil). Mentalists are victims of rumors about the Deep (p. 33), and likewise keep a low profile.

VISITORS

Relative to other settlements of its size, Caverntown has a *lot* of visitors at any given time. Here are some of the more important types, and the quests they might offer delvers.

Adventurers

Here to visit the dungeons (pp. 33-35) or buy hard-to-find equipment (see *Buying*, pp. 37-42). Caverntowners – especially the Hospitality Guild (pp. 22-23) – do their best to encourage such visitors to stay in town, patronize inns, and spend money between quests. Frugal heroes often crash with friends, though.

Quests: Parties of NPC delvers might be short-handed after a bad quest of their own, and take on the PCs for additional firepower.

Merchants

Particularly importers, who *smell* the profit in delvers who show up in a slightly isolated town, looking to buy specialized gear. Most such traders belong to the merchant houses that comprise the Chamber of Commerce (pp. 19-20), and stay with local associates.

Quests: Merchants buy information – including maps – and may provide the location of a new dungeon in return for dibs on something found there.

Guild Members

The Adventurers' Guild (p. 19) – associated with Thieves' Guilds – and the Brotherhood of Bards (pp. 21-22) are loose international organizations. The Wizards' Guild (pp. 20-21) is both more structured and more far-reaching. All draw a steady stream of emissaries, often as guests of individual members.

Quests: Visiting bigwigs could be seeking an artifact of value to the guild, or an important member who vanished on such a quest; the local masters might subcontract anything that looks like a fool's errand (but they'll say they're too busy).

Researchers

Especially ones researching magic, which Caverntown has in abundance – though experts in lost cultures find the *dungeons themselves* interesting. Many are guest lecturers at the colleges of the Brotherhood of Bards or Wizards' Guild.

Quests: A visiting academic is liable to want a specific ancient writing or obscure artifact. This may be of no value to delvers, which minimizes conflicts of interest, but it's probably lost for a good, *dangerous* reason.

Tourists

Full-time sunlight and quaint rooftop terraces attract conventional tourists, often wealthy ones – but lots of people visit Caverntown just for the novelty! Any rumor of new monsters or spectacular artifacts brings gawkers, too. The town encourages bards and criers to spread the word.

Quests: Rich tourists see delvers as trained animals (albeit dangerous ones), and offer money for insane dares. Others want to be escorted *through* a dungeon, which is madness of another kind.

Villagers

Mostly from around the base of the mountain – and mainly those with tax-exempt status to bring food down The Shaft (see *Food*, p. 9). These seldom stay longer than is necessary to finish their business.

Quests: Villagers rarely have enough money or excitement in their lives to tempt delvers – but when Little Timmy falls down a well (see *Water*, p. 9), or a youth catches the adventuring bug and runs away to Caverntown, that's a quest.

Spies

Caverntown is the capital of subterranean subterfuge. It has a Royal Embassy (p. 15), and then there are all these *other* visitors. Thus, spies abound – some for the King, some foreign. Most pose as one of the other kinds of travelers.

Quests: The King's spies may have dangerous secret missions for the kingdom's security – little jobs like “stop the mindwarper invasion.” Foreign ones propose risky *urban* quests, such as “break into the Embassy and steal the scroll with the squid seal.”



WILDLIFE

Caverntown is serious about not tolerating *monsters* within the Great Cavern, though some doubtless hide by exploiting shapeshifting or magic, and certain borderline races (coleopterans, gargoyles, minotaurs, half-ogres, half-orcs, and even the rare full-blood ogre or orc) are more-or-less accepted. A savage beast or raging *thing* running around town is a crisis, however, and averting it could be worth a reward – or a *punishment*, if the delvers unleashed it!

On the other hand, Caverntown is home to ordinary bugs, mice, rats, stray cats and dogs, and a few other (relatively) harmless creatures:

Sideways: Otherworldly “insects” dating to Its invasion – so named because they're invisible except when viewed at a specific angle, at which point they *look* like real, 3D bugs with too many legs and wings. Dangerous only in swarms: Treat as bees (p. B461), except they seem to appear out of nowhere and garments don't protect because the bites originate in another dimension.

Sunbats: Cave bats adapted to the Great Cavern, with respectable vision but atrophied echolocation. They flock much as birds do topside. They're not dangerous, and are easily squished by any serious attack, but snatch and fly off with shiny things (Filch-12 and Air Move 12/24). Raiding a colony to recover stolen property or grab a few coins could be a minor urban quest, dangerous only because of the climb (-3 for a vertical wall, plus -1 or -2 for flocking bats and/or slimy bat droppings).

Tripvines: One of the druids' special plants (*Air*, pp. 8-9) is a pretty vine that grows all over Caverntown, eating annoying insects. When running around town – say, to chase someone or flee a crime – there's a 9 or less chance on 3d of stumbling across a tripvine. Then its tendency to grasp at fast-moving objects becomes a hindrance: make a DX-2 roll or fall down.

CHAPTER TWO

THOSE WHO PULL STRINGS

Caverntown's most important actors are the government (and its representatives), the temples, and the guilds. Almost everything of significance in town implicates at least one of

the organizations discussed here . . . so sooner or later, delvers *will* end up dealing with them.

AUTHORITIES

Caverntown is effectively part of a mega-dungeon, and monsters are never far away – but unlike its subterranean neighbors, it's *civilized*. Infrastructure (pp. 8-9) is maintained. Laws are enforced. Civil defense is mounted in times of strife. And to pay for all this, taxes are collected.

LORD MAYOR

The Mayor is the highest power in Caverntown. This individual is appointed by the Mayor's Council (p. 14) of the *previous* Mayor – not elected, by anyone – and assumes office only after the King ratifies the choice and bestows a nonhereditary

lordship. Thus, the title is associated with a *post*, not a bloodline; by Royal decree, the position rotates among humans, gnomes, and dwarves expressly to thwart plots to keep it in the family. Though treated as a baron at polite social events, the Mayor formally outranks everyone but the King within town limits.

Unless the King takes an interest, the Mayor rules Caverntown absolutely. And for good reason: There's no way of knowing *what* might burst into the Great Cavern from any side or below, so the person in charge needs the authority to mobilize everything and everyone without debate. A failed defense could see Elder Things invading the topside world!

IT'S GOOD TO BE IN CHARGE!

This chapter's organizations enjoy superior material resources and staffing; experience with the local social and physical environments; and, sometimes, the support of the populace. When one of them acts *as a group* and *within the Great Cavern*, but no specific rules are provided – in this or another *Dungeon Fantasy* supplement – assume they can handle noncombat tasks at an effective skill of 12 in general, 15 within their area of expertise, or 18 within their specialty if fully mobilized against a threat to Caverntown.

Example: Delvers who cross the Town Watch must deal with an effective 12 in criminal skills such as Pickpocket if watchmen decide to cheat them – Watch members cooperate and know where to strike. Criminals face an effective 15 in Observation, Search, Shadowing, etc., because that's what cops *do*. This rises to 18 if the crime was trying to tamper with the town's defenses or assassinate the Mayor, as the *entire Watch* and many citizens get involved.

Individuals can have whatever skill levels the GM likes. Most have the level on the template for the closest character type. If this is better than the effective skill level of the organization, use the higher level when the group's more-capable members cooperate.

Example: The Adventurers' Guild enjoys at least a 15 in almost any criminal endeavor – it's really the *Thieves' Guild*. Its masters, built with the thief template (*GURPS Dungeon Fantasy 1: Adventurers*, pp. 12-13), have Stealth at 18 on average. Thus, the Guild uses Stealth-18 when it organizes an ambush in town!

In conflicts in which only the *delvers'* skills matter – not the rival group's – the GM can invoke “. . . *With Spikes*” (*GURPS Dungeon Fantasy 2: Dungeons*, p. 7) to assess -1 for each of “material resources,” “staffing,” “experience with the environment,” and “popular support” that seems applicable. These penalties never apply in Quick Contests against organizations, whose advantages show up in effective skill levels instead.

The current mayor is a gnome: Petunia Widgery (below), of the moneyed Widgery clan rooted in the nearby town of Noddington. She's an accomplished artificer and member of the Artificers' Guild.

Mayor's Council

The Mayor's Council is an assembly of 14: the commanders of the Town Watch and Order of Saint Angelina; the high priests of the Earth and Sun Gods; the town's highest-ranking druid; the masters of the most powerful guilds (the Adventurers', Alchemists', Armorers', Artificers', Hospitality, and Wizards' Guilds, the Chamber of Commerce, and the Brotherhood of Bards); and a tribune (at the moment, a dwarven fellow named Mig Stakkels) elected by the citizens, who brings the people's grievances to Town Hall. The tribune is the sole whiff of democracy here.

The Council serves to advise the Mayor, because though the Mayor rules absolutely, nobody is an expert in all things; e.g., Mayor Widgery can "fake it" in business matters, but she knows nothing of warfare, and isn't a priest or a wizard. To keep the peace, the Mayor often puts matters to the vote, voting only to break ties. Still, the operative word is *advise* – the Mayor never *has* to listen.

The one situation where the Council has real power is when it's time to appoint a new Mayor. They get to decide, however they see fit, who that will be. The trick is to choose a person who's open to Council votes *and* whom the King will approve – and everybody wants someone from *their* organization. The squabbling takes weeks, during which time nothing gets done unless there's an invasion, in which case the commander of the Order of Saint Angelina is in charge.

Town Hall

The Mayor and Council meet at Town Hall, which is impressive but not *interesting* – everyone on the Council has somewhere they'd rather be. Besides the Council chamber (a gloomy meeting room with a monolithic table), features of note are a library of town records (musty), a ballroom for hosting formal functions (glamorous), a money-changing wicket facing the street (busy), and a balcony overlooking Town Square (p. 7) that's used for speeches.

Most adventurers interact only with the money-changers; see *C-Notes* (p. 36) for why. Would-be bank robbers beware: The teller's cage bars are *meteoric* iron with DR 12, HP 23, and too closely placed to reach through; the ground in front of the wicket houses an *obvious* trap of some sort (Mayor "I Know Traps at Skill 20" Widgery tinkers with this for amusement, keeping the criminal element off-guard); and Town Square is crawling with Town Watch.

MAYOR PETUNIA WIDGERY (350 POINTS)

Petunia Widgery is a graying, bespectacled gnome who owes her social success to the Artificers' Guild (she holds multiple patents), family money, and straight-up luck. She developed her political skills on the job – older citizens remember her as undiplomatic. Truly devoted to Caverntown, her focus is "improving the defenses," issuing ever-better crossbows and scorpions (which the troops love), and installing elaborate traps in strange places (which they don't).

To understand what her Rank and Status do in *Dungeon Fantasy*, see *GURPS Dungeon Fantasy 17: Guilds*, pp. 5-6.

ST 10 [0]; **DX** 13 [60]; **IQ** 15 [100]; **HT** 11 [10].
Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 15 [0]; Per 15 [0]; FP 14* [0].
Basic Speed 6.00 [0]; Basic Move 5* [0]; Dodge 9; Parry 10 (Smallsword).
3'8", 132 lbs. (SM -1*).

Advantages

Artificers' Guild Rank 3 [15]; Dungeon Artificer 4 [20]; Gizmos 3 [15]; Gnome [20]; Luck [15]; Night Vision 5* [0]; Quick Gadgeteer [50]; Resistant to Poison (+3)* [0]; Status 3 [15]; Wealth (Very Wealthy) [30]; Widget-Worker 2* [0].

Perks: Equipment Bond (Scribe's Kit) [1]; Equipment Bond (Universal Tool Kit) [1]; Honest Face* [0].

Disadvantages

Bad Sight (Mitigator, Corrective Spectacles, -60%) [-10]; Compulsive Inventing (12) [-5]; Curious (12)* [0]; Greed (15) [-7]; Sense of Duty (Caverntown) [-10]; Stubbornness [-5].

Quirks: Diplomatic to dignitaries but shares her true feelings with everybody else [-1]; Gives Noddington townsfolk special deals (and earns a back end) [-1]; Happy to discuss gadgetry, even at official functions [-1]; Leaves fighting to the troops but loves to issue them gear [-1]; Responds to "No" with "Well, why not?" [-1].

Skills

Architecture (A) IQ [2]-15; Area Knowledge (Caverntown) (E) IQ [1]-15; Armoury (Body Armor) (A) IQ+3 [1]-18†; Armoury (Melee Weapons) (A) IQ+3 [1]-18†; Armoury (Missile Weapons) (A) IQ+5 [1]-20‡; Cartography (A) IQ-1 [1]-14; Crossbow (E) DX+1 [2]-14; Current Affairs (Caverntown) (E) IQ [1]-15; Detect Lies (H) Per [4]-15; Diplomacy (A) IQ [4]-15; Engineer (Gadgets) (H) IQ+3 [2]-18†; Fast-Draw (Gadget) (E) DX+4 [1]-17†; Forced Entry (E) DX+2 [1]-15‡; Intimidation (A) Will [2]-15; Lockpicking (A) IQ+1 [1]-16‡; Merchant (A) IQ [2]-15; Propaganda (A) IQ [2]-15; Public Speaking (A) IQ [2]-15; Savoir-Faire (High Society) (E) IQ [1]-15; Scrounging (E) Per+6 [1]-21‡; Smallsword (A) DX+1 [4]-14; Traps (A) IQ+5 [1]-20‡; Writing (A) IQ [2]-15.

* Accounts for racial abilities.

† Includes +4 for Dungeon Artificer.

‡ Includes +2 for Widget-Worker.

ROYAL EMBASSY

The King posts an ambassador in Caverntown who's of equal or greater social rank to the Mayor – that is, at least a baron – but by *blood*. Whatever this official's rank, they're mostly an observer within town limits. Who this annoys more – the ambassador (who must defer to a bourgeois appointee) or the Mayor (who has to tolerate an aristocratic babysitter) – is hot gossip.

The ambassador's official job is to deliver Royal decrees and ensure that the King gets regular reports. A complex tax-splitting arrangement ensures the King also receives taxes, but those are collected and transported by the King's Men (p. 16). Still, the Royal ambassador is nominally in charge of King's Men in town and Deep Rangers (below) in nearby tunnels.

Unofficially, the Royal ambassador deals with secret agents: keeping tabs on foreign spies, using the King's Men and Deep Rangers as secret police, and granting clandestine (and dangerous) quests to delvers. The serving ambassador – Bela Schreck, Count Deathmoor, a human – is a pale paper-pusher who lives in his office and wouldn't last two seconds in a scrap. Still, those who cross him “disappear.” His base of operations is on the south side of Town Square (p. 7).

MILITARY MIGHT

Ultimately, Fort Caverntown (pp. 5-6) and the Barricade (pp. 7-8) work because stalwart troops occupy the fortifications, watching for trouble and treating attackers to arrows, bolts, huge javelins, even bigger rocks, boiling oil, *flaming* oil, and anything else the Mayor provides.

Town Watch

Most of Caverntown's forces are full-time watchmen. The greenest are 62-point guards (*GURPS Dungeon Fantasy 15: Henchmen*, pp. 21-22) – but as *Natives* (p. 11) suggests, 100-point fighters are common. These veteran guards have another 30 points of attributes and advantages (often including Combat Reflexes) and 8 points of skills (add Crossbow and Gunner, if missing); an example appears below. Junior officers are mostly 125-point brutes (*Henchmen*, pp. 9-10), plus a few archers (*Henchmen*, pp. 8-9), skirmishers (*Henchmen*, pp. 16-17), and squires (*Henchmen*, pp. 17-18). Senior officers are usually 250-point knights (*GURPS Dungeon Fantasy 1: Adventurers*, pp. 8-9). Code of Honor (Soldier's) [-10] and Sense of Duty (Caverntown) [-10] are common across the board, though not mandatory.

In classic fantasy fashion, the army doubles as the police, patrolling the streets. This may be a bad idea, but every Mayor to date has disagreed. If “detectives” are needed, the job is farmed out to the Adventurers' Guild (p. 19) or Wizards' Guild (pp. 20-21), depending on the crime.

There are also *atypical* watchmen, recruited from among visiting delvers; see *Deputy Delver* (p. 27). These can be of any profession and power level, and give the Watch a bit of expertise at non-fighting arts, particularly magic.

Deep Rangers

In most areas, the Rangers – noted on p. 52 of *GURPS Dungeon Fantasy 16: Wilderness Adventures* and described on pp. 24-25 of *GURPS Dungeon Fantasy 17: Guilds* – are essentially Town Watch who patrol outside town walls or King's Men who police border regions. They don't operate in settled areas, not even in Caverntown. However, some tunnels beyond the gates (p. 8) and in the Deep (p. 33) lead to subterranean empires and are patrolled by “Deep Rangers” who report to the King via the Royal ambassador (and avoid town, and thus the Mayor's authority). Deep Ranger patrols are like delving parties whose goal isn't to get rich but to warn of invasion from below and keep adventurers from starting wars by “invading” the Hive (p. 35), the Shadow Enclave (p. 35), etc. Treat them as wandering monsters on such quests, except that fighting with them amounts to treason if word ever gets out: a criminal record (*GURPS Dungeon Fantasy 2: Dungeons*, p. 4) plus occasional assassination attempts.

The odds of officers or contractors accompanying a given Town Watch patrol are up to the GM. If the delvers are being *annoying*, the watchmen *will* be prepared with a few tough guys and a spellcaster or two.

The leader of the Town Watch, Commander Arthur Harris, is seasoned human knight (IQ 12, Born War Leader 4, Leadership-15, Strategy-15, and Tactics-15). He cares more about defense than law enforcement, and loathes politics – where some would love to sit on the Mayor's Council (p. 14), he finds it tiresome. He recognizes practical competence, and has been known to give delvers who commit severe crimes the option of *unpaid* and unpleasant quests in Undertown (p. 35) in lieu of traditional punishment. His headquarters is on Town Square (p. 7).

Delvers?

Wonderful! I have filthy jobs that need doing.

– Commander Harris

Competent Watchman

The *minimum* quality of watchman to be sent after troublemaking delvers. Fit gives effective HT 13 to resist spells; Combat Reflexes, effective Will 13 for Fright Checks. Ordinary watchmen on day-to-day patrol have leather armor (DR 2) and a spear (1d+3 imp); metal armor, shields, and crossbows are issued as needed. Individual NPCs who get pulled into urban escapades might have quirks and use the points to raise skills.

ST 13; DX 11; IQ 10; HT 12.

Damage 1d/2d-1; BL 34 lbs.; HP 13; Will 11; Per 11; FP 12.
Basic Speed 6.00; Basic Move 6; Dodge 10; Parry 10 (Spear);
Block 10 (Shield).
SM 0; 5'11” to 6'2”; 155 to 185 lbs.

Advantages/Disadvantages: Code of Honor (Soldier's); Combat Reflexes; Fit; Honesty (12); Sense of Duty (Caverntown).

Skills: Area Knowledge (Caverntown)-10; Armoury (Missile Weapons)-9; Brawling-11; Crossbow-13; Gunner (Catapult)-12; Observation-11; Shield-12; Spear-13; Streetwise-9; Tactics-9; Wrestling-10.

King's Men

The King's Men don't make up *much* of Caverntown's might. Still, the King collects taxes here, so there are liveried goon squads who "support" the Town Watch at the gates (p. 8) and in Town Square (p. 7), enforcing Royal law. An even larger number are in plain clothes, serving the Royal ambassador as spies. The nominal headquarters of both is the Royal Embassy (p. 15).

The baseline King's Man is a 125-point henchman-quality NPC – broadly equivalent to a brute (*GURPS Dungeon Fantasy 15: Henchmen*, pp. 9-10) or squire (*Henchmen*, pp. 17-18) if liveried, or an agent (*Henchmen*, pp. 4-6), cut-purse (*Henchmen*, pp. 10-12), or killer (*Henchmen*, pp. 14-15) if undercover. An officer is equal to a 250-point delver, and may pursue any profession, even one that's otherwise rare in Caverntown, like incanter (*GURPS Dungeon Fantasy 19: Incantation Magic*), mentalist (*GURPS Dungeon Fantasy 14: Psi*), or ninja (*GURPS Dungeon Fantasy 12: Ninja*). There's no "standard" King's Man; the GM should create such characters as needed, replacing some of their template's standard disadvantages with mandatory Sense of Duty (Nation)

[-10] and optional Fanaticism [-15] in the form of loyalty to the King.

Order of Saint Angelina

This all-female order of holy warriors has its origins in the legendary battle that led to Caverntown's founding; see *History* (pp. 4-5). It enjoys a credible claim on "town's most powerful faction" – though that would be contested! – for several reasons.

First, its members are individually capable. They're at a minimum 125-point squires (*GURPS Dungeon Fantasy 15: Henchmen*, pp. 17-18); many have 187 points, being guards (*Henchmen*, pp. 21-22) with the champion lens (*Henchmen*, pp. 35-36); and most officers boast 250+ points, as either squires with the champion lens or full-fledged holy warriors (*GURPS Dungeon Fantasy 1: Adventurers*, pp. 7-8). The urban holy warrior lens (*GURPS Dungeon Fantasy 7: Clerics*, p. 12) is common; Sense of Duty (Caverntown) [-10] is *required*, as is some level of Area Knowledge (Caverntown); and "Slay Elder Things" is an option for Higher Purpose.

GRAND MISTRESS GENEVIÈVE ROMÉE (350 POINTS)

The Grand Mistress is a human urban holy warrior-city priest, presented here because PCs who turn to Evil may find themselves looking down her blade. This very fine thrusting broadsword – Mstitel – was Saint Angelina's, and is a symbol of office. *Within the Great Cavern*, this artifact gives +1 to skill *and* damage (+3 damage with very fine!), doubled to +2 vs. Elder Things; grants a bonus level of Born War Leader when wielded in defense of Caverntown; returns to the current Grand Mistress as a Loyal Weapon; counts as a high holy symbol; and holds 30 FP as a power item. Geneviève also has whatever armor and shield might suit the situation.

For more on Rank and Status in *Dungeon Fantasy*, see *GURPS Dungeon Fantasy 17: Guilds*, pp. 5-6.

ST 13 [30]; **DX** 13 [60]; **IQ** 13 [60]; **HT** 13 [30].
Damage 1d+1/2d+1; BL 34 lbs.; HP 13 [0]; Will 16 [15]; Per 12 [-5]; FP 13 [0].
Basic Speed 6.00 [-10]; Basic Move 6 [0]; Dodge 9; Parry 11 (Sword); Block 11 (Shield).
5'11", 155 lbs. (SM 0).

Advantages

Born War Leader 3 [15]; Clerical Investment [5]; Power Investiture 5 (Highly Localized, -10%) [45]; Religious Rank 5 [25]; Status 2 [10]; Striking ST 2 [10]; True Faith (Holy, -20%; Turning, +65%) [22].

Perks: Shtick (Foes slain personally can't rise as undead) [1]; Weapon Bond (Mstitel) [1].

Disadvantages

Code of Honor (Soldier's) [-10]; Honesty (9) [-15]; Sense of Duty (Caverntown) [-10]; Vow (Chastity) [-5].

Quirks: Believes Caverntown has grown too large to effectively defend [-1]; Difficult-to-place, impossible-to-miss accent [-1]; Has a sense of humor, but only barely [-1]; Personal "disciplines of faith" are sword drills [-1]; Takes "lead from the front" seriously [-1].

Skills

Area Knowledge (Caverntown) (E) IQ+1 [2]-14; Brawling (E) DX+1 [2]-14; Broadsword (A) DX+3 [12]-16; Crossbow (E) DX+2 [4]-15; Current Affairs (Caverntown) (E) IQ+1 [2]-14; Diplomacy (H) IQ [4]-13; Esoteric Medicine (Holy) (H) Per-2 [1]-10; Exorcism (H) Will-1 [2]-15; Fast-Draw (Sword) (E) DX [1]-13; Interrogation (A) IQ-1 [1]-12; Intimidation (A) Will [2]-16; Leadership (A) IQ+4 [4]-17*; Meditation (H) Will-2 [1]-14; Public Speaking (A) IQ [2]-13; Religious Ritual (H) IQ-1 [2]-12; Savoir-Faire (High Society) (E) IQ [1]-13; Shield (E) DX+3 [8]-16; Strategy (H) IQ+2 [2]-15*; Tactics (H) IQ+2 [2]-15*; Theology (H) IQ-1 [2]-12; Wrestling (A) DX+1 [4]-14.

Spells†

Affect Spirits (H) IQ+3 [1]-16; Armor (H) IQ+3 [1]-16; Banish (H) IQ+3 [1]-16; Bravery (H) IQ+3 [1]-16; Dispel Magic (H) IQ+3 [1]-16; Great Healing (VH) IQ+2 [1]-15; Great Voice (H) IQ+3 [1]-16; Magelock (H) IQ+3 [1]-16; Major Healing (VH) IQ+2 [1]-15; Might (H) IQ+3 [1]-16; Oath (H) IQ+3 [1]-16; Recover Energy (H) IQ+3 [1]-16; Sanctuary (VH) IQ+2 [1]-15; Sense Danger (H) IQ+3 [1]-16; Shield (H) IQ+3 [1]-16; Silver Tongue (H) IQ+3 [1]-16; Strengthen Will (H) IQ+3 [1]-16; Truthsayer (H) IQ+3 [1]-16; Vigil (VH) IQ+2 [1]-15; Vigor (H) IQ+3 [1]-16.

* Includes +3 for Born War Leader.

† Includes +5 for Power Investiture.

Next, the Order has far-reaching powers. They defend the Barricade (pp. 7-8) and are usually in command there, by virtue of competence. A rotating roster of its holy warriors take turns commanding Fort Caverntown (pp. 5-6). And while the Order doesn't police the streets, it has sweeping authority to intervene in any disturbance or crime involving Evil: demons, restless dead (p. 10), Elder Things, and felonious evil clerics, demonologists, necromancers, and unholy warriors.

Lastly, the Order's commander – currently Grand Mistress Geneviève Romée (p. 16) – sits on the Mayor's Council (p. 14) and is nominally in charge of Caverntown during brief gaps between Mayors.

The Order is headquartered in a temple on Town Square (p. 7). This is formally the Temple of Saint Angelina – the Order's legendary founder is venerated as the City God (**Clerics**, pp. 11-12) – maintained by non-adventuring clerics whose magical powers hint that they enjoy the blessing of the more senior gods. In an inversion of the arrangement found in most faiths, the priests answer to and serve the holy warriors. This makes the Grand Mistress the leader of a major temple and a military force, explaining her *primus inter pares* status on the Council.

The Great Golems

Two gigantic (20') stone golems at the base of The Shaft (p. 6) raise the lift to Fort Caverntown. They aren't just glorified lift attendants – the town's rightful Mayor (only) can mobilize them in Caverntown's defense! Delvers who make themselves a threat and try to flee up The Shaft may learn this the hard way.

*Hold,
abomination!
This town shall not
suffer thee to exist!*
– Grand Mistress
Romée

Should something happen to the great golems, it would take a total Basic Lift of 500 lbs. (e.g., 25 people with ST 10) to replace *each one*. These laborers would each burn 1 FP/minute, so they'd need to lock the cranks periodically to rest or change shifts, turning the 25-minute ride into something considerably slower. Take the stairs.

ST: 50	HP: 75	Speed: 6.25
DX: 11	Will: 8	Move: 8
IQ: 8	Per: 8	
HT: 14	FP: N/A	SM: +3
Dodge: 9	Parry: 10	DR: 10

Big Stomping Foot (12): 5d+8 crushing. Treat as weapon, not as body part. Reach C-3.

Stone Fist (14): 5d+7 crushing. Treat as weapon, not as body part. Reach C-2.

Traits: Automaton; Cannot Learn; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogenous, No Blood); Pressure Support 3; Reprogrammable; Unfazeable; Unhealing (Total); Vacuum Support.
Skills: Brawling-14; Wrestling-13.
Class: Construct.

Notes: Powerless outside the Great Cavern. Effective ST 52 when grappling, thanks to Wrestling; apply SM difference to attack rolls when grappling (+3 vs. SM 0 humans). *Not* free-willed, and cannot be mind-controlled. *Not* living. No golem will negotiate or reveal useful information.

TEMPLES

For historical reasons, Caverntown's most influential religious sects are the cults of the Earth God (**GURPS Dungeon Fantasy 7: Clerics**, pp. 14-15), the Sun God (**Clerics**, pp. 28-29), and Saint Angelina (the de facto City God; **Clerics**, pp. 11-12), and the College of Druids. The high priest of the Earth temple (a dwarf, Fúillyndur Vis), high priestess of the Sun temple (a human, Jua Nuru), Grand Mistress Geneviève Romée of the Order of Saint Angelina (pp. 16-17), and the Great Druid (an earth-infused, Carbonado Vibes, p. 18) each hold a seat on the Mayor's Council (p. 14).

The most powerful cults that lack Council seats are that of the Artificer God (**Clerics**, pp. 9-10), favored by the town's gnomes, and that of the God of Healing (**Clerics**, pp. 20-21), which generates impressive revenue off delvers wounded on quests. The priesthood of the Fire God (**Clerics**, pp. 16-17) – being scarily obsessed with volcanoes and lava – is *respected* but not *liked*. There are many sects of even lesser importance, though almost nobody in a permanently sunlit cavern cares much about the God of the Hunt, God of Night, Sea God, or Storm God.

All the temples are located along the boulevards (p. 7) close to Town Square (p. 7), with two exceptions. The

headquarters of the Order of Saint Angelina is *on* the Square – though Caverntowners see it more as a military armory than as a place of worship. And the druids don't have a single high holy place; their rites rotate among the town's many gardens (see *Food*, p. 9).

If the GM shrinks Caverntown to more modest proportions, all but the druids share a single temple of Good, which contains shrines to the entire pantheon. Individual gods still have high priests, the druids still have at least one garden, and there are still four religious leaders on the Council.

Details of individual temples are left to the GM. The information delvers tend to care about is in *Healing* (pp. 44-45) and *Recharges* (p. 45).

Evil Temples?

Although there are surely Evil sects in Caverntown, these stay out of sight – the town doesn't tolerate human sacrifice, worshipping The Devil, and so on. There are doubtless Squid cultists who skulk in basements and worship the Elder Things in the Deep (p. 33), too, but the town *especially* doesn't tolerate *that* madness.

GREAT DRUID CARBONADO VIBES (425 POINTS)

While Caverntown has many senior priests, Carbonado Vibes stands out. For one thing, he's an earth-infused who's more elemental than flesh, and resembles an obsidian statue. He leads an influential sect that's the subject of rumor (*Other Bad Stuff*, p. 10). And some find it disturbing that his sickle (a power item holding 30 FP) is a crescent of starry void that passes through stone walls with him. If he is a conspirator, though, he's a remarkably outgoing, open-minded one.

To understand what Carbonado's Rank does in *Dungeon Fantasy*, see *GURPS Dungeon Fantasy 17: Guilds*, p. 5.

ST 12 [20]; **DX** 11 [20]; **IQ** 15 [100]; **HT** 13 [30].
Damage 1d-1/1d+2; BL 29 lbs.; HP 14* [2]; Will 15 [0]; Per 15 [0]; FP 13 [0].
Basic Speed 6.00 [0]; Basic Move 5 [-5]; Dodge 9; Parry 10 (Sickle).
6'1", 330 lbs. (SM 0).

Advantages

DR 4 (Druidic, -10%; Limited, Elemental, -20%) [14]; DR 4 (Mana Sensitive, -10%) [18]; DR 6 (Limited, Earth and Stone, -40%; Mana Sensitive, -10%)* [2]; Earth-Infused [75]; Green Thumb 1 [5]; Permeation (Earth; Extended, Stone, +20%; Mana Sensitive, -10%)* [0]; Power Investiture 6 (Druidic) [60]; Religious Rank 6 [30]; Reputation +4 (Earth Elementals)* [1]; Resistant to Metabolic Hazards (+8)* [5].

Perks: Stone Fist* [0]; Stony [1].

Disadvantages

Disciplines of Faith (Ritualism) [-5]; Sense of Duty (Caverntown, *natural* deep places, and earth elementals) [-15]; Unnatural Features 2 [-2]; Vow (Never dwell or sleep in a building) [-5].

Quirks: Broad-minded, except toward Elder Things [-1]; Congenial [-1]; "Elder Things are the negation and

foe of Nature" [-1]; Isn't particularly fond of animals, unlike most druids [-1]; Won't discuss his disturbingly weird sickle [-1].

Skills

Area Knowledge (Caverntown) (E) IQ [1]-15; Axe/Mace DX+3 [12]-14; Camouflage (E) IQ [1]-15/17†; Climbing (A) DX+1 [4]-12; Current Affairs (Caverntown) (E) IQ [1]-15; Diplomacy (H) IQ-1 [2]-14; Esoteric Medicine (Druidic) (H) Per-1 [2]-14; Herb Lore (VH) IQ-1 [2]-14‡; Hidden Lore (Caverntown) (A) IQ [2]-15; Hidden Lore (Elder Things) (A) IQ [2]-15; Hidden Lore (Elementals) (A) IQ [2]-15; Hiking (A) HT-1 [1]-12; Naturalist (H) IQ [2]-15‡; Pharmacy (Herbal) (H) IQ-2 [1]-13; Poisons (H) IQ-2 [1]-13; Prospecting (A) IQ [2]-15; Public Speaking (A) IQ [2]-15; Religious Ritual (Druidic) (H) IQ [4]-15; Stealth (A) DX+1 [4]-12/14†; Survival (Subterranean) (A) Per [2]-15; Teaching (A) IQ-1 [1]-14; Theology (Druidic) (H) IQ [4]-15; Writing (A) IQ-1 [1]-14.

Spells§

Alter Terrain (VH) IQ+3 [1]-18; Control Earth Elemental (H) IQ+4 [1]-19; Create Earth Elemental (H) IQ+4 [1]-19; Create Plant (H) IQ+4 [1]-19; Create Spring (H) IQ+4 [1]-19; Detect Magic (H) IQ+4 [1]-19; Dispel Magic (H) IQ+4 [1]-19; Earthquake (H) IQ+4 [1]-19; Entombment (H) IQ+5 [2]-20; Geyser (VH) IQ+3 [1]-18; Instant Neutralize Poison (H) IQ+4 [1]-19; Move Terrain (VH) IQ+3 [1]-18; Plant Control (H) IQ+4 [1]-19; Predict Earth Movement (H) IQ+4 [1]-19; Purify Earth (H) IQ+4 [1]-19; Recover Energy (H) IQ+5 [2]-20; Seek Earth (H) IQ+4 [1]-19; Shape Earth (H) IQ+4 [1]-19; Summon Earth Elemental (H) IQ+5 [2]-20; Volcano (H) IQ+4 [1]-19.

* Accounts for racial abilities.

† Stony: +2 when standing naked against stone.

‡ Includes +1 for Green Thumb.

§ Includes +6 for Power Investiture.

GUILDS

In Caverntown – as in most settlements bigger than a village – money rarely changes hands legally (or even *illegally*) without a trade guild being involved, if only behind the scenes. Each guild is a cabal of providers of particular goods and services, its members claiming the exclusive right to sell those things locally, its masters controlling access to imports, setting policy on apprenticeship and trade secrets, and settling internal disputes.

Guilds are so important to Caverntown's economy, and so influential at Town Hall, that the Town Watch enforces their privilege. Most guilds (including all those discussed here) are rich enough to hire private security personnel who individually rival the Watch. Some guilds – particularly the Adventurers' Guild (p. 19), Wizards' Guild (pp. 20-21), and

Society of Assassins (p. 23) – consist largely of *capable* people, the match of any delver.

For adventurers, this can be summed up simply: A guild sets (*fixes*) "fair" prices for anything that falls within its ambit – and gods help the delver who decides to bypass the guild and offer goods or services directly to the public!

The odds of being caught going behind a guild's back are 12 or less on 3d. The price? Confiscation of any goods offered for sale or any tools used to perform a service, *plus* a fine equal to twice the price asked for those goods or services (*so charitable* services are relatively safe). Fleeing this fate might be possible if the GM wants to play out a run-in with the Watch or guild enforcers, but success leads to a criminal record; see *Scum and Villainy* (*GURPS Dungeon Fantasy 2: Dungeons*, p. 4).

Gamers who *really* want to explore guilds and similar organizations will find **GURPS Dungeon Fantasy 17: Guilds** valuable!

THE BIG FIVE

Five powerful guilds control essentially all commerce up and down The Shaft (p. 6), and fix prices for things dragged in and out of the gates (p. 8). All have representation on the Mayor's Council (p. 14).

Adventurers' Guild

Officially, this organization matches professional adventurers to potential employers. It boasts a hall on Town Square (p. 7), with a tavern on a terrace out front ("the Shaft"), and serves an essential economic function in Caverntown. Anybody can retain the Guild to help find a quest *or* find delvers to undertake a quest, and it receives a kickback from Town Hall on tax collected on treasure found on those quests; see *The Gates* (p. 8).

For a fee, the Guild rolls once a week against its effective Current Affairs skill to find a quest; if successful, it tries Research to ferret out details; and finally, it uses the hirers' choice of Savoir-Faire, Streetwise, or Writing to appeal to a sponsor. For details on these rolls, see **GURPS Dungeon Fantasy 2: Dungeons**, pp. 4-5. This package costs a modest \$50/week for effective skill 12, with each doubling giving +1: 13 for \$100/week, 14 for \$200/week, and so on. Results *aren't* guaranteed – no refunds – but the search is totally anonymous and leaves the heroes free to do other things, even accept other quests.

However, only *thieves* can be Adventurers' Guild members (and hold Rank or attempt assistance rolls, if using **GURPS Dungeon Fantasy 17: Guilds**). That is, this is *actually* the Thieves' Guild (**Guilds**, p. 17), with ties to comparable groups worldwide. The Guild ensures the availability of thieving gear (see *Local Specialties*, pp. 40-41) and makes money off its sale. More important, it does a booming business in "hot" merchandise; *all* Quick Contests involving the black market (**Dungeons**, pp. 4, 15) in Caverntown are ultimately against the Guild, whose tentacles give it skill 16 instead of the customary 15. The Guild doesn't seek to *cheat* future business partners . . . but when critical failures lead to fines or confiscation, it benefits!

The current guildmaster is Scrupp Badapple, a halfling thief. To do his dirty work, Scrupp can call upon 125-point apprentice-to-journeyman thieves (treat as agents and cut-purses; see **GURPS Dungeon Fantasy 15: Henchmen**) and 250-point thieves.

Armorer's Guild

Caverntown's many dwarves, proximity to ore, and parade of well-armed visitors have given rise to an exceptionally robust arms-and-armor industry. For effects, see *Weapons* (pp. 38-39) and *Armor* (pp. 39-40).

The Guild has the character of an ethnic mafia – right down to using the Dwarvish language exclusively at all meetings and in all records. There's considerable political tension

between it and the Chamber of Commerce (pp. 19-20), too. The latter organization asserts that buying, selling, importing, and exporting weapons and armor is its prerogative, and claims the Armorer's Guild charter grants a monopoly only on *manufacturing*. The Guild rides roughshod over this but is happy to let general stores sell its goods: gold is gold.

The Guild's prevailing master is Wälli Stonesen, a dwarf. In unpleasantness involving Guild business, Stonesen has no difficulty bribing warriors of almost any level of ability – including 250-point and better heroes – to act as muscle in exchange for gear. Locally, cheating the Guild is seen as being as ill-advised as trifling with the Society of Assassins (p. 23); everybody knows it ends in a visit by a squad of surly dwarven knights in plate armor.

Delving Companies?

The dungeons surrounding Caverntown attract *many* delvers, some of whom decide to stay – possibly including the PCs (see *Settling Down*, p. 28). Several local adventuring parties are well-organized, managed like companies, and hire help when they're shorthanded, but these aren't big enough to provide services such as those proposed on pp. 13-14 of **GURPS Dungeon Fantasy 17: Guilds**. The Mayor certainly doesn't think highly enough of these groups to grant them guild charters! There *is* an Adventurers' Guild that aims to match quests to heroes, though it has some important differences from the one described on p. 13 of **Guilds**.

Artificers' Guild

Thanks primarily to its large gnome population – who call this group the *Gadgeteers'* Guild – Caverntown is home to many artificers. With all the delvers passing through, tools and gadgets are in constant demand, and the topside world is happy to purchase the surplus. For adventurers, *Local Specialties* (pp. 40-41) sums up the net effect.

The Guild's size and wealth make it more influential than similar guilds elsewhere. In fact, Caverntown is one of those rare places where technology rivals magic in economic importance! Although it helps that the Mayor is a Guild member, this situation predates her by generations. (Rumor has it that the whole town was planned as a techno-magical one; see *Undertown*, p. 35.)

The present Artificers' Guild master is Cleome Widgery, gnome artificer and sister of Mayor Petunia Widgery. The Noddington Widgery clan boasts 17 *other* Guild members, mostly young apprentices. Speaking the name "Widgery" in Caverntown is more likely to turn the conversation to gadgets than to politics.

Chamber of Commerce

Caverntown hosts a bewildering number of merchant houses in the sense of **GURPS Dungeon Fantasy 17: Guilds**, pp. 18-19. Most are organized along family lines. These have formed a Chamber of Commerce that effectively fixes prices in town . . . although individual interests sometimes backstab each other.

From a delver's perspective, this is the Merchants' Guild spoken of throughout *GURPS Dungeon Fantasy 2: Dungeons* – complete with an effective Merchant skill of 15 in Quick Contests to score bargains and haggle prices. This skill level is no higher than usual (*some* competition is good), but the consequences of losing such a Contest are more severe in the highly confined quarters of Caverntown: losing while bargain hunting boosts price by 20% instead of 10%, while losing while haggling means effective **Wealth** is cut by *two* levels.

On a larger, political level, the Chamber serves as a trade commission, presenting a unified front to the topside world.

Delvers are unlikely to interact with the organization in this capacity *within* Caverntown. Those *leaving* town may pick up quests as envoys, couriers, or spies.

The dominant merchant house in the Chamber is the Goldhaus Group, led by Stella Marcia Zonio-Goldhaus (below), a human. (Stella's husband, Falvio Zonio, is half her age and known for looks, not brains.) While most merchants aren't menacing in their own right, they're *rich*, and can afford mercenaries and assassins of all stripes. This can work for or against delvers, depending on whether they're hirelings or targets.

STELLA MARCIA ZONIO-GOLDHAUS (275 POINTS)

Stella directs the Goldhaus Group and chairs the Chamber of Commerce. Her motivations are power and profit. Many view her younger and very handsome husband as a sign of other vices, but no – Stella simply sees strategic value in marriage and “arm candy.” *How much* older she is does betray another fixation, though: The best magic money can buy has held her apparent age at 65 for *at least* 75 years.

Stella appears here as an example of the caliber of power-players that delvers meddling in Caverntown's internal affairs will encounter: People whose gifts and resources are impressive despite being unsuited to adventuring. Her **Wealth** exceeds the *Dungeon Fantasy* limit for PCs – she's good for *at least* \$1 million at any given time, which sets the stakes for those hoping to exploit her Greed. She has even more assets tied up in her merchant house, represented by Rank. To understand that and Status, see *GURPS Dungeon Fantasy 17: Guilds*, pp. 5-6.

ST 8 [-20]; **DX** 10 [0]; **IQ** 17 [140]; **HT** 10 [0].
Damage 1d-3/1d-2; BL 13 lbs.; HP 8 [0]; Will 17 [0]; Per 17 [0]; FP 10 [0].
Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.
5'4", 126 lbs. (SM 0).

Advantages

Hard to Kill 4 [8]; Language (Dwarvish; Native) [6]; Language (Gnomish; Native) [6]; Luck [15]; Merchant Rank 5 [25]; Multimillionaire 1 [75]; Photographic Memory [10]; Rapier Wit [5]; Status 2 [10].

Perks: Penetrating Voice [1].

Disadvantages

Greed (9) [-22]; Selfish (12) [-5]; Sense of Duty (Goldhaus Group) [-5]; Stubbornness [-5].

Quirks: Always interested in anti-aging magic [-1]; Angling to become the next Mayor [-1]; Everything – but *everything* – is a calculation [-1]; Never overlooks or forgets a social slight [-1]; Sees money, not adventuring abilities, as true power, and adventurers as tools to be hired and fired [-1].

Skills

Area Knowledge (Caverntown) (E) IQ [1]-17; Connoisseur (Luxuries) (A) IQ-1 [1]-16; Current Affairs (Caverntown) (E) IQ [1]-17; Detect Lies (H) Per-1 [2]-16; Diplomacy (H) IQ-1 [2]-16; Fast-Talk (A) IQ-1 [1]-16; Gambling (A) IQ-1 [1]-16; Intimidation (A) Will+1 [4]-18; Merchant (A) IQ [12]-20; Propaganda (A) IQ+1 [4]-18; Public Speaking (A) IQ-1 [1]-16; Research (A) IQ-1 [1]-16; Savoir-Faire (High Society) (E) IQ+1 [2]-18; Smuggling (A) IQ-1 [1]-16; Speed-Reading (A) IQ-1 [1]-16; Writing (A) IQ-1 [1]-16.

Wizards' Guild

As in any settlement of note, the Wizards' Guild operates a chapter in Caverntown – and as elsewhere, the Guild is powerful. Beyond selling *Magical Services* (pp. 43-46) and enjoying its traditional monopoly on the magic-items trade, it's nominally in charge of ensuring that the magic which sustains Caverntown (especially *Earth* magic) functions properly. “Nominally,” because the Earth and Sun temples, and the College of Druids, share the task, and relations aren't always cordial.

The Guild's focus here is less on enchanting items and more on research. The sheer volume of strange artifacts and monster parts hauled in from the dungeons means there's almost always something new to study. In slow periods, there's the Great Cavern itself. Local wizards have purportedly developed numerous variant spells and enchantments – but if so, they aren't sharing.

The Guild does share access to its library, which has its own street entrance. Anybody without **Social Stigma (Criminal Record)** and who has never wronged the Guild can pay \$1,000/year for research privileges; there's no cheaper, shorter-term option. The library's quality is legendary: When identifying artifacts, researching the supernatural, translating scrolls, etc., it gives +3 to **Alchemy, Hidden Lore, Occultism, Research, Thaumatology**, and anything else the GM feels like (though not *spells*, which are available only to Guild students). Those who know **Research** but lack a specialized skill may still roll vs. IQ-1 if the missing skill is Easy, IQ-2 if Average, IQ-3 if Hard, or IQ-4 if Very Hard. Scholars can temporarily acquire up to 4 points in any such topic via **Book-Learned Wisdom**; see *Manuals (GURPS Dungeon Fantasy 4: Sages*, p. 13).

Other features of the Wizards' Guild tower – Caverntown's tallest structure after The Shaft (p. 6) and the Eight Titans (pp. 6-7) – are the stuff of hearsay. Contents are widely assumed to include classrooms, spell libraries, magic labs, and enchantment workshops. There are rumors of a monster zoo, portals to distant lands and alien dimensions, and a basement that passes through Undertown (p. 35) to the Deep (p. 33). The truth is behind Magelock and Scrywall spells, and even no-mana zones. Effective skill level of magical defenses *starts* at 20 and can be as impressive as the GM likes.

For as long as anyone can remember, the Wizards' Guild has been headed by Grand Magister Certus Immortuos, a "human" wizard, though most locals suspect nonhuman ancestry: dark one, shadow elf, even corpse-eater. His strangeness is shrugged off with "wizards will be wizards." Even the weakest Guild members are 125-point apprentices (*GURPS Dungeon Fantasy 15: Henchmen*, pp. 6-8), and there are plenty of 250-point wizards in the ranks, not to mention elementalists and scholars. The masters are more powerful, and likely include some beings most people would deem monsters.

OTHER GUILDS

Not all guilds enjoy the wealth or reach of the Big Five, but a few command a certain respect because they hold a seat on the Mayor's Council or scare the wits out of people. The absence of a warriors' or mercenaries' guild might seem strange to visitors, but the Town Watch effectively takes up the slack; see *Deputy Delver* (p. 27).

Alchemists' Guild

In some settlements, either there's no Alchemists' Guild or it's merely a subsidiary of the Artificers' Guild (most artificers practice alchemy) or the Wizards' Guild (alchemy *is* magic). In Caverntown, artificers and wizards are so evenly matched that after a century of often-destructive squabbling – you *don't* want people who love explosions fighting a war in the streets! – Town Hall granted alchemists an independent charter, complete with a seat on the Mayor's Council. Today, this arrangement serves mostly as a spoiler against power bids by the Artificers' and Wizards' Guilds.

There's nothing special about alchemy or its products in Caverntown – delvers won't be affected by the guild situation. Unless the Alchemists', Artificers', or Wizards' Guild hires them in a plot against one of the other two. But that would never happen.

Guildmaster Zuulia Mufajir – a human artificer but *not* an Artificers' Guild member – runs the Guild, primarily with an



eye to business (although "Selling shooters to looters!" wasn't a successful campaign). Few Guild members are adventurers; ordinary alchemists rely on the Town Watch to get them out of trouble.

Brotherhood of Bards

While bards aren't customarily organized into guilds, the Brotherhood is *chartered* as such in Caverntown – with a presence on the Mayor's Council – because every Mayor in recent history has understood that bards singing the town's praises in the world attracts tourists and fortune-seekers . . . and with visitors comes *money* (see *The E-Word*, p. 37). A small cadre of bards who rarely leave town serve the Mayor as unofficial spies rather than as official skills, often matching wits with the King's Men who spy for the Royal ambassador.

The Brotherhood's college, on Town Square (p. 7), is a great place to learn not only the performing arts but also almost any language. It boasts a large auditorium that has hosted many famous acts. Anyone plotting to murder dignitaries in the audience should know that the theatre is seen as "off limits" by agreement with the Society of Assassins (p. 23), who provide security for shows; make a **Streetwise** roll to be aware of this.

The Master Bard (p. 22) – a good-looking, androgynous celestial who goes by the mononym Sivel – is known better as a singer than as an administrator, and often performs at taverns around town. Dismissing Sivel as a frivolous troubadour would be a grave error. Sivel is fantastically old, skilled at magic, on speaking terms with the god that sired them (local clerics are unsure *which* god), and leads an alliance of seasoned 250-point adventuring bards who have the Mayor's blessing.

MASTER BARD SIVEL (500 POINTS)

Sivel is an enigma in a town of enigmas. To begin with, Sivel is androgynous. Equally apparent is their extraordinary parentage: Mixed divine and mortal – but which parent was which, the deity's identity, and the mortal's race are mysteries. And Sivel is purportedly old enough to settle many of Caverntown's rumors. Sivel won't discuss these subjects. Indeed, Sivel often seems indifferent to anything but singing on the local tavern circuit, yet somehow holds the Brotherhood of Bards together.

Sivel's Bard-Song abilities and wizardly spells are unusual: They're sensitive to sanctity, not mana! They work normally otherwise.

Sivel is a lover, not a fighter. That doesn't prevent them from carrying a very fine edged rapier with a divine Flaming Weapon enchantment. Their power item is a chunky gold-and-diamond ring holding 40 FP.

To understand what Sivel's Rank and Status do in *Dungeon Fantasy*, see *GURPS Dungeon Fantasy 17: Guilds*, pp. 5-6.

ST 12* [10]; **DX** 13* [40]; **IQ** 15* [80]; **HT** 12* [10].
Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 16* [0]; Per 15 [0]; FP 13* [0].
Basic Speed 7.00* [5]; Basic Move 7 [0]; Dodge 10; Parry 11 (Rapier).
6', 170 lbs. (SM 0).

Advantages

Appearance (Very Handsome; Universal, +25%)* [15]; Bardic Rank 5 [25]; Bardic Talent 3 [24]; Celestial [75]; Charisma 2 [10]; Cultural Adaptability [10]; Doesn't Sleep [20]; Fit* [0]; Language (Angelic; Native) [6]; Language (Dwarvish; Native) [6]; Language (Gnomish; Native) [6]; Musical Ability 3 [15]; Patron (God of Music; 6 or less; Bard-Song, -30%; Highly Accessible, +50%; Special Abilities, +100%) [33]; Rapier Wit (Bard-Song, -30%) [4]; Spirit Empathy* [0]; Status 2 [10]; Terror (Bard-Song, -30%) [21]; Voice [10]; Wealth (Wealthy) [20].

Perks: Celestial Nimbus* [0]; Divine Gifts* [0]; Penetrating Voice [1].

Disadvantages

Chummy [-5]; Compulsive Performing (12) [-5]; Divine Curse* [0]; Sense of Duty (Caverntown) [-10]; Weakness (Cursed Areas; Occasional; 1d/minute)* [0]; Xenophilia (15) [-5].

Quirks: Considers song sacred, however profane the performance venue [-1]; Knows they'd be a great Mayor, but not interested [-1]; Loves glittery outfits [-1]; Secretly *owns* the C-Note tavern (p. 43) [-1]; Won't discuss their age, sex, or parentage [-1].

Skills

Acting (A) IQ-1 [1]-14; Area Knowledge (Caverntown) (E) IQ [1]-15; Carousing (E) HT+1 [2]-13; Current Affairs (Caverntown) (E) IQ [1]-15; Dancing (A) DX-1 [1]-12; Detect Lies (H) Per-2 [1]-13; Diplomacy (H) IQ+1 [2]-16†; Disguise (A) IQ-1 [1]-14; Fast-Draw (Sword) (E) DX [1]-13; Fast-Talk (A) IQ+1 [1]-16†; Heraldry (A) IQ-1 [1]-14; Hidden Lore (Caverntown) (A) IQ [2]-15; Interrogation (A) IQ-1 [1]-14; Intimidation (A) Will-1 [1]-15; Merchant (A) IQ-1 [1]-14; Musical Composition (H) IQ+1 [1]-16‡; Musical Influence (VH) IQ+1 [2]-16‡; Musical Instrument (Lyre) (H) IQ+1 [1]-16‡; Observation (A) Per-1 [1]-14; Performance (A) IQ+2 [2]-17‡; Poetry (A) IQ-1 [1]-14; Propaganda (A) IQ+1 [4]-16; Public Speaking (A) IQ+3 [1]-18‡§; Rapier (A) DX+3 [12]-16; Savoir-Faire (High Society) (E) IQ [1]-15; Sex Appeal (A) HT+5 [1]-17†¶; Singing (E) HT+6 [2]-18‡‡; Stealth (A) DX-1 [1]-12; Streetwise (A) IQ-1 [1]-14.

Spells#

Borrow Language (H) IQ+1 [1]-16; Bravery (H) IQ+1 [1]-16; Charm (H) IQ+1 [1]-16; Command (H) IQ+1 [1]-16; Control Person (H) IQ+1 [1]-16; Daze (H) IQ+1 [1]-16; Enslave (VH) IQ [1]-15; Fascinate (H) IQ+1 [1]-16; Fear (H) IQ+1 [1]-16; Foolishness (H) IQ+1 [1]-16; Forgetfulness (H) IQ+1 [1]-16; Gift of Letters (VH) IQ [1]-15; Gift of Tongues (VH) IQ [1]-15; Hide Emotion (H) IQ+1 [1]-16; Hide Thoughts (H) IQ+1 [1]-16; Lend Language (H) IQ+1 [1]-16; Loyalty (H) IQ+1 [1]-16; Mind-Reading (H) IQ+1 [1]-16; Mind-Sending (H) IQ+1 [1]-16; Persuasion (H) IQ+1 [1]-16; Possession (VH) IQ [1]-15; Sense Emotion (H) IQ+1 [1]-16; Sense Foes (H) IQ+1 [1]-16; Telepathy (VH) IQ [1]-15; Weaken Will (H) IQ+1 [1]-16.

* Accounts for racial abilities.

† Includes +2 for Voice.

‡ Includes +3 for Musical Ability.

§ Includes +2 for Charisma.

¶ Includes +4 for Very Handsome (Universal).

Includes +3 for Bardic Talent.

Hospitality Guild

The Hospitality Guild consists of keepers of inns and taverns – and of brothels and gambling houses, which are *officially* “inns” and “taverns.” It's also the only source of accredited tour guides (\$4/hour for Area Knowledge-12; \$8/hour for Area Knowledge-14 and Current Affairs-14) and town maps (sketchy ones permit a **Navigation**-2 roll to find things and cost \$25, average ones allow unpenalized **Navigation** and are \$50, and annotated ones enable the higher of IQ-4 or

Navigation+1 and are \$100; all weigh 0.1 lb.). It enjoys a seat on the Mayor's Council due to the importance of tourist money (see *The E-Word*, p. 37).

Like the Alchemists' Guild (p. 21), this group has a split personality: It overlaps both the Adventurers' Guild (who prefer not to dabble in vice too overtly) and the Chamber of Commerce (who admit only merchants in the import/export business). The Mayor values it as a way to foil these groups when they get cocky.

The Hospitality Guild is headed by a halfling innkeeper, Cheery “Cheerio” O’Malley. Most of its members aren’t *adventuring* innkeepers in the sense of **GURPS Dungeon Fantasy 10: Taverns**, p. 8; they’re ordinary folks. Trouble at individual establishments is what bouncers are for; these are often 125- to 250-point warriors, due to Caverntown’s tough clientele. Threats to the *Guild* are met with appeals to Town Hall – or by hiring the Society of Assassins (p. 23), when those who mind their Ps and Qs want to keep things on the QT.

Society of Assassins

There is no Society of Assassins. No civilized settlement would abide murder for hire, much less have a Grandmaster Assassin on the Mayor’s Council. Caverntown doubtless has specialists in *preventing* assassination (as in the theatre of the Brotherhood of Bards, pp. 21-22) and *dealing* with threats (as for the Hospitality Guild, pp. 22-23). If these people know of routes through Undertown (p. 35) – and thus into many of the town’s buildings – that’s fine if they aren’t burgling, right?

Yet like any city or large town, Caverntown is home to persistent rumors concerning an “Assassins’ Guild” that brokers contract killings and vends poison. Total poppycock, as such a cartel could survive only with Town Hall’s sufferance, implying that the Mayor knows who its masters are and deflects Town Watch investigation. Conspiracy theorists might go so

far as to posit the Mayor’s *approval*, in return for assassinations not unduly disturbing the peace and, since we’re speculating wildly, occasionally being perpetrated as political “favors.” The Mayor is a nice old lady, though (but the *previous* Mayor . . . well, maybe).

Minor Guilds

Almost all professions the organizations described so far don’t control have their own guilds. There are endless craft guilds (Jewelers’ Guild, Sculptors’ Guild, Tailors’ Guild, and so on, which in Caverntown are oftentimes dominated by dark ones due to their High Manual Dexterity) and an exceptional number of service guilds (Messengers’ Guild, Scribes’ Guild, *Hairdressers’* Guild . . .) vying for visitors’ silver. These lack voices on the Mayor’s Council.

Given the low-fidelity economics of a dungeon-fantasy game, the details *don’t matter* to delvers. Assume that if heroes need work done, there’s somebody eager to do it. The typical rate for custom crafting – e.g., adding value to a power item (**GURPS Dungeon Fantasy 18: Power Items**, p. 6) – is a 10% commission *over and above materials cost*, unless *Buying* (pp. 37-42) notes otherwise. To add variability, the GM might treat this as 5-15% (roll 2d+3). Also, minor guilds with their eyes on the Mayor’s Council may offer quests, often with payment in high-quality (and untraceable!) goods and services.

THE LOCALS

Like many things in *Dungeon Fantasy* supplements, Caverntown is treated somewhat abstractly. That doesn’t mean its inhabitants should be anonymous. When the heroes first meet a local – especially a functionary or business owner – the GM should write down the NPC’s name, a few quirks, and perhaps a key trait or two. Professional skills are at 12 on average, but the GM may prefer to roll 1d+9 (for 10-15) or (1d/2)+10 (for 11-13). Add notes as

needed during future encounters. While a full character sheet is rarely necessary, you might eventually end up with one!

Authorities (pp. 13-17), *Temples* (pp. 17-18), and *Guilds* (pp. 18-23) name important locals; these are listed below for quick reference. For lower-profile NPCs, see *Shops and Shopkeepers* (pp. 39-40) and *Hospitable Places* (p. 43).

Name	Sex	Race	Profession	Position
Badapple, Scrump	Male	Halfling	Thief	Guildmaster, Adventurers’ Guild (p. 19)
Harris, Arthur	Male	Human	Knight	Commander, Town Watch (p. 15)
Immortuos, Certus	Male	“Human”	Wizard	Grand Magister, Wizards’ Guild (pp. 20-21)
Mufajir, Zuulia	Female	Human	Artificer	Guildmaster, Alchemists’ Guild (p. 21)
Nuru, Jua	Female	Human	Cleric	High Priestess, Sun Temple (p. 17)
O’Malley, Cheery	Female	Halfling	Innkeeper	Guildmaster, Hospitality Guild (pp. 22-23)
Romée, Geneviève	Female	Human	Holy Warrior-Cleric	Grand Mistress, Order of Saint Angelina (pp. 15-17)
Schreck, Bela	Male	Human	*	Royal Ambassador (p. 15)
Sivel	Unknown	Celestial	Bard	Master Bard (pp. 21-22)
Stakkels, Mig	Male	Dwarf	*	Tribune (p. 14)
Stonesen, Wälli	Male	Dwarf	*	Guildmaster, Armorers’ Guild (p. 19)
Vibes, Carbonado	Male	Earth-Infused	Druid	Great Druid (pp. 17, 18)
Vis, Fülllyndur	Male	Dwarf	Cleric	High Priest, Earth Temple (p. 17)
Widgery, Cleome	Female	Gnome	Artificer	Guildmaster, Artificers’ Guild (p. 21)
Widgery, Petunia	Female	Gnome	Artificer	Mayor (pp. 13-14)
Zonio-Goldhaus, Stella Marcia	Female	Human	*	Chairperson, Chamber of Commerce (pp. 19-20)

* The NPC isn’t incompetent, just not built on a standard delver template. Stella appears on p. 20. The GM can make Bela, Mig, and Wälli as capable as desired!

CHAPTER THREE

WELCOME TO CAVERNTOWN!

Now that you know what Caverntown looks like and who runs it, it's time discuss how adventurers interact with the place – and why they would visit at all!

Business interactions are a big enough deal to rate their own chapter (pp. 36-46).

WHAT EVERY VISITOR NEEDS TO KNOW

Being a tourist in Caverntown is safe and straightforward: The streets are never dark (*Light*, p. 8) and follow a predictable grid (*Streets*, p. 7). Official guides and maps are available from the Hospitality Guild (pp. 22-23). Competent forces keep the peace (*Military Might*, pp. 15-17). Even the thieves (*Adventurers' Guild*, p. 19) and, if they exist, assassins (*Society of Assassins*, p. 23) follow rules. Some taverns are rough, but that's as bad as it gets – the dangers of Caverntown lurk *outside* and *below*, not within.

That doesn't mean life is free and easy . . .

TOLLS AND FEES

There are only two places where Caverntown charges ordinary delvers money:

- When taking The Shaft up or down, there's a \$0.05/pound toll. See *Tolls* (p. 6).

- When passing between the Great Cavern and the tunnels to the dungeons, there's a flat \$5/day passage fee and a (1d)% tax on treasure brought in. See *The Gates* (p. 8).

However, there are several *voluntary* fees delvers without suitable skills may opt to pay to make life easier. In particular, the Adventurers' Guild (p. 19) charges for quest-finding, the Wizards' Guild charges for library access (p. 20), and the Hospitality Guild (pp. 22-23) charges for tour guides and maps.

Yet many things are free! Without charge, anybody may draw water from the public fountains (*The Eight Titans*, pp. 6-7) or wells (*Water*, p. 9), dispose of waste via garbage chutes (*Sewage and Garbage*, p. 9), or change money at Town

Hall (*C-Notes*, p. 36). Abuse of these privileges is a criminal act, and *that* can lead to fines or worse; see *Local Laws* (pp. 25-27).

TASKS IN TOWN

Except as noted elsewhere, most tasks delvers might want to carry out in town work exactly as described in other *Dungeon Fantasy* supplements (particularly *Dungeons, Taverns, Henchmen*, and *Guilds*). But there are some minor wrinkles:

Scrounging (*Dungeons*, p. 3) and *Dredging and Mud-Larking* (*Dungeons*, p. 4): These tasks are harder, as Caverntown is kept clean and trash is disposed of down chutes, not in gutters: -2 to skill. However, critical failure at rooting around never results in sewer rot.

Bargain Hunting (*Dungeons*, p. 4): Losing the Quick Contest boosts price by 20%, not 10%; see *Chamber of Commerce* (pp. 19-20).

Black Market (*Dungeons*, pp. 4, 15): As *Adventurers' Guild* (p. 19) notes, the Quick Contests are against 16, not 15.

Finding a Quest (*Dungeons*, p. 4) and *Finding a Sponsor* (*Dungeons*, pp. 4-5): These rolls might be at a bonus or farmed out to the Adventurers' Guild. See *Finding Quests* (pp. 31-32).

Starving (*Dungeons*, p. 4): Cost of living is \$150/week here, as in any town. Delvers who fall afoul of *Local Laws* (pp. 25-27) and are hit with community service must still pay – getting arrested isn't a sneaky way to get a free lunch!

Disposing of the Spoils (*Dungeons*, pp. 14-15): Many special conditions apply in Caverntown; see *Selling* (pp. 36-37).

Fixer-Uppers (*Dungeons*, p. 14): If the delvers can't adjust armor themselves, they can pay 10% of its value to have the Armorers' Guild (p. 19) do it. See *Repairs and Refits* (p. 46).

*“Free as air,” humph!
As Mayor, I would
impose a breathing tax
on visitors.*

– Stella Marcia
Zonio-Goldhaus

Haggling (*Dungeons*, p. 15): Losing the Quick Contest means **Wealth** is treated as *two* levels lower; see *Chamber of Commerce* (pp. 19-20).

Social Stigmas (*The Next Level*, p. 11): As it's no fun to leave party members topside while everyone else has adventures, no delver – however monstrous – is denied entrance. Treat the 6 or less or 9 or less chance as the daily roll for *hassles*: false arrests, screaming children, challenges to duels by NPC delvers, etc. No roll is needed during days spent at the inn doing nothing.

Bar Fights (*Taverns*, pp. 11-13): These aren't crimes in Caverntown unless someone is permanently injured. That's a crime against a person; see *Local Laws* (below). Brawlers who fail to pay \$5-10 (roll 1d+4) to compensate the establishment will have the Town Watch confiscate gear sufficient to pay that amount.

URBAN DANGERS

Because Caverntown is so orderly, the GM should avoid the temptation to have the heroes come to grief when going about daily business, *but*:

Getting Lost: If the adventurers get embroiled in a chase or running battle, they won't be paying as much attention to their surroundings. Parties that include somebody with **Absolute Direction** won't have a problem. Those without must make an **Area Knowledge (Caverntown)** or **Navigation** roll, or cast a **Know Location** or **Pathfinder** spell. Failure means getting lost. Getting found again requires success at one of those rolls, an IQ roll for **Eidetic Memory (Photographic Memory)** succeeds automatically but still takes time), or a **Remember Path** spell. Each attempt wastes an hour, should that matter.

Getting Into Trouble: While "wandering monsters" in the form of criminals aren't usually a problem, they might show up if an adventure requires the heroes to visit a "bad part of town" – or if the adventurers get lost. Then roll vs. the party's *best* **Streetwise** skill or default (IQ-5) hourly. Failure indicates an unpleasant encounter of the GM's choosing: false arrest, gang attack, mugging, pickpocket attempt, etc. Critical failure can, if the GM likes, mean rolling for *Random Events* (p. 30).

Still, delvers are the town's bread and butter; Caverntowners might not *like* them but won't seek to cause them grief. The old-school "roll dice to cross the street" ploy is too adversarial for Caverntown. *Skip* the rolls above unless the adventurers are on a risky urban quest, break the law, or wrong someone (which might all be one and the same!).

LOCAL LAWS

When it comes to dos and don'ts, Caverntown is like *any* town: Critical failure when trading on the black market leads to confiscation of cash and/or equipment, any failure at shoplifting or smuggling stolen goods out of town means being pilloried by the Town Watch acting on behalf of the Chamber of Commerce, any failure when picking pockets or cheating at gambling triggers corporal punishment as the Town Watch looks on with amusement (or pitches in!), and critical failure at debasing coin means the King's Men *take a hand*

in the matter . . . all exactly as *GURPS Dungeon Fantasy 2: Dungeons*, p. 4 describes. And as explained there, these crimes – or cheating at gambling, or betraying a sponsor – can saddle the offender with **Social Stigma (Criminal Record)**.

There are endless *other* crimes. As Caverntown is a law-and-order town – despite or perhaps *because of* the many scummy delvers – these draw punishment, too. Use the closest "standard" crime defined in *Dungeons* to assess the penalty. For the most part:

- Property crimes such as failure to pay for a service or discharge a debt, or breaking and entering, mean being pilloried and losing all cash and gear.
- Crimes against persons are punished by "an eye for an eye": Break a leg and have your leg broken, kill someone and you swing at dawn.
- Treason or espionage invites execution.
- If the sentence isn't death, add **Social Stigma (Criminal Record)** afterward.

In most cases, enforcement is by the Town Watch and justice is summary, though for high-profile offenses, the Mayor is judge and jury (but not executioner – that's left to the Watch). The exceptions are crimes against the Crown (e.g., debasing coin, murdering King's Men or Rangers, or high treason), where the Royal ambassador presides and the King's Men do the punishing. The Mayor and Royal ambassador can technically grant reprieves from the other's sentences, but this is exceedingly rare (requires a modified reaction roll of 22+). There are no lawyers and no pleas: If you did it, magic *will* divine the truth and you *will* pay; if you didn't, you'll be okay. While errors happen, *dungeon fantasy* is about battling monsters, not fighting charges; deliver justice and get on with the game.

Still, certain crimes merit special mention.

Economic Crimes

Caverntown worships the almighty \$ like a god. Attempts to cheat the town or its guilds of money result in stiff penalties:

Bad Paper: Attempts to pass false C-notes (p. 36) are punished like debasing coin: Lose a hand. Except in this case, the Town Watch simply chops it off. Oh, and any *legitimate* C-notes in the offender's possession are forfeit.

Not Guilty: Violating guild privilege results in confiscation of goods *and* a heavy fine; see *Guilds* (pp. 18-23). Enforcement is by the Town Watch or guild muscle, whoever gets there first – the GM can roll 1d even/odd, or flip a coin. If it's the guild, beware: Town Hall tolerates "alternative punishment," making arrest by the Watch preferable. Unlike Wizards' Guild enforcers, for instance, the Watch won't "vanish" the offender using an Entombment spell, transformation into a toad, or teleportation to Hell.

"*You shall not pass!*" At either end of The Shaft, refusing to pay a toll is punishable by bodily removal from the lift; see *Tolls* (p. 6). At the gates, it means having the way blocked; see *The Gates* (p. 8). In either case, this won't result in bodily harm unless the offenders decide to fight. Then **Social Stigma (Criminal Record)** is certain, the enforcers fight to kill (but will accept unconditional surrender), and killing any of *them* means battling the whole town to get away and, if that works, never being allowed back – ever, no matter what.

Damaging Town Property

Caverntown is *serious* about keeping its physical premises in good shape. It can't just wait for the next rainfall to wash away garbage, it relies on supernatural life support for its survival, and its defenses hold entire *dungeons* full of monsters at bay!

Making a Mess: Simple littering brings a \$10 fine; see *Sewage and Garbage* (p. 9). Graffiti, pulling up paving stones, and similar lasting defacement is punishable by a \$100 fine and enforced time making repairs (at least a day, but up to a *week* for widespread vandalism). None of this leads to a lasting criminal record.

Tampering with Infrastructure: Harming the air-producing trees (*Air*, pp. 8-9) or food-providing gardens (*Food*, p. 9), damaging the public wells or fountains (*Water*, p. 9), deliberately blocking the garbage chutes or removing the grilles (*Sewage and Garbage*, p. 9), etc. are crimes. Anything that's clearly both mere defacement *and* easily reversed is punishable by the same \$100 fine – and forced labor – as other vandalism. But any act that's either deliberate sabotage or difficult to undo leads to **Social Stigma (Criminal Record)** and the loss of all material goods at a minimum. If the deed could actually kill citizens (e.g., *poisoning* a garden or well), it's punishable by death.

THE CIVILIZATION PROBLEM

Caverntown is civilized. Delvers, not so much. They're "heroes" but not always *heroes*. They're accustomed to killing opponents and grabbing valuables. When all you have is a hammer, the world looks like a nail – which can make life tough in town.

Gaming Arrest and Punishment

Punishments in *Dungeon Fantasy* are described as *fait accompli*: If delvers commit a crime, the Town Watch, King's Men, a guild, or angry citizens take their pound of flesh. This might seem implausible when the adventurers can defeat liches and dragons.

In practice, there's always the option of literally *fighting* the sentence, battling those who would impose it. If the players choose this, so be it. *The Gates* (p. 8) posits a typical scenario: The delvers must battle at least twice as many guards as their number, including some 125- and 250-point worthies.

Unless the adventurers win without killing anyone *and* without witnesses, they acquire **Social Stigma (Criminal Record)**. They also raise the stakes to a blood crime, so "an eye for an eye" applies; e.g., kill a guard and face execution. If they escape *that* fate – doubtless with further violence – they'll be attacked on sight if they ever return to Caverntown. If they slew King's Men or Rangers, they'll face reprisals *everywhere*, as these groups include the Crown's secret police.

It's less bloody to accept punishment with dignity.

Do You Really Want To Kill Me?

As suits a low-tech autocracy, many serious offenses carry the death penalty. Losing a PC this way doesn't make for fun gaming, so to prevent grief, the GM may want to consider alternatives. Still, punishments (from small fines, through large fines and maiming, to execution) mirror the severity of the crimes, so just downgrading the sentence means there's less of a deterrent to future villainy.

The brute-force option is "Catch me if you can!" See *Gaming Arrest and Punishment* (above).

Less chaotic is to note that once someone has been executed and everything they own forfeited to wronged parties and/or Town Hall, the offender's cronies could pay \$15,000 for resurrection (p. 15). To save time – and funnel money into temporal coffers rather than spiritual ones – the town might accept "everything you own *plus* \$15,000 from elsewhere" as equivalent to execution. "Elsewhere" (usually other PCs) is essential; if the \$15,000 is traced to the criminal, the authorities confiscate it and proceed with execution.

Most fun is for someone powerful to offer a *perilous* quest; Commander Harris of the Town Watch (p. 15) is known for this. The mission should be near-suicidal and tantamount to a death sentence. For instance, long-term incarceration isn't usual for low-tech societies, but this is fantasy, so criminals might be transported to Hell's Oubliette (p. 34) *without gear* and pardoned if they escape to civilization. Yes, that counts as a "quest."

Breaching the Defenses: Attempting to sabotage Fort Caverntown (pp. 5-6), The Shaft (p. 6), the Barricade (pp. 7-8), or the gates (p. 8) – or being spotted trying to sneak past – is treated as *military* aggression. The forces stationed there will attack; in the case of Fort Caverntown or the Barricade, they'll use siege weapons! They'll fight until the offenders are dead, surrender, or flee beyond realistic hope of being brought to justice. Wrongdoers who survive by fleeing earn **Social Stigma (Criminal Record)** and permanent banishment from Caverntown; if they're captured, the punishment is once again loss of everything if nobody died, death if even one soldier was killed.

Magical Crimes

If you use spells – or supernatural powers – to cheat, forge, steal, vandalize, sabotage, injure, kill, etc., you'll face the standard punishment for the crime. In addition, if you used clerical, druidic, or wizardly magic, then *after* you face Caverntown's or the King's justice, you'll be turned over to a suitable temple, the College of Druids, or the Wizards' Guild for "remedial penance." This amounts to an unpaid quest commensurate with the crime: If you used magic to deface public property, you might have to spend a week using magic for "community service"; if the GM commutes a death sentence (see *Do You Really Want To Kill Me?*, above), you may be abused as a magical test subject.

There's one unusual special case:

The Rock: Altering public edifices (The Shaft, the Eight Titans, the Barricade, Town Hall, etc.) or the Great Cavern without permission using Earth magic – like Earth to Air, Shape Earth, or Stone to Earth, or *especially* Alter Terrain, Earthquake, Move Terrain, or Volcano – is a serious offense. After the penalties in *Damaging Town Property* (p. 24) are carried out, the offender is imprisoned for a year with the Entombment spell, recast until it works (the College of Druids and Wizards' Guild consider this good practice for junior casters). Anyone freeing the criminal sooner faces the same fate. Treat this as de facto execution when considering commuting a delver's sentence.

Warrior Codes

Caverntown is strict about many things yet permissive of people being equipped for violence. First, monsters are close by and the town not-so-secretly counts on armed-and-armored delvers as deterrent, if not a defense. Second, adventurers bring in money, and town officials are aware that such folk detest being parted from their possessions. Finally, the citizens, being tougher than average (see *Natives*, p. 11), believe an armed society is a polite society. This has several ramifications:

Ready for Anything: Anyone can wear armor and carry weapons; that's never grounds for prosecution. Committing a violent crime or resisting arrest while so equipped means having all such gear confiscated as part of the punishment. If no one suffered permanent injury, this is temporary; when the offenders leave Caverntown, the Town Watch follows them to the edge of town, tosses their equipment on the ground, and retreats to a discreet distance. If anyone was permanently harmed, such possessions are *forfeit*, the proceeds split between the victim (or family) and town coffers. This is *on top of* "eye for an eye" penalties! Thus, many a berserker is convinced by friends to leave weapons at the inn.

Self-Defense: Responding to *violent* crime with violence isn't a crime, even if it ends in death. This can theoretically lead to sticky situations like claiming self-defense after provoking a fight or killing someone without witnesses. If there's any doubt, the authorities bring spells into play

(starting with Compel Truth and Truthsayer) to get to the bottom of matters. Refusal to submit – and nobody cares why – is taken as admitting guilt.

I Choose You! Dueling – using bare hands, weapons, magic, whatever – is seen as a way to replace destructive private wars with battles of champions, and so is legal if *both* parties consent before two neutral witnesses. The Town Watch, King's Men, and Order of Saint Angelina are deemed neutral by convention, even if they aren't; so are the Mayor, members of the Mayor's Council, and the Royal ambassador, if for some reason such a dignitary is present. Terms, honor codes, etc. are irrelevant in the eyes of the law. What is relevant is that if one party gives no consent and is attacked, the attacker is guilty of a crime and the defender's response is self-defense (above). In addition, if the duel harms bystanders or property, *both* duelists face punishment for the crime. Consequently, most duels take place outside the Barricade, or in cleared streets using weapons incapable of "collateral damage" (e.g., swords rather than crossbows, much less Explosive Fireballs).

DEPUTY DELVER

The nearby dungeons are sufficiently threatening that Caverntown welcomes competent adventurers to serve on the Town Watch. This cadre of experienced monster-slayers is its not-so-secret weapon against fiends. Unethical treasure-seekers are a larger day-to-day concern, however. At the GM's option, if the PCs fight the law, the Town Watch squad that responds may be an NPC adventuring party of comparable ability!

Any delver who is demonstrably capable (worth at least 125 points, regardless of profession) and lacks **Social Stigma (Criminal Record)** can sign up for one *full* week at a time. There's no pay, but benefits include bed and board while serving (ignore the \$150/week cost of living); exemption from tolls, although not *taxes*, at the gates (p. 8) for one week after the stint per week served; and one free ride up or down The Shaft (p. 6) per week served. The hero isn't available for other tasks in town while on the Watch, though, and things can happen; see *Random Events* (p. 30).

Delvers who've served 52 weeks in total – not necessarily consecutive – earn the title "Deputy." Deputies belong to a de facto mercenaries' guild. The GM with *GURPS Dungeon Fantasy 17: Guilds* might flesh this out as a military company (*Guilds*, pp. 19-20), but the main benefit is being awarded the occasional quest with Town Hall as a guaranteed sponsor.

THE CAVERNTOWN CAMPAIGN

The assumption so far has been that the heroes visit Caverntown for a while – buying some gear, raiding a few dungeons, selling the loot – and move on. What if the campaign is *based* here? The delvers won't be taking The Shaft as often. They can start with **Area Knowledge (Caverntown)** and **Current Affairs (Caverntown)**, and enjoy a default of IQ-4 with either; they're unlikely



to require tour guides. The GM needs to be prepared for the players' questions, however.

LOCAL TALENT

As *Professions* (p. 11) suggests, the archetypal hometown heroes are artificers, holy warriors, thieves, wizards, and casters associated with the earth (druids, earth-attuned elementalists, and clerics of the Earth God).

WELCOME TO CAVERNTOWN!

27

Assassins, bards, innkeepers, and knights are unusually prevalent, too. Scholars, swashbucklers, and other elementalists and (non-evil) clerics are no rarer than usual . . . although explaining why a buccaneer (*GURPS Dungeon Fantasy Denizens: Swashbucklers*, pp. 8-9), cleric of the Sea God, or water-attuned elementalists would live nowhere near open water could inspire interesting quirks and disadvantages!

However, PCs may pursue any profession. For fairness' sake, the GM should assume that *resident* demonologists, evil clerics, mentalists, necromancers, and unholy warriors have solved the problem of how to find training (see *Training*, p. 46). It's also fairest if *native* barbarians, incanters, martial artists, ninja, scouts, and shamans have found ways around difficulties with not just training but also making use of **Claim to Hospitality** (see *Claiming Hospitality*, below). It's simplest to say that the very presence of these adventurers as citizens proves things are a bit different in the campaign's version of Caverntown.

Likewise, though humans, dwarves, and gnomes are dominant, followed by halflings, and finally half-ogres and half-orcs from the dungeons, PCs can be of any race. As *Races* (p. 11) implies, some rarer beings – coleopterans, dark ones, earth-infused, elder-spawn, gargoyles, minotaurs, and shadow elves – aren't as rare here. Conversely, other kinds of elves are uncommon despite their importance topside. And air-infused, faerie folk, and wildmen, though never common, are almost

unknown in Caverntown, which can justify giving such heroes big egos ("Eyy . . . we're The Fauns!") or secretive personalities (the town's gardens might be Where the Wildmen Are, hiding from everyone but the druids).

Local PCs can enter play with any equipment they can afford – even articles that are otherwise impossible to find in Caverntown. Once the campaign begins, though, *Buying* (pp. 37-42) governs specialized gear. If that makes something associated with a profession or race tricky to obtain, *too bad*; GMs should be fair, but guilds have no such obligation.

SOCIAL TRAITS

A campaign based in a single town is more interesting if **Claim to Hospitality**, **Rank**, **Reputation**, **Status**, and **Tenure** matter. Such things are discussed in detail on pp. 4-7 of *GURPS Dungeon Fantasy 17: Guilds*, which is highly recommended for a Caverntown campaign. If using that supplement, those traits are available to starting delvers – though limiting budding heroes to Status 2 and (maximum guild Rank)/2, rounded down (e.g., Rank 2 in a craft guild or the Town Watch) is advised to give them something to aspire to.

Some specific notes:

Claim to Hospitality: Costs 5 points when it applies in every town in one kingdom . . . but in a Caverntown campaign, the "kingdom" is for all practical purposes "the city-state of Caverntown," with just the one town. Thus, Claim to Hospitality costs 5 points, because it always matters between adventures. It *isn't* 10 points, as there are places in the tunnels – including cities (see *Vythispolis*, p. 35) and small kingdoms (like *The Hive*, p. 35) – where it doesn't extend. *Ignore* the modifiers in *Claiming Hospitality* (above); those are for visitors, not natives.

Reputation: Not standard on templates for delvers, and rarely shows up except as the Hero power-up (*GURPS Dungeon Fantasy 11: Power-Ups*, p. 16). *Guilds* proposes the option of lesser scope for "in one town" (1/3 cost) and "in an entire kingdom" (1/2 cost). If the campaign merely *visits* Caverntown, price Reputation there at 1/3 cost; that is, 1, 3, 5, or 6 points, respectively, for +1, +2, +3, or +4. If the campaign is *set* in Caverntown, however, "in one town" is the same as "everyone you meet," and the 5 points per +1 for Hero is fairest. This isn't at half cost, because Hero assumes you're famous everywhere in this dimension – even out in the tunnels!

Status: Mostly concerns arms and armor at lower levels, but doesn't become cheaper just because Caverntown is permissive (see *Warrior Codes*, p. 27). To compensate, treat Status as a reaction bonus for all purposes in town. Other effects remain as on pp. 5-6 of *Guilds*.

SETTLING DOWN

A delver who has Comfortable or better **Wealth** and lacks **Social Stigma (Criminal Record)** can spend \$10,000+ in town to buy a permanent abode. Several adventurers can pool their resources behind a well-off friend to purchase a group residence. The initial investment covers both the premises – including whatever basic facilities each owner's profession calls for – and abstract "business interests" that pay the upkeep.

CLAIMING HOSPITALITY

Claim to Hospitality (*GURPS Dungeon Fantasy 11: Power-Ups*, p. 16 and *GURPS Dungeon Fantasy 17: Guilds*, pp. 4-5) is one way to avoid paying the \$150/week cost of living. It sometimes makes *Recharges* (p. 45) and *Training* (p. 46) easier to find, too.

If the campaign merely *visits* Caverntown, members of any profession – even one rarely seen locally – may buy the 1-point version specifically for Caverntown, and have it work normally. For the 5- and 10-point kingdom- and world-wide versions, the GM may optionally adjust the 14 or less roll to find group members, to reflect local peculiarities: +1 for artificers, druids, holy warriors, innkeepers, thieves, and wizards, who have space and resources to spare; -1 for barbarians, incanters, martial artists, ninja, scouts, and shamans, who drop in rarely or hail from foreign cultures. There's no modifier in other cases, whether because such people are no bigger or smaller a deal than in any other settlement (the case for clerics, elementalists, knights, scholars, and swashbucklers) or because various social considerations cancel out (assassins are influential but invisible; bards are organized but itinerant; demonologists, evil clerics, mentalists, necromancers, and unholy warriors have secret connections everywhere but hide because they have enemies everywhere, too). If applying modifiers, it's only fair to have things be just the opposite someplace else in the game world!

If the campaign is *set* in Caverntown, only the 5-point version of Claim to Hospitality exists. *Ignore* modifiers – the roll to locate associates is always 14 or less for everybody.

Each \$10,000 lets one delver or Ally stay there without paying the \$150/week cost of living. It also retains a 62-point guard (*GURPS Dungeon Fantasy 15: Henchmen*, pp. 21-22) – or other 62-point NPC, if preferred – to protect possessions left there. If the adventurers want, they can exchange two 62-point staff members for a 125-point one, three for a 187-point one, or even four for a 250-point one. However powerful these live-in NPCs are, they won't go on adventures. Although they're hirelings, *not* Allies, they needn't be paid separately; the investments that cover upkeep pay them. They start at a flat Loyalty 12.

Example: A party of six – a Very Wealthy artificer, a cleric, a knight, a swashbuckler, a thief, and a wizard – invests \$60,000. The artificer uses this to get a villa big enough for everyone, with a workshop for herself, a modest shrine for the cleric, an interior court for the thief and warriors to practice in, and a library for the wizard. The group decides on a 62-point servant to keep the premises clean, three 62-point guards for security, and a 125-point agent as majordomo. The NPCs are quartered in the residence but don't aid the heroes in the field.

Even if the campaign isn't set in Caverntown, PCs can buy property there. If so, they won't be treated as sketchy itinerants; they'll suffer no penalties, including reaction penalties, the GM would impose on rolls made for visitors but not for natives. If the campaign *is* set in town, waive these penalties for *all* resident delvers, whether they own or rent.

That isn't the same as getting a bonus. Someone who's a *well-liked* homeowner rather than a spooky wizard in a haunted tower should consider **Reputation** and/or **Status**; see *Social Traits* (p. 28). Becoming landed is an excellent excuse to buy these advantages. As owning a home renders **Claim to Hospitality** in town largely redundant, the GM may let players move points spent on it to those other two traits upon purchasing a residence.

Dirty Deeds: Caverntown is bureaucratic enough to have the principle of legal title. Thus, the signed, sealed deed to a home large enough for one or more people could turn up as treasure! The delvers can dwell there or sell it for \$5,000 × (number of people who could live there). Without servants or a maintenance fund, cost of living is \$50/week per person, but not *zero* until they've invested \$5,000 per person.

MAKING OUTDOORSMEN USEFUL

Looking in the less-urban direction, players of barbarians, scouts, druids who don't specialize in Earth magic, and other delvers with significant investments in outdoor abilities may feel cheated in a Caverntown-based campaign. Underground offers few natural plants and animals to interact with, and no weather to predict or control, no stars to steer by, no ocean to sail, no snow to ski on, no trails suitable for horses or wagons. And although the Great Cavern and *some* dungeons are spacious, tunnels tend to be close quarters, reducing the utility of such things as archery, flight, and keen eyesight.

Deeming wilderness-oriented characters off-limits, or allowing them with the warning that they'll be nearly useless, *are* options, but ham-fisted ones. As an alternative,

*Tired of losing your roof in every storm? Settle in Caverntown, where there's a roof **over** your roof and sunshine every day!*

think creatively about what such heroes can do, starting with their skills:

Boating and Swimming: There *are* underground rivers and lakes around and under Caverntown – deep, cold ones, full of monsters. When adventurers encounter these, not having suitable skills can prove fatal. A party member or two needs to be able to do this stuff.

Camouflage: Delvers can smudge themselves with dirt and wear drab colors to use this skill underground.

Herb Lore and Pharmacy (Herbal): Non-monstrous varieties of fungus, mold, and slime found underground permit these skills to work there. Finding *specific* ingredients in a *random* tunnel (rather than in Caverntown) is at -2 to skill, however.

Hiking: *More* useful underground, as it's one of the few ways to reduce travel time; see *Getting There Quickly* (p. 32).

Naturalist: Not useful for foraging, but remains handy for identifying regular, giant, and dire underground-dwelling animals (*GURPS Dungeon Fantasy 2: Dungeons*, p. 9); knowing what parts of defeated creatures are valuable (*Dungeons*, p. 13); and identifying which tunnels are actually monster warrens (*Dungeons*, p. 17).

Navigation: The Land specialty includes steering by underground landmarks. Roll to avoid getting lost *in* Caverntown or to follow a map of tunnels. For examples of when to roll, see *Hospitality Guild* (pp. 22-23) and *Getting Lost* (p. 25).

Packing, Riding, and Teamster: Horses, camels, elephants, etc. won't behave or be able to forage underground, and neither they nor carts nor wagons can negotiate tunnels other than mines designed for them. However, the GM might make substitutes available – slorn (*GURPS Dungeon Fantasy Monsters 1*, p. 26) offer an excellent example – and let delvers enter play with Packing or unusual Riding and Teamster specialties in lieu of Riding (Horse).

Prospecting: *Exceptionally* valuable underground! Allows delvers to find gems and ore (*Dungeons*, p. 14 and *GURPS Dungeon Fantasy 16: Wilderness Adventures*, p. 44) and identify mines (*Dungeons*, p. 17). Also the go-to skill when dealing with geological threats like falling rocks, lava flows, sinkholes, and volcanoes (*Wilderness Adventures*, pp. 32-33).

Survival: Anyone with Survival on their template may specialize in a new terrain type: *Subterranean*. **Survival (Subterranean)** lets the user find safe food, shelter, and water in underground settings, regardless of above-ground terrain. Roll against it to know which pale, sightless fish are edible, to turn glowing fungus into a makeshift light source, to avoid making camp under loose stalactites, etc. Works for *natural* caverns, subterranean rivers, cave fungus, and so on. In artificial dungeons, it's at -5 or worse, and the GM may rule that no roll is permitted. There are no defaults between this and other specialties.

Tracking: Works when following a trail through caves and tunnels, but such terrain counts as “wastes (ice, rock, etc.)”: -2 to skill. See *Tracking* (*Dungeons*, p. 5).

Outdoor skills not listed here rarely matter underground. These include most Animal Handling specialties (unless the GM makes slorn common), Disguise (Animals), Fishing, Mimicry (Animal Sounds and Bird Calls), Seamanship, Skiing, Veterinary, and Weather Sense. Delvers with such skills on their templates may opt to shift the points to the ones listed above; **Prospecting** and **Survival (Subterranean)** are

especially important, and all barbarian cavemen, deep druids, and subterranean scouts should know both.

Fine-tuning other abilities to be useful underground is a matter of choosing wisely; e.g., take Absolute Direction and Night Vision to negotiate dark, twisting tunnels, select Acute Hearing rather than Acute Vision because lines of sight are short, and don't bother with Animal Empathy or Animal Friend. In ranged combat, Thrown Weapon is as effective as Bow or Crossbow given the short distances of most encounters – but scouts should stick to the bow, as Heroic Archer negates Bulk in close encounters.

RANDOM EVENTS

While Caverntown is safe-ish, bad things can happen in any large settlement. That goes double when there are dungeons next door – and as *Other Weirdness* (p. 10) hints, there might be zombies, ghosts, druidic conspiracies, doppelganger or greater undead citizens, Things imprisoned behind seals in the Great Cavern, and portals leading Beyond Time and Space. Once per week during which PCs serve on the Town Watch (*Deputy Delver*, p. 27) – or whenever the GM wants to spur dawdling players to action – roll 3d on the table below or choose something inspiring.

Heroes working for the Watch *must* attempt to solve problems that arise on their, err, watch. They won't be judged if they fail, but refusing to try is dereliction of duty, the penalties for which are **Social Stigma (Criminal Record)** and being held responsible for any resulting destruction or death.

3 – Onslaught! If the PCs are stationed at a gate with the Watch, an *organized* force of fodder monsters led by a boss (and possibly a few worthy lieutenants) storms the gate; NPCs manage to slam it shut, leaving the heroes to fight the ones that got through. For the definition of fodder, worthies, and bosses, see *Balancing Encounters (GURPS Dungeon Fantasy 2: Dungeons*, pp. 27-28). If the PCs are in town, the force attacks there and the delvers are the only capable defenders nearby.*

4-5 – Major monster attack. A group of worthy monsters or a boss monster causes havoc in town.*

6-7 – Monster attack. As **4-5**, but with a swarm of fodder monsters or a single worthy monster.*

8-9 – Minor monster attack. As **4-5**, but involving just one or a handful of fodder monsters.*

10-11 – Petty crime. Burglary, mugging, shoplifting, or similar. The perpetrators are unimpressive, though the ringleader might be competent (125+ points). Watchmen have a mystery to solve or criminals to beat up and arrest. Delvers minding their own business are *targets* of the crime.

12-13 – Noteworthy crime. As **10-11**, but the criminals are *either* high-powered (at least 125 points, if not 250 points; e.g., a barbarian gone berserk or a party of NPC delvers committing a heist) *or* high-profile† (e.g., an important guild member).

14-15 – Extraordinary crime. As **10-11**, but the perpetrators are high-powered *and* high-profile† (e.g., undercover King's Men caught getting up to no good).

16 – Supernatural event. Something weird, dangerous, but not obviously criminal occurs: The PCs are cursed (*Curses 101, Dungeons*, p. 9), trapped inside a haunted building, attacked by a possession victim, etc. Heroes on the Watch can't claim self-defense (p. 27) – they must respect even *possessed* people and *haunted* property.

17 – Supernatural crime. Demonologists, Squid cultists, or similar troublemakers conjure a demon, Elder Thing, or other powerful monster – or the dark deeds of a boss monster (e.g., a lich) posing as a citizen manifest. If the PCs aren't on the Watch, they make the discovery and face the danger. If they *are* on the Watch, they must also protect citizens and bring criminals to justice. Either way, the guilty parties may well be high-profile† (e.g., an important druid, or a guildmaster who's also a necromancer or vampire).

18 – Crime of the century! Something extraordinary, like an attempt to break into Caverntown's precious-metal reserves (see *C-Notes*, p. 36), assassinate the Mayor, or collapse The Shaft. Whether the PCs act as private citizens or the Watch, they find themselves at the right/wrong place at the right/wrong time. This can be an opportunity for great heroism and rewards . . . or *infamy*, if the PCs mishandle the situation or agree to collude!

* If monsters show up *in* town, the GM decides how they got there in the first place. They might slither up a garbage chute or well, infiltrate through Undertown (p. 35), stow away in the baggage of NPC delvers returning from the dungeons, shapeshift and pose as such NPCs, exploit invisibility or insubstantiality, teleport, or step through a portal (probably one the Wizards' Guild claims doesn't exist). They could even be animated plants in a druidic garden, ghosts or zombies from Caverntown's past, or escapees from a private zoo (those darn wizards).

† If the PCs are on the Watch, treating high-profile wrongdoers roughly (or not acting swiftly enough to aid high-profile *victims*) can mean the *watchmen* end up on trial. If the PCs are victims of high-profile criminals, aggressive self-defense can have the same outcome.

Most important, nobody should take **Vow (Never sleep indoors)** – not if the campaign is *always* indoors. Being Intolerant of cityfolk or having a Phobia of crowds is fine, though; that just means staying at the inn with a good book or sitting in a garden instead of doing other things in Caverntown between adventures.

Barbarians

Because outdoor skills won't be *as* valuable in a campaign set underground, the GM with **GURPS Dungeon Fantasy Denizens: Barbarians** might make the rage barbarian (**Barbarians**, p. 6) or savage warrior (**Barbarians**, pp. 7-8) the "standard" barbarian in Caverntown. One possible explanation is that these folk hail from tribes of cavemen!

Druids

Druids get especially complicated for three reasons:

1. *Advantages*. Druids begin with a mandatory level of **Green Thumb**. If the GM plans to feature lots of fungi in the caverns, that's fine – the advantage applies to those as well as plants, and remains useful. Otherwise, replace this requirement with **Absolute Direction**, one level of **Close to the Earth** (**GURPS Dungeon Fantasy 11: Power-Ups**, p. 25), or a choice between the three, adjusting skill levels to match.

2. *Druidic Abilities*. These are *particularly* sensitive to the "choose wisely" directive. The most useful options are summonable **Allies** and elemental **Damage Resistance**. **Channeling** or **Medium** are valuable if planning to talk with earth spirits, and **Terrain Adaptation (Sand)** has its place. Animal- and plant-related abilities aren't as useful, so the GM may opt to expand the starting list to include **Alternate Form**, higher levels of DR, and **Reincarnation** (all from **Power-Ups**, pp. 24-25), or custom-built abilities with the Druidic power modifier.

3. *Spells*. The Earth college, spells that facilitate travel, and general-purpose magic like Detect Magic and Recover Energy remain valuable. Animal and Plant spells aren't *as* useful, but aren't worthless if the GM works monstrous fungi and burrowing beasts into the game. A few spells won't

matter; e.g., Hawk Vision in tunnels that twist every few yards, Seek Coastline or Waves without an ocean, or Weather spells (other than Lightning) without weather. To compensate, the GM may permit druids to learn Fungus spells (**GURPS Magic: Plant Spells**, p. 17). A starting druid might choose a lineup like: Cure Disease, Detect Magic, Detect Poison, Instant Neutralize Poison, Know Location, Mystic Mist, No-Smell, Pathfinder, Predict Earth Movement, Purify Air, Quick March, Recover Energy, Remember Path, Resist Cold, Resist Lightning, Seek Earth, Sense Life, Shape Earth, Summon Earth Elemental, and Windstorm. An extra level of **Power Investiture** is worthwhile just to get Control Earth Elemental, Create Animal, Dispel Magic, Frostbite, Lightning, Shapeshifting, and "Body of" spells.

*Don't let all the buildings
fool you: We're in Mother
Earth's very bosom.*

*– Great Druid
Carbonado Vibes*

Adventure Design

A hero's usefulness depends on adventure design as much as character design. If the players create traditional wilderness heroes but adapt their abilities as noted above, the GM ought to meet them halfway by making sure adventures feature suitable "spotlight moments": burrowing animals, edible fungus, *monstrous* fungus, ore deposits, seismic scares, subterranean lakes and rivers, and so on. Not everything natural is under the sun!

Also consider extending *Nature's Strength* (p. 10) to dungeons around Caverntown so that druids aren't at an even greater disadvantage. Areas with penalties should be no more common than areas of low mana or sanctity.

ADVENTURES

Adventurers want to have *adventures*. In Caverntown, this usually means visiting the dungeons – although the GM might toss in the occasional urban or topside escapade for variety.

FINDING QUESTS

Quests are just waiting to be found in Caverntown! As always, the GM decides who's offering what. When inspiration runs dry, read on . . .

Caverntown's leading quest-givers aren't actually *from* Caverntown. Travelers might offer delvers almost any kind of work. For numerous examples, see *Visitors* (p. 12).

That said, many local groups certainly do tender quests. Guilds (pp. 18-23) are the best bet. In particular, the Wizards' Guild (pp. 20-21) offers missions connected to research into *Magical Energies* (pp. 9-10) and other abstruse topics

(sometimes involving capturing live monsters!). They and the Alchemists' Guild (p. 21) are always seeking obscure ingredients. Minor guilds (p. 23) are also worth approaching – a coup in their name could earn them a seat on the Mayor's Council (p. 14) and score adventurers generous rewards.

Caverntown's authorities (pp. 13-17) are prolific quest-givers, too. Town Hall saves the sweetest plums – and its most liberal sponsorship – for Deputies (*Deputy Delver*, p. 27). Equally profitable, but inevitably riskier, are secret assignments from Royal ambassador Bela Schreck (p. 15). Least pleasant are punishments commuted to suicidal quests (see *Do You Really Want To Kill Me?*, p. 26), and their close relative, "remedial penance" (see *Magical Crimes*, pp. 26-27); adventurers who've committed no crime can request such missions if they're desperate or foolish enough, or end up with them on critically failed searches.

Temples (p. 17) sometimes offer work. Their objectives tend to be stamping out Evil and recovering lost holy relics – though some high priests do magical research similar to that of the Wizards’ Guild, and the College of Druids periodically sends survey parties to collect samples of water, rocks, fungi, etc. The Order of Saint Angelina (pp. 16-17) is more martial than religious, and assigns defense-related missions that feel a lot like working for Town Hall.

Not all local quest-givers are entirely respectable! Liches (*The Restless Dead*, p. 32), necromancers, Squid cultists, and similar factions – doubtless including the Society of Assassins (p. 23), if you believe in that kind of thing – can’t operate openly, and so act through agents who *can*. Getting caught in their employ almost guarantees a punitive “counter-quest” from the authorities . . . but everybody loves a twofer, right?

While most quests involve dungeons, other options exist. There are urban activities such as finding secret ways out of Caverntown (*Other Entrances*, p. 8), raiding sunbat nests (see *Wildlife*, p. 12), and working for spies – the latter including visiting spies (p. 12), the King’s Men (p. 16), and the Brotherhood of Bards (pp. 21-22). Private citizens might need people or things found. And there are missions topside; the Chamber of Commerce (pp. 19-20) is fond of offering such jobs to adventurers leaving town.

All this work leads to a few special considerations:

Job Boom: The rolls in *Finding a Quest* (**GURPS Dungeon Fantasy 2: Dungeons**, p. 4) and *Finding a Sponsor* (**Dungeons**, pp. 4-5) work normally in Caverntown if the adventurers approach one specific person or group. However, there are so many quest-givers in town that if the heroes are willing to accept whatever quest comes along, the **Carousing**, **Current Affairs**, and **Propaganda** rolls to find a quest and – if the GM feels kind – **Savoir-Faire**, **Streetwise**, and **Writing** rolls to solicit a sponsor, are at +1 to +3. Roll 1d/2 and round up for the size of the bonus to each roll.

Talk to My Agent: Alternatively, the heroes can hire the Adventurers’ Guild (p. 19) to find a quest and a sponsor, and to research rumors about the job. The Guild’s rolls don’t receive the automatic bonuses above, but paying extra can buy a bonus of any size. The real benefit is that this frees the delvers to do other things – train, serve with the Watch, even have further adventures – while the Guild works.

Word Around Town: The rules in *Tavern Tales and Moldy Books* (**Dungeons**, p. 17) are unchanged in Caverntown. There are no modifiers to **Research** rolls; however, on a success, the GM might reveal some information from *The Dungeons* (pp. 33-35) or *The Deep* (p. 33) when the delvers are headed to such places, and consult *History* (p. 4-5) and *Other Weirdness* (p. 10) for legends and gossip to tie into relevant quests. On a critical failure, mix and match at random (“Ah, Dante’s Paradise! A huge cavern full of rough gems at the foot of garbage chute #23.”).

TO AND FROM

Exploring the tunnels around Caverntown is standard dungeoneering, as described in **GURPS Dungeon Fantasy 2: Dungeons**. The more detailed travel and survival rules in **GURPS Dungeon Fantasy 16: Wilderness Adventures** are

aimed at the great outdoors, and rarely matter underground. Still, because even the route between town and dungeon is – in a sense – *more dungeon*, there are differences from standard adventures.

Want work? Hire the Adventurers’ Guild! Our rates are a steal. Heh.

– Guildmaster Scrump Badapple

Travel

Several aspects of *Travel* (**GURPS Dungeon Fantasy 2: Dungeons**, p. 5) work differently in the tunnels:

Getting There Quickly: Success at **Navigation** never reduces travel time, as tunnels go where they go and there are no celestial bodies to steer by; failure when following a map still *increases* travel time, however! Weather Sense is simply irrelevant, but a roll against **Prospecting** or **Survival (Subterranean)** – to circumvent *underground* pitfalls – works identically. **Hiking** affects travel on foot; *other* movement skills (Boating, Riding, Seamanship, Skating, Skiing, Teamster, etc.) matter only on adventures that specifically involve something like mine carts or underground rivers.

Foraging: This isn’t possible in all tunnels, but the GM should permit it in passages that harbor edible fungus, crunchy beetles, tasty bats or rats, or underground bodies of water full of pallid fish. Such places tend to house *dangerous* versions of the same flora and fauna – which are likely wandering monsters in the area – and are usually traversed en route to dungeons that are also home to such threats. If foraging is possible, the only skill that works is **Survival (Subterranean)**. On quests where foraging isn’t part of the plot, the GM may allow heroes who *know* this skill (no defaults!) to try at -1 to -6; roll 1d each morning. In *artificial* dungeons, treat penalties less severe than -5 as -5.

Camping and Posting Watches: Treat camps in tight tunnels as dungeon camps. In a *huge* cave – anything roomy enough that the delvers can’t see the far side or the ceiling due to darkness and distance penalties – use the rules for wilderness camps.

Tracking: Should it arise underground, this is at a flat -2.

Exploring the Dungeon

Two other matters, not exclusive to travel, can affect underground journeys:

Tunnels Are Dark: On most expeditions, *Light Sources* (**GURPS Dungeon Fantasy 2: Dungeons**, p. 6) are essential! If the heroes lack suitable magic, they’ll need to carry enough glow vials, lantern oil, torches, etc. for the trip. This gets heavy and expensive, so spells (especially **Continual Light**) are preferable. Races that can genuinely see in the dark needn’t worry; however, **Night Vision** merely mitigates *partial* darkness penalties, while most caverns are cloaked in *total* darkness unless the kindly GM bedecks them with luminescent fungus or slime (-8) or glowing crystals (-5 to -7).

A party without any means to see is guaranteed to get lost and be unable to avoid dangers: Skip all rolls for *Getting There Quickly* (**Dungeons**, p. 5) and spotting hazards, add 60% to travel time, and have all monsters achieve surprise and all hazards claim victims.

Tunnels Are Narrow: Except on adventures that for some reason offer a remarkably wide, clear path, *Marching Order* (**Dungeons**, p. 6) is one abreast at least some of the time – that’s why beasts of burden and vehicles are useless on Caverntown adventures. Combat in such environments is often restricted; as a quick-and-dirty rule, if a weapon’s maximum reach exceeds tunnel width in yards, it gives -4 to skill (and thus -2 to parry) per excess yard; e.g., a halberd (longest reach 3) is at -4 in a tunnel wide enough to walk two by two, and -8 in one that demands single file. Mounted and aerial combat simply aren’t possible if the passage doesn’t open out into a substantial cave.

Hazards

The most common hazards of tunnel travel are *Obstacles* (**GURPS Dungeon Fantasy 2: Dungeons**, pp. 18-19 and **GURPS Dungeon Fantasy 16: Wilderness Adventures**, pp. 31-32), notably pits to fall into and various **Climbing** challenges. There may also be geologically themed *Disasters* (**Wilderness Adventures**, pp. 32-35): falling rocks (1d *dice* of crushing damage, or impaling for cinematically pointy stalactites), sinkholes (yet another way to suffer falling damage), and – if deep enough – lava flows (1d *dice* of burning damage). The GM can add further threats tailored to specific adventures, like explosive or toxic dust or gas in mines.

On the other hand, the GM should avoid the temptation to inflict the harsh effects of the elements – cold, heat, bad weather, etc. – described in **Wilderness Adventures**. These things rarely arise except as part of a specific scenario, as Caverntown is in a temperate region and all that rock is hard to heat up or cool down. For instance, it’s hot only if the quest involves going deep near lava pits, and cold only if there’s an icy curse.

Something similar goes for harsh terrain. The usual terrain type is “subterranean,” which has no diseased swamps, ice, snow, stinging plants, etc. There might be a swift underground river or a slime-filled cavern as part of an adventure, but not at random.

An exception is when traveling through absolutely *immense* caverns where – thanks to the supernatural – *Outdoors, Indoors* (**Wilderness Adventures**, p. 57) applies. There, the usual rules for outdoor adventures kick in.

THE DUNGEONS

The depths around Caverntown seem to be afflicted with warped *feng shui* – a form of geographical Weirdness Magnet that draws tunneling terrors, megalomaniac miners, and extradimensional empire-builders. So says the Wizards’ Guild, although their evidence is difficult to understand. Whatever the truth might be, tunnels snake off in all four cardinal directions, bifurcating horizontally and vertically en route to *at least* 60 major dungeons, with innumerable minor ones along the way. Delves have raided many of these,

but they never stay clear for long – someone or *something* soon takes up residence, and a few regenerate all on their own. Below are some examples of destinations often gossiped about in town.

Dante’s Paradise

The eponymous cleric – a *crazy, evil* one – spent a mountain of silver and the lives of countless slaves trying to create Hell on Earth to honor The Devil. His obsession was the death of him, yet he succeeded after a fashion. The partially complete temple complex is unholy (low sanctity for ordinary good clerics) and brimming with evil altars, curses, and demons, not to mention haunted by the souls of those who perished building it. Nobody is sure whether Dante remains as a foul undead thing or passed on to *actual* Hell. But “a mountain of silver” tempts many an adventurer . . .

The Deep

Straight down – far beneath the basements and sewers of Undertown (p. 35), beyond the deepest wells and garbage chutes – are truly scary places, starting with the strongholds of the dark ones and elder-spawn, and escalating (or more accurately, descending) to the lairs of Elder Things, reputedly including a whole mindwarper *colony*. Some claim this is the legendary Eldritch Underworld, where powers of the mind supplant magic. Any mentalist sleeping in Caverntown eventually has nightmares about this; see *Psionic Echoes* (p. 10). You’ll know you’re close when you start running into – well, *falling* into – living pits (**GURPS Dungeon Fantasy Monsters 3**, p. 13).

Deep Lakes

A maze of downward-sloping tunnels lead ultimately to a vast subterranean lake. This is full of ravenous aquatic monsters (like electric jellies; see **GURPS Dungeon Fantasy Monsters 1**, p. 13), but there’s purportedly a magical air bubble at the bottom that holds an entire *city*. Nobody is sure who or *what* lives there – or what treasures or secrets they guard – because no one who has gone looking has ever returned. Optimists believe it’s an orichalcum paradise, and the risk is in the journey, not the destination; pessimists talk of the blood-soaked fortress of an indescribably alien race.

The Forgotten Mines

Caverntown’s dwarves do a lot of mining, but *these* mines are abandoned, their exact location purposely erased from all records. Rumors speak of golem “mining machinery” gone horribly awry, undead miners, and What The Dwarves Awakened (Which Is Why They Eventually Left). Storytellers disagree on the details: “After the Evil awakened, it possessed the golems and corpses of the dead.” “No, no – the golems went haywire and unearthed the Evil, and the dwarves who stayed behind to seal it in took a vow of eternal vigilance.” Unstable galleries, suffocating gas, and similar hazards are a given.

The Glimmering Caves

Somewhere out there is a huge, crystal-lit cave complex where rough gems are easy to come by. Somebody's grandfather always seems to have made the journey and brought back that honking huge rock Aunt Effie wears to the opera, yet no one in recent memory has seen the place firsthand. Countless caverns have "surely been the one" – but to date, these have yielded many hostile wild earth elementals and rock-chewing monsters, and precious few gems.

The Goblin Pits

On the far side of the mountains, goblin-kin (*GURPS Dungeon Fantasy 3: The Next Level*, pp. 10-11) are extracting low-grade ore for low-quality weapons. Their inefficient mining and smelting techniques – and vast horde of soldiers – mean they need miles of mines to get the job done. These impinge on dozens of caves connected to tunnels that

lead eventually to Caverntown. The route is common knowledge. It requires considerable travel, but goblin-kin are relatively easy prey, making this a "low-level" dungeon suited to delvers willing to settle for a few silver pieces and the chance to hone fighting skills.

Hell's Oubliette

During one of Caverntown's darker periods, criminals were sent to a hellish prison in the tunnels – a bit like Caverntown, but less bright and airy. In the turmoil of political change, the prisoners rioted and took over. Any records of this are well-hidden at Town Hall (p. 14) or the Royal Embassy (p. 15). Yet a colony still survives out there, and the megalomaniac in charge – the Dungeon Master – stocks it with traps and monsters, and makes sure "treasure maps" pointing the way reach town. Fortune-seekers who follow these become unwilling participants in circuses and gladiatorial games that entertain the DM's degenerates.

WANDERING MONSTERS

Underground-dwellers of all kinds roam the tunnels between Caverntown and the dungeons, appearing about as often as *Wandering Monsters* (*GURPS Dungeon Fantasy 2: Dungeons*, p. 20) suggests. The GM can roll on or choose from the following table. To avoid wasting time – or annihilating the PCs before they reach the dungeon – adjust the monsters' numbers and capabilities to the party's size and power. Doppelgangers and *absorptive* jellies can have almost any ability, while earth elementals, fungi, giant ants, manticores, molds, puddings, slimes, slorn, and spore clouds come in many varieties.



Near a dungeon, replace some results with creatures found *in* that dungeon: goblin-kin at the edge of the Goblin Pits (above), minotaurs around the Lost Labyrinth (p. 35), coleopterans on approaches to the Hive (p. 35), undead close to tombs (p. 35), demons in passages to Dante's Paradise (p. 33), Elder Things on paths to the Deep (p. 33), etc.

Roll (1d, 1d) Monster Page Reference*

Creatures of Stone

1, 1-3	Earth Elemental	<i>Summoners</i> , pp. 27-28
1, 4	Rock Mite	<i>Monsters 1</i> , p. 25
1, 5	Rock Troll	<i>Monsters 3</i> , p. 19
1, 6	Talus†	<i>Allies</i> , pp. 28-29

Creepy-Crawlers

2, 1	Acid Spider	<i>Dungeons</i> , p. 21
2, 2-3	Giant Ant	<i>Monsters 3</i> , p. 10
2, 4-5	Giant Spider†	<i>Allies</i> , p. 25
2, 6	Slugbeast	<i>Monsters 1</i> , p. 27



Roll (1d, 1d) Monster Page Reference*

Furry Fiends

3, 1-2	Bat Swarm	p. B461
3, 3	Foul Bat	<i>Dungeons</i> , p. 23
3, 4	Giant Maned Rat	<i>Taverns</i> , p. 31
3, 5-6	Giant Rat	<i>Dungeons</i> , p. 24
4, 1-2	Rat Swarm	p. B461

Goo

4, 3	Erupting Slime	<i>Dungeons</i> , p. 23
4, 4-5	Fungus‡	<i>Monsters 2</i> , pp. 5-6
4, 6	Jelly	<i>Monsters 2</i> , pp. 7-8
5, 1-2	Mold‡	<i>Monsters 2</i> , pp. 9-10
5, 3	Ooze	<i>Monsters 2</i> , pp. 11-12
5, 4	Pudding	<i>Monsters 2</i> , pp. 13-14
5, 5-6	Slime‡	<i>Monsters 2</i> , pp. 15-16
6, 1	Spore Cloud	<i>Monsters 2</i> , pp. 17-18

Humanoids

6, 2	Bugbear	<i>Monsters 1</i> , p. 6
6, 3	Doppelganger	<i>Monsters 3</i> , pp. 7-8
6, 4	Troll	<i>Monsters 1</i> , p. 31

Jaws & Claws

6, 5	Manticore	<i>Monsters 3</i> , p. 14
6, 6	Slorn	<i>Monsters 1</i> , p. 26

* The *GURPS Dungeon Fantasy* supplement describing the monster. If you lack this, reroll or pick something else in the same category.

† Without familiar abilities. Spiders are IQ 2-4.

‡ Doesn't wander, but blocks the heroes' way. If wailer fungus (or anything else!) calls wandering monsters, reroll such static menaces.

The Hive

Far off in the tunnels is a massive nest of coleopterans (*GURPS Dungeon Fantasy 3: The Next Level*, p. 5). This is technically not a dungeon but a small kingdom – or to be precise, a *queendom*. That doesn't stop delvers from raiding it for whatever they can sell, most gruesomely insect excretions and exoskeletons valued by alchemists and armorers. Less bloodthirsty, more diplomatic adventurers might strike deals with the coleopterans, most of which have to do with clearing territory that strong, four-armed warriors with armored carapaces deem unsafe because bigger, nonsapient bugs have claimed them.

The Lost Labyrinth

In Caverntown's distant past, *somebody* built a training facility along a side-tunnel. The Order of Saint Angelina is sure it was the Town Watch, the Watch claims it was the Adventurers' Guild, the thieves blame the Society of Assassins, the assassins killed the last person who knew, and no records survive. The group responsible filled the complex with traps and obstacles to train its members. It remains dangerous – more than ever, now that monsters have moved in (notably minotaurs; see *GURPS Dungeon Fantasy 3: The Next Level*, p. 14). The belongings of many an adventurer await those who think they're more cunning than the last guy.

The Ruth Institute

Another “technically not a dungeon but a training facility” – this one for mentalists – built deep to contain *The Horrible Truth* (*GURPS Dungeon Fantasy 14: Psi*, p. 38) and shield the world from its own existence. Elder Things drove the erstwhile Director mad, leaving behind a madhouse overrun by no-brainers (ex-pupils); haunted by astral hounds, Astral Things, neuroids, and sweeping voids (*GURPS Dungeon Fantasy Encounters 1: The Pagoda of Worlds*, p. 16); and home to the Director's pet, a flying squid monster. It's *very* dangerous, but a good place to find psi-related gear and for *Going Mental* (*Psi*, p. 19).

The Shadow Enclave

The domain of the shadow elves (*GURPS Dungeon Fantasy 3: The Next Level*, p. 7) sits perilously close to the Deep (p. 33), but most shadow elves encountered elsewhere originate from “upward bases.” One such place – hidden by illusions and secret doors – is near Caverntown. It's dominated by the sinister spider-goddess cult, whose practice of abducting sacrifice victims may get heroes dispatched on rescue missions. As shadow-elf outposts are embassies (to coleopterans, dark ones, and other subterranean terrors) and thus sovereign territory, uninvited delvers are considered invaders and met by military patrols heavy on clerics, wizards, and *spiders*.

Tombs

Generations of citizens have been laid to rest in ever-more-distant catacombs, while far-flung passages cut close to

surface burial grounds; scores of tunnels could claim the title “city of the dead.” Numerous necromancers have been exiled beyond Caverntown's gates – often voluntarily – so “city of the *undead*” might be closer to the mark. Fevered whispers tell of particularly restive crypts called the Dark Necropolis, vampires fleeing Caverntown's burning light to establish a gathering, and lichs conducting blasphemous occult research in the discomfort of their personal dungeons. Many fear that these things are all facets of a larger, scarier truth.

*Well, since my party left town
Well, signed on to go down a well
Well, we got to what folks call
Dante's place
But we called it Hell
– “Heartbreak in Hell,”
by Master Bard Sivel*

Undertown

Most of Caverntown's buildings have stories below street level, many of which link up with one another – and with sewers, rotten with leaping leeches (*GURPS Dungeon Fantasy Monsters 1*, p. 22) and slimes (*GURPS Dungeon Fantasy Monsters 2*, pp. 15-16), leading to garbage chutes. This maze sprawls beyond the Barricade (pp. 7-8) and is suspected of having dangerous, undefended spurs that circumvent the gates (p. 8). Any rumor of fugitives, Squid cultists, or monsters skulking here generates a quest.

Ancient-looking gnomes spread *other* rumors: Caverntown was originally planned to run on a half-technological, half-magical blend of steam and clockwork that would drive The Shaft (p. 6), pump water, pull “streetcars” around, wind clocks, and countless other things. The works went wonky or were overrun with bronze spiders (*Monsters 1*, p. 5), so the associated “steam tunnels” were quietly sealed off and then concealed for good measure.

Vythispolis

Over the centuries, several topside settlements have been founded within a day's ride of Fort Caverntown. Most failed, sometimes in Bad Ways. One particularly grimy – and *successful* – mining town was swallowed up by the Earth, the victim of a druidic curse. It supposedly remains intact (with all its valuables . . .) in a giant spherical chamber similar to that created by the Entombment spell, lit ghastly green by spectral energies, dripping with goo (everything in *GURPS Dungeon Fantasy Monsters 2: Icky Goo*), overrun by plant and fungus monsters, and haunted by the spirits of its former citizens.

CHAPTER FOUR

TAKING CARE OF BUSINESS

Most delvers visit Caverntown – and some settle here – to raid the nearby dungeons. That means buying adventuring gear and selling loot. And *that* means dealing with Caverntown's merchants and economic realities.

C-Notes

Everybody knows that Caverntown receives boundless treasure from the dungeons. As it's underground and boasts a large dwarf population, people further assume that gold or silver is mined nearby. Thus, it's widely accepted that the town has *serious* metal reserves.

And it does! The hoard is in a meteoric iron vault with DR 200, HP 92 walls, below street level, devoid of mana, sanctity, and other magical energy. Its location is a secret to be decided *by the GM*, to protect it from larcenous delvers whose players are reading these words. It probably *isn't* somewhere obvious like under Town Hall (p. 14), the Chamber of Commerce palace, or the Mayor's house.

This situation lets Caverntown issue notes of credit – in town slang, "C-notes." These can be exchanged for coin at Town Hall with (almost ...) no questions asked, bolstering

their strength. Local law gives the *receiver* of a payment the right to insist on metal in lieu of paper, but most citizens actually *prefer* paper because it's light and easy to track if stolen: Knowing the string of magic numbers on an individual bill grants +5 to Seeker spells to find it. It's also nearly impossible to forge these shimmering, embossed banknotes, because

the physical certificates are a trade secret of the Artificers' Guild, the code algorithm is guarded by the Chamber of Commerce, and the enchantment involved is known only to the Wizards' Guild.

Adventurers who like to carry around large sums of money can do so as \$100, \$200, \$500, \$1,000, or \$2,000 bills. These have some value even outside Caverntown: 1/2 of face value in the rest of the King's territory, 1/5 of face value in more distant realms that trade with Caverntown (GM's decision). As 500 notes of any denomination weigh just a pound, it's possible to carry *millions* in a purse. Be aware that their magic doesn't offer any protection against water, dragon's breath, being torn to shreds by cackling monsters, etc. – town officials regard such destruction as a good way to build up cash reserves.



GOODS

Almost everything a person could wear, carry, or otherwise lug around is traded in Caverntown. Sometimes it's tricky to buy what you want *in a hurry*, though, and *selling* works a little differently than in other towns.

SELLING

Disposing of treasure in Caverntown mostly works as described in *Getting a Good Price (GURPS Dungeon Fantasy 2: Dungeons*, pp. 14-15), with two twists for those who try to bend the rules:

- When haggling with *merchants*, losing the Quick Contest against a generic Merchant skill of 15 means **Wealth** is treated as two levels lower (*Chamber of Commerce*, pp. 19-20).

- When selling on the *black market*, the Quick Contest is against a generic Streetwise skill of 16, not 15 (*Adventurers' Guild*, p. 19).

A seller who gets a good reaction roll, or a cleric trading at the temple, enjoys the usual benefits.

A few things merit further discussion:

Scrap (Dungeons, p. 15): Caverntown has limited room for growth, is obsessed with keeping the space it has presentable (junkyards are banned by order of Town Hall), and prefers magic for remodeling. This drives down the demand for salvaged doors, bricks, gratings, sheeting, tiles, and so on. **Scrounging** rolls to collect such stuff are unaffected, but **Current Affairs** and **Propaganda** rolls to find buyers are at -3.

Selling the Tale (*Dungeons*, p. 15): On the other hand, Caverntown is full of greedy delvers seeking maps and clues pointing to treasure! Though rolls to *create* maps using **Cartography** and treatises using **Writing** are unaffected, the resulting works sell for \$100 even on an ordinary failure, \$200 on a regular success, and \$1,000 on a critical success. The artistic output of **Musical Composition** or **Poetry** sells for its usual price – there are more interested tourists, but also more storytellers vying for their coin.

Monster Parts: Dungeons are close enough to Caverntown that the Alchemists' and Wizards' Guilds are accustomed to acquiring fresh monster parts. Bits mentioned as valuable in monster descriptions always have buyers in town. Even things that aren't normally worth money might be in demand by a guild, the College of Druids, or another group; make a **Current Affairs** roll to know about this. What's being bought, and the going price, aren't random; this is a bonus quest reward set by the GM (customarily, the more dangerous the monster, the higher the payoff). All skill rolls to learn of or locate a buyer for monster parts, or to haggle for a good price, are at +1 to +3 in Caverntown; roll 1d/2 and round up for bonus size. Rolls to *collect* specimens are unaffected.

BUYING

Buying goods in Caverntown is complicated unless somebody tries *Getting Stuff Cheap* (*GURPS Dungeon Fantasy 2: Dungeons*, pp. 3-4). Here, too, there are some twists:

- When bargain hunting among *merchants*, losing the Quick Contest against a generic Merchant skill of 15 inflates price by 20%, not 10% (*Chamber of Commerce*, pp. 19-20).
- When buying on the *black market*, the Quick Contest is against a generic Streetwise skill of 16, not 15 (*Adventurers' Guild*, p. 19).

As always, it's permissible to try the black market before the merchants. On the other hand, the guilds (pp. 18-23) fix prices – including black-market prices! – so the above Quick Contests abstract shopping around *all of Caverntown* to “game the market.” Roll once per *item*, as usual, and not once per *seller*.

Availability is often a bigger concern than price. The next several sections discuss that. Special dice rolls mentioned there are for the entire town, not individual shops – just like rolls to score good deals. The GM is invited to adjust the odds upward for relatively innocuous requests or downward for truly ludicrous ones. But if there's any chance at all, **Luck** (any level) *can* affect the roll, and the GM should permit delvers with **Serendipity** to expend one of their uses for the game session to “luck into” what they seek.

The time that must pass between repeated attempts to find a given item *or* get a good deal

is 1d+1 weeks if the PCs simply sit around town (the heroes can use **Luck** on this, too, if they want!). The delvers can *always* retry after returning from an adventure with loot, as that gets the merchants' attention. See *Regulars* (p. 38) for an optional rule that allows an extra roll immediately.

Lookin' Good!

Clothing – complete outfits or individual fashion coordinates from the *Garments Table* (*GURPS Dungeon Fantasy 8: Treasure Tables*, p. 17), sewn from anything but the most otherworldly fabrics on pp. 12-13 of *Treasure Tables* – is available in all the world's styles at all times.

THE E-WORD

Economics, huh, yeah. What is it good for? Absolutely nothing!

In dungeon fantasy, feudalism – complete with serfdom, manorialism, and other medieval hallmarks – coexists with a middle class, a market economy, and metropolises. Technology dips into the Iron or Bronze Age whenever being too advanced would spoil the vision, yet embraces rapiers, plate armor, telescopes, clockwork, and even steam power when *those* would make the story cooler. The customary justifications are nonhumans, magic, and the money mines known as dungeons . . . which just underlines why sensible economics is a terrible fit to the genre and a source of headaches for diehard realists.

Caverntown offers a shining example. By rights, a huge settlement in a cave should be unsupportable by a preindustrial society. Even today, it would work only as an experiment with a bottomless budget! Yet Caverntown generates the wealth to import whatever it needs, keep prices reasonable, maintain a civic bureaucracy, and provide plumbing, wide streets, law enforcement, parks, and other amenities.

If the players ask how, the “official” answer is that Caverntown has a four-cornered economy:

- *Loot* recovered from an indefinite number of dungeons supplies tax money and valuable resources. The Adventurers' Guild (p. 19) ensures supply by keeping professional looters busy at all times (and charges them for the privilege).
- *Magic items* from the Wizards' Guild (pp. 20-21) and Alchemists' Guild (p. 21) – who have gleaned trade secrets from dungeon finds – provide a luxury export.
- *Technology* – gadgets produced by an Artificers' Guild (p. 19) dominated by born craftspeople (gnomes), and arms and armor manufactured by an Armorers' Guild (p. 19) run by natural miners (dwarves) living under a mountain full of ore – provides a more workaday export.
- *Tourism* is a huge industry! The rotherhood of Bards (pp. 21-22) advertises “the land of the underground sun” globally, while the Hospitality Guild (pp. 22-23) caters to visitors' every need. Travelers pay tolls, fill inns, hire guides, and buy souvenirs.

This is pure fantasy. It relies on the nonhumans, magic, and dungeons noted earlier, and adds the conceit that preindustrial people take expensive vacations.

And what protects Caverntown from external profiteers? Yet more magic! This sustains everything in *Infrastructure* (pp. 8-9), rendering Caverntown virtually self-sufficient. Topsiders – even ordinary farmers – who want to trade with it can't risk getting greedy. The Chamber of Commerce (pp. 19-20) has the clout to replace them overnight.

The darkness/night and underground/urban patterns of dungeon camouflage (*GURPS Dungeon Fantasy 13: Loadouts*, p. 25) are in vogue here and always for sale, too. Attire with the ornate modifier (*GURPS Dungeon Fantasy 1: Adventurers*, p. 27), *Decorative Embellishments* (*Treasure Tables*, pp. 53-55), or fancy options from *GURPS Dungeon Fantasy Denizens: Swashbucklers*, pp. 30-32 might require a wait. Roll 3d. On 9 or less, "We can have that ready today!"; otherwise, "We'll have it for you next week, no extra charge." The Tailors' Guild slogan is "Dress in excess to flaunt your success!" . . . they *prey* on drunk delvers.

Jewelry abounds by the ton, but there's a mere 6 or less chance of finding something specific; e.g., "A platinum dragon with seven small sapphires." Any kind of gewgaw can be made to order thanks to all the metals and gems the dungeons provide. This takes 2d days and costs material value plus 10%.

Tattoos are far too easy to get – the Tattooists' Guild is even more predatory than the Tailors'. They charge \$200 for the entire back or chest; \$100 for a full face, leg, sleeve, or scalp; or \$50 for a complete hand or foot. Halve this for a partial. A small symbol anywhere on the body is a flat \$10.

For enchanted clothing or jewelry, see *Magic Items* (pp. 41-42) instead. For magical tattoos, see *Tattooed Scrolls* (p. 46).

Regulars

Depending on how large the GM makes Caverntown (see *Where's the Map?*, p. 6), there could be from one to dozens of businesses offering particular goods and services. If the GM role-plays the staff as individuals, the players are likely to take to some more than others. Such NPCs might develop strong feelings about the adventurers, too – not necessarily *good* ones, if the "heroes" tried to cheat or rob them! When the PCs do business with a merchant, keep track of names and traits as recommended in *The Locals* (p. 23); to prime the pump, see *Shops and Shopkeepers* (pp. 39-40) and *Hospitable Places* (p. 43). Optionally, if the delvers become good repeat customers – even friends – of a specific trader, then when rolls for *Buying* (pp. 37-42) don't pan out, the GM may permit one *extra* attempt to find or get a better price on goods of a type that person's shop carries. Such a relationship is a nice reward for a quest completed for that NPC.

Basics

Ordinary stuff from *GURPS Dungeon Fantasy 1: Adventurers*, pp. 23-24 is always available unless it's really only useful outdoors; e.g., a miniature sundial. The same goes for "basic" equipment described in other *Dungeon Fantasy* supplements. For instance, *Adventurers* considers musical instruments and the scribe's kit "basics," so the dwarven bagpipes and mapping kit from *GURPS Dungeon Fantasy 16: Wilderness Adventures*, pp. 17-18 should be, too – but numerous items in *Wilderness Adventures*, though hardly special, serve no purpose on subterranean expeditions. Any "basics" the GM decrees are of no use underground become *Special Orders* (p. 41).

The Stakkels family has served yours for twelve generations. Times change, but you can count on Stakkels Supplies for low prices, high quality, and one-stop convenience!

Two further notes:

- Anything that implies meat, dairy, or grain is shipped in from the surface. Food has its normal price if you accept the innkeeper's stew or the grocer's special of the day, no questions asked – but adventurers purchasing standard rations pay 10% extra.

- Basic, non-special-order *Tools* (*Adventurers*, p. 24, and any tools from the rest of *Dungeon Fantasy* the GM agrees are "basics") are 10% *cheaper* in this underground paradise full of gnomes.

These adjustments affect *base* price; e.g., rations cost \$2.20/meal before haggling.

Weapons

Weapons and shields that have neither *positive* modifiers – that is, features with cost factors (CF) greater than 0 – nor enchantments can always be found in shops. This includes so-called martial-arts weapons (kusaris, nunchaku, shuriken, etc.), *Weapons for Giants* (*GURPS Dungeon Fantasy 1: Adventurers*, p. 27), tiny weapons (*GURPS Dungeon Fantasy 3: The Next Level*, p. 8), and weapons that have the crude and/or cheap modifier (*GURPS Dungeon Fantasy Denizens: Barbarians*, p. 28). There may not be many martial artists, ninja, barbarians, ogres, leprechauns, pixies, etc. in Caverntown, but the surrounding tunnels and dungeons are full of surplus looted from dead monsters and fallen delvers.

Weapons with *just* the dwarven modifier (*Adventurers*, p. 26) are sold off the rack by the town's dwarven armorers.

But roll 3d for any of the following:

- Weapons with *other* positive modifiers (balanced, elven, fine, meteoric, orichalcum, ornate, silver, etc.) defined anywhere in *Dungeon Fantasy*.

- *Nonmagical* weapons from the *Bizarre Weapon Table* (*GURPS Dungeon Fantasy 8: Treasure Tables*, pp. 32-33) or *Unusual Items Table* (*Treasure Tables*, pp. 38-42).

- *Nonmagical* weapons that use unusual skills; e.g., low-tech flamethrowers (*GURPS Dungeon Fantasy 7: Clerics*, p. 34) require Liquid Projector, which isn't found on any standard template.

- Weapons the GM deems rare for other reasons.

The weapon is for sale in Caverntown on a roll of 6 or less. If modifiers are involved, the odds have a penalty equal to (total CF)/10, dropping fractions; e.g., a fine sword (+3 CF gives -0.3, so no modifier) turns up on 6 or less, while a tempered glass one (+29 CF gives -2.9, so -2) calls for 4 or less.

However weird the weapon, a natural 3 finds it – the tunnels are *full* of surplus.

A failed roll to find a weapon indicates it must be ordered, meaning a wait time of 1d+1 weeks. There's no additional charge for this (because *somebody* will buy it), but also no discount (the Armorers' Guild doesn't much care about your convenience).

For magical weapons, see *Magic Items* (pp. 41-42).

Armor

In Caverntown, as in most places, armor must be made to order. For any *nonmagical* armor, roll 3d to learn whether there happens to be something sitting around that's easily adjusted to fit. Roll once per person seeking armor per suit of uniform *basic* construction (cloth, leather, scale, mail, plate,

etc.), or per piece if searching only for that. Base odds are 9 or less, but there are always penalties:

- A penalty equal to the armor's DR; e.g., -1 for DR 1 cloth or -6 for DR 6 plate. For split DR, use the average, dropping fractions; for instance, DR 4/2 mail gives -3. Light, flexible armor is easier to fit, and the materials are often produced in bulk.

- A penalty equal to (total CF)/10, dropping fractions; e.g., orichalcum has +29 CF, which gives -2.9, so -2. Special orders are, well, *special*.

For *most* modifiers affecting DR, both effects apply; e.g., elven mail has -4 for DR 4 *and* adds +3 to total CF for a potential further penalty. For the dwarven modifier, though, only DR matters – thus, dwarven plate with +2 DR has an extra -2 but doesn't add its +2 CF to total CF to make things worse.

SHOPS AND SHOPKEEPERS

The GM decides how many establishments of a given type Caverntown has. As the hard part is dreaming up *interesting* businesses, here are a few ideas to start with. Whether these particular shops exist in a given campaign is up to the GM.

Everything here and on p. 40 *might* be nothing but color. However, the GM can use these sketches as inspiration for merchants' traits (see *The Locals*, p. 23), or apply +1 or -1 to adventurers' dice rolls to seek or bargain for suitable merchandise, if the description makes it sound like that should be easier or harder.

Alchemists

See *Magic Items* (pp. 41-42) for potions, *Special Orders* (p. 41) for magical ingredients, and *Local Specialties* (pp. 40-41) for other alchemic paraphernalia.

Bazaar Mufajir: Owned by Zuulia Mufajir, Alchemists' Guild master. Run by a half-deaf, twitchy human fellow, Gozeeri as-Sharid.

Madam Mojo's: Owned and operated by a human, Mama Marie, who has a number of *interesting* mystical beliefs – most involving monster parts.

Armorers

Weapons (pp. 38-39) and/or *Armor* (pp. 39-40) apply. Shops dealing in armor are also where to seek the protective gear in *Local Specialties* (pp. 40-41). Armorers sell a lot of "previously owned" enchanted goods; see *Magic Items* (pp. 41-42).

Baron's Blades: General seller of new and used weapons. Owner-operator Nadar T'Woomi claims to be shadow-elf nobility. He's certainly snooty enough.

Caverntown Forges: Vertical ore-to-arms-and-armor operation, run by Willi Stonesen, twin brother of Wälli, Armorers' Guild master. The brothers *don't* get along; Willi feels Wälli has abandoned the family craft to pursue politics.

The Hastiludes: Seller of upscale gear, especially swords and plate armor. Thieves beware! The shop's human proprietor, Artemis Grace, is a masterful swordswoman.

Skydd & Brynja: Dwarven couple Mr. Skydd & Mrs. Brynja Järn specialize in armor and shields. Don't mistake the bearded, brawny Brynja for Skydd!

Clothiers

For rules for clothing, see *Lookin' Good!* (pp. 37-38).

Kingly Klothes: Proprietor Faye Eve, a gnome woman, specializes in *proper* attire. Shoppers most often deal with her harried halfling fitter, Jonnie Mates.

Sizzling Subject: Dark-one seamstress Alanda Bale will make you look good in black (or other colors if you insist, sigh).

General Stores

Anything in *Basics* (p. 38) or *Local Specialties* (pp. 40-41) that isn't the specialty of another kind of business is sold here.

The Deep: Undertown (p. 35) business is the primary reseller of Adventurers' Guild thieves' tools. Customers are met by Obed Marsh, overtly a "human" man but known to be elder-spawn.

Goldhaus's: *Chain* owned by the Goldhaus Group that controls the Chamber of Commerce. Famous for staff turnover and not having anybody you recognize from your last visit – good news for thieves!

Noddington General: Huge shop owned and run by Violet Widgery, sister of Cleome (master artificer) and Petunia (Mayor). "**ONE** shop for all your needs" is a dig at Goldhaus's.

Stakkels Supplies: Small but truly *general* store competes with the ubiquitous Goldhaus's and sprawling Noddington General. Various dwarves of the Stakkels family (including town tribune Mig) work here – notably family matron Mor.

Continued on next page . . .

SHOPS AND SHOPKEEPERS (CONTINUED)

Jewelers

Lookin' Good! (pp. 37-38) discusses jewelry. For the magical baubles some jewelers sell secondhand, see *Magic Items* (pp. 41-42).

Glimmering Caves: Named after the famous caverns (p. 34) and run by a dark-one man, Arnoldus Voor, who doesn't deny rumors he's been there. Often has magical jewelry.

Trinkett's: Storekeeper Goldi Trinkett is an eternally cheerful gnome who claims that's her real name.

Magic Shops

Most magic shops sell all varieties of magical gear; see *Magic Items* (pp. 41-42). The Wizards' Guild (pp. 20-21) permits other shops to sell enchanted versions of their usual wares if they're secondhand.

The Abyss: The infernal known as Asmo assures customers that despite his origins, his secondhand items are

curse-free and the shop's name is a reference to its location, Undertown (p. 35).

Emporium Magicis: Human wizard Persia Peitsche runs Caverntown's largest magic-items market, which has been in her family since the town's founding.

Power of the Pen: Pearl West, a bespectacled half-spirit (half-what, nobody's sure) runs Caverntown's biggest bookstore and scroll library. Known to use the clerical Gift of Letters to review writings, and Silence to quiet noisy clientele.

WGS: The Wizards' Guild's unfairly privileged brand (called "weegees" by the locals) has several shops around town. A shadow-elf wizard, Mr. Skyn, operates the flagship.

Tattooists

For prices, see *Lookin' Good!* (pp. 37-38).

Tattoos, Ink: Only one tattoo parlor matters among real adventurers. That belongs to half-orc delver Jezza Slaash, whose revolving cast of boyfriends do the work.

Minimum odds are 3 on 3d, no matter how odd the request. If the armor isn't available, the armorer must make it to order. This requires money up front *and* a wait while the work is done.

Wait time in weeks equals the total penalty above. For example, just a week for cloth (DR 1, for -1 that translates into one week) but 11 weeks for giant-spider silk (reflects DR 2, for -2, and +99 CF, for -9). This assume a complete suit. For partial suits, or pieces, use 10% of time in weeks for the head (any combo of skull, face, and neck), 35% for the body (any combination involving the torso), 15% for the arms, 5% for the hands, 25% for the legs (including pants and skirts that protect the groin), or 10% for the feet. Halve time for a breastplate or one limb or extremity. Round up; e.g., 11 weeks for giant-spider silk armor, at $\times 0.35$ for the torso, is four weeks. Minimum wait time for anything – even a crummy glove – is one week.

Treat shields as *Weapons* (pp. 38-39). For enchanted armor, see *Magic Items* (pp. 41-42).

Local Specialties

Many articles of *nonmagical* adventuring gear considered "special orders" elsewhere (*GURPS Dungeon Fantasy 1: Adventurers*, pp. 25-26) – including certain concoctions (*Adventurers*, pp. 28-29) – are available in Caverntown at list cost, without a wait. This is partly due to strong local guilds but mostly just because the preponderance of delvers creates a profitable market for equipment for dungeon exploration. Such items include:

- Alchemically themed gear sold by the Alchemists' Guild (p. 21): acid, alchemist's fire, alchemist's garb*, alchemist's matches, backpack alchemy lab, glow vial (brewed from local fungus!), nageteppe, portable scribe*, potion belt, timed candle, and tinted goggles.

- Clerical supplies distributed by the many temples (p. 17): healer's kit, holy symbols, holy water, sacred scalpel†, and sexton's special shovel‡.

- Natural preparations (*Adventurers*, p. 28), which the local druidic gardens provide in abundance.

- Protective gear marketed by the Armorers' Guild (p. 19): anti-garrote collar, hooded robe of protection (*GURPS Dungeon Fantasy 6: 40 Artifacts*, p. 7), and wet cloak‡.

- Specialized adventure-wear, combat accessories, light sources, optics, and tools produced by the Artificers' Guild (p. 19): adamant drill‡, bandoleer, bit and brace, block and tackle‡, bull's-eye lantern, collapsible pole‡, corrective spectacles, crossbow rest, crossbow sight, crossbow sling, delver's periscope‡, delver's webbing, endless chain‡, gnomish army knife§, helmet lamp, hobnails§, mirrors, padlocks, piolet§, portable ram, quick-release backpack, reflector*, scroll belt*, scroll case*, self-righting hourglass*, shackles, shield lamp*, shield lectern*, spring-loaded pole‡, tool vest (*GURPS Dungeon Fantasy 13: Loadouts*, p. 7), wax tablet*, and universal tool kit*.

- Thieves' tools proffered by the Adventurers' Guild (p. 19): burglar bar‡, caltrops, climbing spikes (regular or improved‡), crossbow grapnel‡, felonious extensors‡, giant-spider silk cord, grapnel, lockpicks (any), orichalcum climbing chain‡, portable ladder, spy's horn, trap-finder's kit*, and traps.

- Anything prefixed with "dwarven": accurizer*, lockpicks‡, rations, theodolite‡, and whetstone. Also, doom cleats§.

* See *GURPS Dungeon Fantasy 4: Sages*.

† See *GURPS Dungeon Fantasy 7: Clerics*.

‡ See *GURPS Dungeon Fantasy 8: Treasure Tables*.

§ See *GURPS Dungeon Fantasy 16: Wilderness Adventures*.

The lists above aren't exhaustive. The GM is welcome to add anything that seems to fit into one of these categories – or to remove anything that looks like a problem.

A fun twist is to have something be *temporarily* out of stock and to have those who usually sell it offer a quest to delvers who come looking for it; if the heroes succeed, the equipment becomes available again, perhaps given to them as a reward.

“Outdoorsy” gear that would otherwise fit into these categories definitely *isn't* on the list, though; e.g., burning glass, cobweb kite, compass, float coat, or telescope. Specific manuals, maps, and tomes aren't any easier to find, except as part of a quest. Though the Society of Assassins (p. 23) operates here, poisons aren't sold to just anybody. And ninja equipment and anything connected with psi are conspicuously absent in Caverntown. All that stuff uses *Special Orders* (p. 41). For potions, see *Magic Items* (pp. 41-42).

Special Orders

Most other *nonmagical* items listed in *Special Orders* (*GURPS Dungeon Fantasy 1: Adventurers*, pp. 25-26) or *Concoctions* (*Adventurers*, pp. 28-29), or in other *Dungeon Fantasy* supplements (particularly *Treasure Tables*, *Ninja*, *Psi*, *Wilderness Adventures*, and *Incantation Magic*), are special orders in Caverntown unless *Lookin' Good!* (pp. 37-38), *Basics* (p. 38), *Weapons* (pp. 38-39), *Armor* (pp. 39-40), or *Local Specialties* (pp. 40-41) state they're available or the GM decides they're “standard” in the campaign. For each special order, roll 3d. The article is available right now on 6 or less, with two broad exceptions:

1. The roll is 9 or less for monster parts, magical components for incantation magic (but not other ritual paraphernalia!), and similar “ingredients,” should the delvers need them. That stuff gets dragged back from the dungeons daily!

2. The roll *fails automatically* for:

- Anything prefixed with “elven” or “faerie” (including “faun,” “leprechaun,” “pixie,” and “nymph”). Those races completely lack a local trade presence.

- Equipment for operating in *outdoor* terrain types: camouflage clothing in wilderness patterns, skates, skis, snowshoes, etc. This includes gadgets for aquatic adventures, such as the float coat and snorkel.

- Articles that are useless underground owing to the absence of the sun or stars (e.g., astrolabe, burning glass, miniature sundial, and parasol) or the presence of megatons of iron-heavy mountain on every side (mainly affects compasses).

- Beasts of burden, vehicles (boats, carts, sleds, and so on), and associated hardware (like barding, lances, and saddles), as the tunnels aren't consistently wide or tall enough for these to get more than a couple of minutes past the gates.

Failure for whatever reason means there's a wait time of 1d+1 weeks while someone

places an order and brings the item in. In such cases, merchants demand money up front *and* add 10% to price, cumulative with any other price increase (e.g., from failed bargain hunting).

Magic Items

Certain magic items are frequently available in Caverntown, whether from a magic shop or a temple:

Potions (*GURPS Dungeon Fantasy 1: Adventurers*, p. 29): Balm of regeneration, great healing potion, major healing potion, minor healing potion, paut, and universal antidote.

Other Items (*GURPS Dungeon Fantasy 1: Adventurers*, p. 30): Gem of healing, siege stone, wizard's staff, and wizard's wand.

ROLLING YOUR OWN

Crafting and Brewing (*GURPS Dungeon Fantasy 2: Dungeons*, p. 3) work normally in Caverntown; materials needed for such tasks are sold at standard prices, leading to the usual savings. Those rules are meant for *starting* delvers who've had all their lives to make things, though. If the GM allows them in play between adventures:

- Time required is up to the GM – but for the sake of game balance, times equivalent to the waiting periods for buying are recommended, where the section on that kind of gear (pp. 37-42) specifies such, or a week otherwise. Times are per large article or group of small ones, as defined on p. 3 of *Dungeons*.

- Goods for personal use or given to “known associates” (fellow PCs) present no legal problems. *Selling* such stuff without appropriate guild **Rank** (see *Social Traits*, p. 28) violates guild privilege, and risks a 12 or less chance on 3d of being caught and punished as described in *Guilds* (pp. 18-23).

WHAT THE CAT DRAGGED IN

The goodies that NPC delvers sold in town since the PCs last went shopping are best left abstract, subsumed into the dice rolls for special requests in *Buying* (pp. 37-42). But two *optional* rules can make things more fun:

On the Table: Each time the heroes visit Caverntown between adventures, the GM who has *GURPS Dungeon Fantasy 8: Treasure Tables* can roll on the *complete tables* (as explained on pp. 6-10 of that supplement) a number of times equal to the party's headcount – or two or three times that, if feeling ambitious or kind, or the adventurers were away for a long time. The results are extraordinary treasures brought in from the dungeons by NPCs. This *can* put a powerful magic item or even a unique artifact on the market!

Meta-Marketing: If the players do an exemplary job on a quest – role-playing well, solving puzzles that don't amount to “roll against skill,” and so on – consider rewarding them by fudging/skipping rolls for gear availability and stocking shops with the exact gear they covet. This lets them exchange the treasure they *found* for the treasure they *want* without increasing the adventure's payoff and making the heroes too rich when they inevitably sell this stuff later on.

Either way, the special goods won't be there on the PCs' next shopping trip. Get it or regret it – the guilds don't offer layaway!

Scrolls (**GURPS Dungeon Fantasy 4: Sages**, pp. 14-16): Awaken, Cure Disease, Dispel Magic, Great Healing, Instant Neutralize Poison, Major Healing, Minor Healing, Neutralize Poison, Remove Curse, and Stone to Flesh – and any spell that generates light or aids vision (see *Mana Level*, pp. 9-10), or from the Earth college, the GM doesn't deem "overpowered" or otherwise troublesome.

For these, roll 3d. The item is available on 12 or less.

For everything else on pp. 29-30 of **Adventurers** – including the remaining potions and all the weapon and armor enchantments there – the roll is 9 or less. The same odds apply to scrolls other than those above; Caverntown has several scroll shops, but there are *hundreds* of spells!

For all *other* enchanted items the GM allows for purchase (Chapter 5 of **GURPS Dungeon Fantasy 8: Treasure Tables** offers lengthy lists), the roll is 6 or less.

In all cases, two further conditions apply:

- If an enchantment is desired on a specific piece of gear – e.g., boots of balance that are also high-DR plate armor, or a *fine* wizard's staff – first check if suitable equipment is available in town, as explained in the appropriate section on

pp. 37-42. If it is, roll to see if that item can be found with the desired magic.

- If an item with several enchantments is desired, check separately for each spell.

It's highly unlikely, for instance, that you'll find some piece of armor that is the right kind, fits, *and* has several enchantments you desire!

If an item isn't available, wait, check again after the next adventure, or try *Bespoke Enchantment* (pp. 43-44).

All this assumes standard clerical, druidic, or wizardly magic, or alchemy. Specific items created with the rules in **GURPS Dungeon Fantasy 19: Incantation Magic** are only ever found on 6 or less, and if they aren't available, too bad – nobody in Caverntown is doing such work or taking orders.

Rare artifacts aren't available in shops, on order, or for custom production unless the GM decides otherwise; see *What the Cat Dragged In* (p. 41) for thoughts. This applies to most items in **GURPS Dungeon Fantasy 6: 40 Artifacts**, **GURPS Dungeon Fantasy Treasures 2: Epic Treasures**, and Chapter 4 of **Treasure Tables**, unless noted earlier. The traditional way to obtain such gear is via a quest!

The Wizards' Guild certifies magic shops for your protection. When facing Evil, you do not want to learn that the "demon-slaying sword" you bought from some skeezy drifter is a glorified lantern. Or worse, cursed – we confiscate several demonic weapons every month.

– Grand Magister Certus Immortuos

SERVICES

Not everything visitors can spend money on is *stuff*. Caverntown's many citizens are willing to put their skills to profitable use.

Unlike the prices of goods, the costs given below aren't usually negotiable. The costs and availability of services not discussed here use the standard rules in the rest of **Dungeon Fantasy**.

ACCOMMODATIONS AND ENTERTAINMENT

The most striking thing about Caverntown's inns and taverns is how *numerous* they are. Enterprising locals are happy to rise to the (lucrative!) challenge of accommodating a steady stream of travelers who need to sleep, eat, and drink. For a whole supplement on such establishments, see **GURPS Dungeon Fantasy 10: Taverns**.

Many homeowners are willing to let a room or sell a meal, too. The Hospitality Guild overlooks this – but only because the Town Watch doesn't take kindly to them hassling people in their own homes. If a delver is trying to hide out, make a reaction roll: "Good" or better (13 or higher) means the adventurer

finds a friendly local; "Bad" or worse (6 or less) means being ratted out.

For visitors whose idea of entertainment is seeing the sights, see *Hospitality Guild* (pp. 22-23) for notes on tour guides.

Inns

Travelers who live at inns (or in the homes of friendly citizens) pay the standard \$150 per week for food and lodging; see **GURPS Dungeon Fantasy 2: Dungeons**, p. 4 and **GURPS Dungeon Fantasy 10: Taverns**, p. 4. By rights, the cost should be higher – a lot of resources pick up taxes on their trip down The Shaft (p. 6), and innkeepers exploit a captive market. Delvers are numerous and *dangerous* enough to keep prices moderate, however.

Adventurers with Phobias, Vows, etc. should note that it's *very* common for rooms to be in basements in order to avoid the constant sunlight of the Great Cavern (*Light*, p. 8). This is great for those who fear open spaces! For those with Claustrophobia or Vows about sleeping under the open sky, it triggers the usual problems. To find an inn or home that lets visitors sleep on the roof, roll 3d. On 9 or less, there's a suitable vacancy.

Other housing options are serving on the Town Watch (see *Deputy Delver*, p. 27), mooching off professional colleagues (see *Claiming Hospitality*, p. 28), and even purchasing a home (see *Settling Down*, pp. 28-29). Camping outside town – in the tunnels – means paying the toll at the gates (p. 8) to leave, facing *daily* wandering monster rolls, and making weekly **Survival (Subterranean)** rolls with the consequences noted in *Starving (Dungeons)*, p. 4). Living on the streets with **Urban Survival** works normally.

Taverns

GURPS Dungeon Fantasy 10: Taverns is especially valuable for gaming groups that enjoy alehouse antics. Among the beverages on pp. 30-31 of that supplement, crushroom ale and spider-eye spirits are generally available in Caverntown; hallucinations from the ale are, like mentalists' nightmares, tainted with visions of the Deep (see *Psionic Echoes*, p. 10). Delvers seeking demon rum or orcish bloodwine can find it on any given night on a roll of 9 or less on 3d.

Two tipples are unique to Caverntown:

Red-Eye: Failed low-light vision aid for the tunnels, repositioned as “whiskey” by the Alchemists' Guild to save face – and make money. Shifts all modifiers for light level (*after* Night Vision, if any) one step toward -3 for an hour: -9 through -4 become -8 to -3, -3 stays -3, and -2 through 0 become -3 to -1. Ounce: \$6, 0.25 lb.

Shaft Draught: Murky beer named after The Shaft (p. 6), which brings down all of Caverntown's grain. Famous for being made with a haphazard mash: “Nothing goes to waste!” The gruit used to hide this crime is a druidic secret that grants +1 to all attempts to cast druidic spells – helpful or *harmful* – on the subject, for one hour. Pint: \$6, 1 lb.

MAGICAL SERVICES

Caverntown's magic-using professionals, especially its temples (p. 17) and Wizards' Guild (pp. 20-21), offer a wide variety of services of value to delvers. The GM is welcome to export the next few sections to other settlements – if not as rules, then as guidelines.

Hey, I Could Do That! Many of these services involve abilities unavailable to PCs in a standard *Dungeon Fantasy* campaign. Not all, though. Delvers who decide to offer such services are violating guild privilege – or temple privilege, which amounts to the same thing. See *Guilds* (pp. 18-23) for the chances and consequences of getting caught, and *Magical*

HOSPITABLE PLACES

Customarily, adventurers sleep – and even stash their gear – at inns (pp. 42-43), and frequent taverns (above) to hear rumors, gamble, and brawl. Most delvers spend more time at these places than at shops, so it can be fun to flesh them out. Here are several possibilities. As *Shops and Shopkeepers* (pp. 39-40) notes, not every establishment exists in every campaign, and these descriptions may be color or affect game play – all as the GM desires.

Where to Eat, Drink, and Be Merry

Aloloch's Landing: The name refers jokingly to Caverntown's history (pp. 4-5). Barman Al (“You can call me Al!”) couldn't *possibly* be a necromancer. Urchins claim he's a corpse-eater disguised as a human. Definitely on the rough side.

The C-Note: Named after the town's paper currency (p. 36). Run by a human dude, Frankie Bix. Famous for late-night jams, and where Sivel (p. 22) is often found.

The Cave: Tavern from *GURPS Dungeon Fantasy 10: Taverns* – run by dwarf couple Thorin and Ythelin – could be resituated in Undertown (p. 35), its “back door” connected to any dungeon the GM likes.

The Shaft: Street-level terrace in front of the Adventurers' Guild hall – the best place to hear rumors. Overseen by Mala Badapple, sister of the Guild's master, Scrump.

The Sunbat's Roost: Rooftop terrace near Town Square affords a fine view of the town. Snobby human owner Isabell Robert serves anything (*legal*) her clients can afford, including elven delicacies.

Where to Stay

Cheery Lodgings: Owned by Cheery O'Malley, master of the Hospitality Guild, who's generally present (she conducts most Guild business here).

King's Chalet: Inn nearest Town Square, and consequently always full. Run by a human woman, svelte socialite Sequana Conrad.

North West Inn: Often confused with the West North Inn (below). Owned by Wallace Wilson, too, but run by an amazingly articulate gargoye called “G.G.,” who's clean and handsome enough to be mistaken for ornamental statuary.

The Sunset: Basement (not technically Undertown) inn offers respite from the eternal sun, if not from rats. Gnome hotelier Cesar Hilltown dismisses rumors of a long-term vampire lodger. Still, he never lets Room 33.

West North Inn: Largest inn on its namesake boulevard – and in Caverntown. Owner Wallace Wilson, an affable human man the staff just call “W.W.,” greets visitors personally.

Crimes (pp. 26-27) for the “remedial penance” that inevitably follows mundane punishment.

Bespoke Enchantment

If the town's magic shops don't have what you want, you can have it created. This almost always involves a workgroup – choir of clerics, circle of wizards, company of alchemists, coven of druids – and not a lone individual. The process:

- Odds of somebody knowing how to work the magic are 100% for anything on p. 30 of *Adventurers*, or 15 or less on 3d for other non-secret spells (including higher levels of Accuracy, Deflect, Fortify, Puissance, etc.). A *secret* spell or Great Wish is only ever an option as a specific quest reward.

Workers are usually alchemists for amulets, clerics for clerical spells, druids for druidic enchantments, or wizards for wizardly magic, but NPCs can bend the rules (e.g., for a wizardly Major Healing staff or druidic serpent's amulet); this makes the odds 12 or less for common items, 9 or less for others. If a roll is required, the GM may assess bonuses or penalties for trivial or earth-shattering magic. Treat any roll required exactly like a search for goods (see *Buying*, pp. 37-42).

- The *customer* provides the object to be enchanted. (That said, letting delvers find magic-working craftspeople and buy goods as well as magic from them, using the usual rules for availability and price, won't break anything.)

- Basic price for the enchanting process is as listed in the relevant *Dungeon Fantasy* supplement. For an upgrade to a higher level of an existing enchantment, use the price *difference*. If the price of a finished item obviously includes the value of goods, subtract this to find the enchantment price (e.g., boots of balance include an \$80 pair of boots, which the customer must provide, and the magic costs \$15,000).

- Work takes one day per \$20 calculated in the previous step, rounded up. Enchanters can work *n* times faster if you pay *n* times as much (that's one part magical laws, nine parts greed): double cost to halve time, triple it to divide time by 3, and so on. For instance, improving a sword with Penetrating Weapon (2) costs \$5,000 and means a wait of 250 days; to get it in two weeks (14 days) is 250/14 times as costly: \$89,286!

- The enchanters demand *half* of the price of the work up front.

- While work is being done, the item is *unavailable*. It's possible to get it back before the enchantment is added, but that means losing the full down-payment – enchanters hate having their time wasted – and the aborted effort saves no money or time if the work is contracted again later.

- The work is guaranteed – don't roll dice for it or worry about magical quirks. This is Town Hall policy: Those who manufacture magic items must do it right or they owe their customer an identical replacement.

- The enchanters demand the other half of the price on completion of the work. They won't return the item until they get paid. They'll hold it, but roll 3d weekly: On 9 or less, somebody bought it – it's gone! The enchanters *will* return the down-payment, but that's it.

Nothing above is subject to negotiation. It's hidebound town and guild/temple policy, and works the same for super-charismatic people with high Merchant skill as it does for Ugli the Idiot Ogre. Those who dislike it don't have to have work done.

Castings

To get someone to cast spells that count as "on," hire a magic-using henchman (p. 45) to follow you around, maintaining spells and living with the penalties.

Having someone cast a non-Enchantment spell that *doesn't* count as "on" – in a way that *doesn't* break the law – is a standard one-time service. Somebody in town will know the spell. The going rate for anything but *Healing* (below), which is subject to temple law, is \$5 per energy point. Important castings include:

Detect Magic or Identify Spell: \$10

Continual Light or Continual Mage Light (lasts 2d days): \$10, \$20, or \$30

Dispel Magic (one subject): \$15

Seeker: \$15

Repair: \$10 per 5 lbs. of item weight, minimum \$30

Analyze Magic: \$40/spell (some wizards identify *everything* for just \$120, but require the item for a day)

Divination: \$50

Black Magic: Anything *illegal* – like raising zombies or cursing enemies – requires a **Streetwise** roll. Any success finds somebody (most often a demonologist, evil cleric, or necromancer) willing to work for \$50 per energy point; e.g., \$400 for the Zombie spell. Failure finds nothing (treat repeated attempts as for *Buying*, pp. 37-42). Critical failure finds a sting operation; the person searching is treated as having committed the crime they had in mind (see *Magical Crimes*, pp. 26-27).

Get Merlin on the Line: Prices assume an *effective* skill level of 15, possibly implying assistants, specialized workspaces, and paraphernalia. Each +1 to skill adds 40% to cost; e.g., skill 16 costs 1.4x, 18 costs 2.2x, and 20 costs 3x as much.

*Welcome to the Sun's Temple!
Seekest thou healing or a curse
lifted after thy previous venture?
Divination or a blessing before
the next? We ask only a modest
offering. Gold is most sacred to
The Radiant One.*

– High Priestess Jua Nuru

Healing

Cavertown's temples use a mix of mundane skills, curatives found in the dungeons, spells, and (in grave cases) pleas for divine intervention to treat the injured, ailing, and cursed. The process takes *two hours*, most of it in a waiting area with patients who cough consumptively and ooze pus. The literate are offered comforting religious pamphlets to help pass the time.

The temples' rates are calculated to undercut sellers of healing potions and scrolls, and not closely related to the prices for other castings, in part because results are guaranteed: Your curse *will* be lifted or your consumptive cough *will* be cured, even if it's stubborn. Thus, skill level isn't a factor here. Neither is negotiation – the fee schedule is "take it or leave it" (and "leave it" could still cost an arm and a leg if you're rotting).

Basic healing: \$2 per HP, to a maximum of \$100 for all HP

*Awaken subject from suspended animation that **doesn't** absolutely require Remove Curse*: \$5

*Cure **physical** affliction (remove any one disease, poison, or infestation, or stabilize a mortal wound) or put an incurable subject into suspended animation*: \$50*

*Cure **supernatural** affliction (each case of possession, petrification, shapeshifting, madness, or anything that requires Remove Curse)*: \$100*

Repair lasting/permanent crippling: \$750 per body part†
Repair dismemberment: \$1,600 per body part†
Resurrection: \$15,000‡

* If the condition is progressive – like a mortal wound or being turned to melting ice – paying double lets you jump the queue and save two hours.

† An arm and its hand or a leg and its foot counts as *one* body part. Each eye or ear requires its own fee. These prices buy *instant* healing – anyone willing to wait a month for the cure to work pays only the \$50 to cure a physical affliction.

‡ A donation to convince the gods to send someone back. Every \$500 (or fraction) the subject's friends can't pay means the patient returns missing one character point in core professional template abilities; e.g., being \$5,000 short might cost a wizard one level of Magery, or a knight a level of ST. The GM's word is final! Minimum donation is \$2,500 (that's a 25-point sacrifice).

A Blessing on You: The GM might not want temples to sell the Bless spell – the universal bonus that provides can get out of hand. As a compromise, consider having this whitest of white magic cost the same as *black* magic (p. 44): \$500 for +1, \$2,500 for +2. It might instead be sold on (transferable) items: \$3,300 for +1, \$16,500 for +2. Nobody sells the +3 level, which is reserved as a reward for *major* quests.

Recharges

Adventurers can recharge all sorts of power items in Caverntown:

- Bards, elementalists, and wizards deal with the Wizards' Guild. The Guild does a lot of research on artifacts found in the dungeons; if the GM allows supercharging (*GURPS Dungeon Fantasy 18: Power Items*, p. 10), it would be reasonable for this to be possible for *magical* power items in Caverntown.

- Clerics pay at the closest temple; druids, at the nearest garden. For shamans, druidic rites suffice, as they call many of the same spirits.

- Demonologists, evil clerics, and necromancers must be more circumspect. Finding suitable connections in town involves a **Streetwise** roll (defaults to IQ-5) or, if the seeker has a **Claim to Hospitality**, a roll for that (see *Claiming Hospitality*, p. 28).

- Heroic and scholarly power items (*Power Items*, p. 8) – if the GM permits them – recharge on their own as usual in Caverntown.

- Psionic power items recharge on their own, too, and mentalists find they regain one *extra* FP after each full week – a clue as to the Deep (p. 33).

For power items that don't recharge over time, recharging costs the standard \$5 per FP, paid at the relevant facility. If using special options from *Power Items*, the costs given there are unchanged in Caverntown.

Endurance items (*GURPS Dungeon Fantasy 8: Treasure Tables*, p. 38) aren't one of the secrets to which Caverntown's magic-workers are privy. Nobody here knows how to recharge them.

HENCHMEN

Delvers seeking to pay money for hirelings or points for Allies as described in *GURPS Dungeon Fantasy 15: Henchmen* should note that some lines of work are more or less common than Caverntown's size (somewhere between "most towns" and "cities") would suggest. When making the IQ and skill rolls in *Where Did You Find This Guy?* (*Henchmen*, p. 29), the modifiers below replace those for community size and special availability. Those for criers, bribes, superior pay, **Propaganda** skill, and specific requirements apply normally. Lousy employers – e.g., ones who renege on promised pay – will learn that gossip travels quickly in Caverntown, and definitely earn a permanent penalty there!

*Agent** (any): +1

Apprentice: +1 for wizard or *earth-attuned* elementalist*; -1 for other elementalist; -2 for incanter (*GURPS Dungeon Fantasy 19: Incantation Magic*, p. 9); -3 for demonologist or necromancer

Archer: +1 for veteran*; 0 for levy; -1 for scout; -2 for huntsman
Brute: +2 for soldier*; +1 for street thug*; -1 for bandit; -2 for barbarian

Cultist: +1 for druid, *good* cleric, or wizard*; -1 for elemental; -2 for shaman; -3 for demonologist, *evil* cleric, or necromancer

*Cutpurse** (any): +1

Guard: +2 for city guard, shield-bearer, or spear-carrier*; 0 for missileer; -2 for savage warrior

Initiate: +1 for druid or *good* cleric*; -2 for shaman; -3 for *evil* cleric

Killer: +1 for assassin or street thug*; -2 for ninja

Laborer: +2 for professional porter*; -2 for savage pack-bearer; -4 for dockworker

Native Guide (*GURPS Dungeon Fantasy 16: Wilderness Adventures*, pp. 11-12): -2

Sage: +1 for engineer*; 0 for interpreter, mapmaker, or occultist; -1 for naturalist; -2 for elder

Servant: +1 for potion-taster or weapon caddy*; 0 for cook, jester, or manservant

Skirmisher: +2 for sword-and-buckler man*; 0 for runner; -2 for monk

Squire: +2 for holy squire or sergeant*; 0 for secular squire

Swashbuckler (as henchman; see *GURPS Dungeon Fantasy Denizens: Swashbucklers*, pp. 6, 7, 9, 11, 13): +2 for generic swashbuckler*; +1 for rogue*; 0 for aristocrat or duelist; -4 for buccaneer

*Torch-bearer**: +2

* A +1 indicates a group that makes up a significant portion of Caverntown's standing population; a +2 means they aren't merely numerous but also actively seeking work in the dungeons.

Pay: Rates are standard (*Henchmen*, p. 32) in Caverntown. There's plenty of loot to tempt greedy hirelings, danger to justify better pay, and *competition*. The overambitious get undercut. Hourly rates are accepted only in town; expeditions beyond the gates (p. 8), however brief, always cost daily rates or better.

Tattooed Scrolls

On the other hand, the secret of tattooed scrolls (*GURPS Dungeon Fantasy 4: Sages*, p. 16) is known to a circle of dwarven Wizards' Guild members. They'll do the work for \$100 (see *Tattoos*, p. 38, for what this buys) plus the scroll's standard price. Time is one day per energy point. Treat such a tattoo as any other scroll when rolling to learn whether the available tattooists know the spell; see *Magic Items* (pp. 41-42).

REPAIRS AND REFITTS

Caverntown boasts sizable guilds of artificers (mostly gnomes) and armorers (mostly dwarves), not to mention experts at Making and Breaking spells. If delvers need *existing* gear worked on – doubtless because they looted it! – there's *always* someone available to do the work.

Trivial Repairs: Repairs that even sedentary non-adventurers might seek – anything involving diminished functionality but not DR or HP loss – cost \$5-10. This is the price to straighten a bent tool, put new laces on an old boot, or whatever. Roll 1d+4 for the \$ cost. If this would exceed item cost, reduce it to that. Such work rarely takes more than one hour (1d×10 minutes, if time *really* matters).

Serious Repairs: Wizards with the Repair spell generally handle bigger jobs, such as restoring DR lost to corrosion, or reforging the shards of a shattered sword. As *Castings* (p. 44) notes, this costs at least \$30 – more, for heavy items. This is so quick, cheap, and available that it replaces *Repairs*

(pp. B484-485) . . . but for *meteoric* artifacts (or people with Manaphobia!), it isn't an option! Cost is then (1d+1)×10% of the object's value as a mundane item: 1d×10% for spare parts, plus a 10% commission. The work takes a week. If the item actually *broke*, any magical properties are lost and repairs won't restore them.

Fixer-Uppers (*GURPS Dungeon Fantasy 2: Dungeons*, p. 14): Craftspeople can also refit armor (or anything else wearable), restring a bow to a new ST, or make any similar adjustment of existing gear to a new user permitted by the GM. The only stipulations are that the item is designed for someone of the end user's SM and that – for armor – the race of the intended wearer and new owner are compatible (not prohibited by an "armor isn't interchangeable" racial feature). Cost is 10% of mundane artifact value; time is a week.

Upgrades: Most armor, shield, and weapon modifiers are unavailable after the fact – gear must be *created* as dragonhide, dwarven, fine, etc. Something can be gussied up to be mirrored, ornate, silver-coated, or bejeweled (to add power-item value), though, and a spike can be added to a shield. The work takes a week and costs the difference in value, plus 10% of that as a commission; e.g., a silver coating has +2 CF, so silvering a \$600 sword raises value by \$1,200 and the work costs \$1,320.

TRAINING

If the GM uses *Training Expenses* (*GURPS Dungeon Fantasy 3: The Next Level*, p. 43) – or restricts access to the abilities in *GURPS Dungeon Fantasy 11: Power-Ups* – Caverntown boasts capable instructors for artificers, assassins (at least if the Society of Assassins, p. 23, exists!), bards, clerics, druids, elementalists (included in the Wizards' Guild), holy warriors, innkeepers, knights, scholars (employed by the Brotherhood of Bards, temples, Town Hall, and Wizards' Guild), swashbucklers, thieves, and wizards. There are also teachers for any *general* power-up and for any skill that isn't limited to a particular profession, unless it's an outdoor skill like Riding (Horse), Survival (Jungle), or Weather Sense. Tutors charge the usual prices.

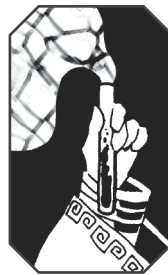
Members of other professions – or *anybody* seeking a skill of little use underground – must roll against **Current Affairs (Caverntown)** if the desired knowledge is legitimate but scarce (abilities for barbarians, incanters, martial artists, ninja, scouts, and shamans, plus uncommon skills), or **Streetwise** for training in something skeezy (always applies to demonologists, evil clerics, mentalists, necromancers, and unholy warriors). Anybody can instead try **Carousing** to locate a teacher in a tavern, or roll for a **Claim to Hospitality** relevant to the profession (see *Claiming Hospitality*, p. 28). On a failure, waiting a week allows repeated attempt. Success finds a visitor or skulking private citizen who's willing to share. If the training normally costs money, add 100% to cost and subtract 10% times margin of success, to a minimum of normal cost for success by 10+ or a critical success. Point cost is unaffected.



INDEX

- Accommodations, 42-43; *Claim to Hospitality*, 28; examples, 43; owning, 28-29; with homeowners, 42.
- Advantages, *social*, 28.
- Adventurers, *visiting*, 12.
- Adventurers' Guild, 19, 37; *alternate entrance*, 8; *black market*, 19, 36, 37; *example shop*, 39; *finding quests*, 19, 24, 32; *Mayor's Council*, 14; *special gear sold by*, 40; *tavern*, 43; *Town Watch and*, 15; see also *Guilds*.
- Adventures, 31-34; *exploring the dungeon*, 32-33; *outdoorsmen and*, 31; *random urban events*, 30; *urban dangers*, 25; *wandering monsters*, 34; see also *Quests*.
- Air, 8-9.
- Alchemists' Guild, 21, 37; *example shops*, 39; *Mayor's Council*, 14; *quests*, 31; *special gear sold by*, 40; see also *Guilds*.
- Armor, *buying*, 39-40; *cost of adjusting*, 24; *wearing in town*, 27; see also *Enchantments*, *Equipment*, *Magic Items*, *Weapons*.
- Armors' Guild, 19, 37; *adjustments by*, 24; *example shops*, 39; *Mayor's Council*, 14; *special gear sold by*, 40; see also *Armor*, *Guilds*, *Weapons*.
- Artificers' Guild, 19, 37; *current mayor*, 14; *Mayor's Council*, 14; *special gear sold by*, 40; see also *Guilds*.
- Assassins, *Society of*, 23; *other entrance*, 8; see also *Guilds*.
- Authorities, 13-17; *effective skill*, 13; *quests*, 31.
- Badapple, *Guildmaster Scrump*, 19, 23.
- Barbarians, *characters*, 11, 28, 31; *henchmen*, 45; *outdoorsmen traits*, 29-31; *training*, 28, 46.
- Bards, *Brotherhood of*, 21-22, 37; *Mayor's Council*, 14; *recharging power items*, 45; *training*, 46; *visiting*, 12; see also *Guilds*.
- Barricade, 7-8; *damaging*, 26, 27; *gates*, 8; *ghosts*, 10; *Perimeter Road*, 7, 8; *Undertown*, 35; see also *Military*.
- Basic equipment, *buying*, 38.
- Black market, 19, 24, 36, 37; *punishment*, 25.
- Bless spell, *buying*, 45.
- Boulevards, 7.
- Buildings, 7; see also *Barricade*, *Gates*, *Inns*, *Shaft*, *Taverns*.
- C-notes, 36; *crime*, 25; *metal reserves*, 36; *money-changers*, 14, 24; *tavern*, 43; *Town Hall*, 14.
- Campaigns, *location in world*, 4; *map of city*, 6; *based in city*, 27-30; *random urban events*, 30; see also *Adventures*, *Character Creation*.
- Castings, see *Spells*.
- Chamber of Commerce, 19-20, 37; *buying goods*, 24, 37; *crimes against*, 25; *example shops*, 39-40; *Mayor's Council*, 14; *merchant visitors*, 12; *quests*, 32; *selling goods*, 25, 36.
- Character creation, *outdoorsmen traits*, 29-31; *professions*, 11, 27-28; *races*, 11; *social traits*, 28.
- City overview, 3.
- Civilization, *problems of*, 26.
- Claim to Hospitality advantage, 28, 45, 46.
- Clerics, *characters*, 11, 28; *henchmen*, 45; *important*, 17; *recharging power items*, 45; *sanctity level*, 10; *supplies*, 40; *training*, 46; see also *Holy Warriors*, *Temples*.
- Clothing, 37-38; *example shops*, 39.
- Coleopteran queendom, 35.
- Crimes, 25-27; *bypassing guilds*, 18, 25, 41, 43; *damaging town property*, 26; *death-penalty equivalents*, 26; *economic*, 25; *general*, 25; *gaming arrest and punishment*, 26; *littering*, 9, 26; *magical*, 26.
- Currency, see *C-Notes*.
- Dante's Paradise, 33.
- Dark Necropolis, 35.
- Darkness-related magic, 9-10.
- Deep, The, 33.
- Deep Lakes, 33.
- Deep Rangers, 15.
- Delving companies, 19.
- Deputy delvers, 27; *quests*, 31; *random encounters*, 30.
- Doors, 7.
- Druids, *character creation*, 31; *College of*, 17, 20, 27; *crimes against*, 26; *Great Druid*, 18; *Mayor's Council*, 14; *Nature's strength*, 10; *recharging power items*, 45; *rumors*, 10; *training*, 46; see also *Temples*.
- Dueling, 27.
- Dungeon Fantasy Roleplaying Game*, 3; see also *GURPS*.
- Dungeons, see *Tunnels*.
- Earth magic, 9.
- Economics, 37.
- Eight Titans, 6-7, 24; *fountains*, 6, 9, 10; *hidden lift*, 8.
- Enchantments, *bespoke*, 43-44; *buying*, 43-44; *magic items*, 41-42; *special-order*, 43-44; see also *Magic Items*, *Scrolls*, *Spells*.
- Entrances, *from tunnels*, 7-8; *main*, 5, 6; *other*, 8; *The Shaft*, 6; *tolls*, 6, 24, 25.
- Equipment, *availability*, 37; *brewing own*, 41; *buying basic*, 38; *buying*, 24, 25, 37-42; *crafting own*, 41; *custom-crafted*, 23; *dwarven*, 40; *enchanting*, 43-44; *finding rare*, 41; *local specialties*, 40-41; *money*, 36; *outdoorsy*, 41; *recharging power items*, 45; *refits*, 46; *repairs*, 46; *scrap*, 36; *selling*, 24, 36-37; *special enchantments*, 43-44; *special non-magical*, 40-41; *special orders*, 41; *starting for locals*, 28; see also *Black Market*, *Magic Items*, *Shops*, *Treasure*, *Weapons*.
- Food, 9, 38; *crimes*, 26; *foraging*, 29, 32; *inns*, 42-43; *taverns*, 43; see also *Water*.
- Forgotten Mines, 33.
- Fort Caverntown, 5; *breaching*, 26; *great golems*, 17; *The Shaft*, 5, 6; *troops*, 5, 15-17.
- Gadeteers' Guild, see *Artificers' Guild*.
- Garbage, 9, 24; *crimes*, 26; *rumors*, 10; *scrounging*, 24; *Undertown*, 35.
- Gate magic, 10.
- Gates, *Caverntown*, 8; *Fort Caverntown*, 5.
- Gear, see *Armor*, *Equipment*, *Magic Items*, *Treasure*, *Weapons*.
- General stores, *example*, 39.
- Glimmering Caves, 34.
- Goblin pits, 34.
- Goldhaus Group, 20, 39.
- Great Cavern, *city layout*, 6-8; *infrastructure*, 8-9; *overview*, 6.
- Great golems, 5, 6, 17; *damaging*, 17, 26; *rumor*, 10.
- Guides, *tour*, 22.
- Guilds, *Big Five*, 19-21; *bypassing*, 18, 25, 41, 43; *descriptions*, 19-23; *effective skill*, 13; *fees*, 24; *Mayor's Council*, 14; *minor*, 23; *other significant*, 21-23; *overview*, 18-19; *quests*, 31; *table of people*, 23; *visiting members*, 12; see also *Military*, *Temples*, *specific guilds*.
- GURPS Basic Set**, 3; *Dungeon Fantasy*, 3, 6, 8, 13, 23, 24, 26, 38, 41-44; *Dungeon Fantasy 1: Adventurers*, 3, 11, 13, 15, 38, 40, 41; *Dungeon Fantasy 2: Dungeons*, 3, 5, 7, 8, 10, 13, 15, 18-20, 24, 25, 29, 30, 32-34, 36, 37, 41-43, 46; *Dungeon Fantasy 3: The Next Level*, 25, 34, 35, 38, 46; *Dungeon Fantasy 4: Sages*, 11, 20, 40, 42, 46; *Dungeon Fantasy 5: Allies*, 34; *Dungeon Fantasy 6: 40 Artifacts*, 40, 42; *Dungeon Fantasy 7: Clerics*, 11, 16, 17, 38, 40; *Dungeon Fantasy 8: Treasure Tables*, 37, 38, 40-42, 45; *Dungeon Fantasy 9: Summoners*, 10, 11, 34; *Dungeon Fantasy 10: Taverns*, 11, 23-25, 34, 42, 43; *Dungeon Fantasy 11: Power-Ups*, 28, 31, 46; *Dungeon Fantasy 12: Ninja*, 11, 16, 41; *Dungeon Fantasy 13: Loadouts*, 38, 40; *Dungeon Fantasy 14: Psi*, 10, 16, 35, 41; *Dungeon Fantasy 15: Henchmen*, 11, 15, 16, 19, 21, 24, 29, 45; *Dungeon Fantasy 16: Wilderness Adventures*, 15, 29, 32, 33, 38, 40, 41, 45; *Dungeon Fantasy 17: Guilds*, 3, 14-16, 18-20, 22, 24, 27, 28; *Dungeon Fantasy 18: Power Items*, 23, 45; *Dungeon Fantasy 19: Incantation Magic*, 16, 41, 42, 45; *Dungeon Fantasy Denizens: Barbarians*, 31, 38; *Dungeon Fantasy Denizens: Swashbucklers*, 28, 38, 45; *Dungeon Fantasy Encounters 1: The Pagoda of Worlds*, 8, 35; *Dungeon Fantasy Monsters 1*, 29, 33-35; *Dungeon Fantasy Monsters 2: Icky Goo*, 34, 35; *Dungeon Fantasy Monsters 3: Born of Myth & Magic*, 10, 33, 34;

- Dungeon Fantasy Treasures 2: Epic Treasures**, 42; **Magic**, 3; **Magic: Plant Spells**, 31.
- Harris, Commander Arthur, 15, 23, 26.
- Hazards, *random urban events*, 30; *tunnel*, 33; *urban*, 25.
- Healing, 44-45.
- Hell's Oubliette, 34.
- Henchmen, 45; *rumors*, 10.
- Hive, The, 35.
- Holy warriors, *characters*, 11, 27, 28; *training*, 46; *see also Clerics, Order of Saint Angelina, Temples*.
- Hospitality Guild, 22-23, 37; *guides*, 22, 24; *inns*, 42-43; *maps*, 22, 24; *Mayor's Council*, 14; *taverns*, 43; *welcome center*, 7; *see also Guilds*.
- Immortuos, Grand Magister Certus, 21, 23.
- Infrastructure, 8-9; *tampering with*, 26; *see also Garbage, Light, Water*.
- Inhabitants, 11-12; *protagonists as*, 27-28; *table of key*, 23.
- Inns, 42-43; *example*, 43; *see also Hospitality Guild*.
- Jewelry, 38; *example shops*, 40.
- King's Men, 16.
- Laws, *tribune*, 14; *see also Crimes*.
- Layout of city, 6-8.
- Lift, 5; *see also Shaft*.
- Light, *in town*, 8; *in tunnels*, 32-33; *magic*, 9-10; *rumor*, 10.
- Location in world, 4.
- Locks, 7.
- Loot, *see Armor, Equipment, Magic Items, Treasure, Weapons*.
- Lord Mayor, *see Mayor*.
- Lost Labyrinth, 35.
- Magic items, *buying*, 41-42; *example shops*, 40; *special-order casting*, 44; *special-order enchantment*, 43-44; *see also Enchantments, Scrolls*.
- Magic, *black*, 44; *energies*, 9-10; *mana level*, 9-10; *spell bonuses*, 9-10; *see also Spells*.
- Magical services, 43-46.
- Mana level, 9-10.
- Maps, *accessories*, 38; *creating*, 37; *from guild*, 22; *Navigation skill*, 29; *of campaign setting*, 6; *of streets*, 7; *travel*, 29, 32.
- Mayor, 13-14; *history*, 5; *other entrance*, 8.
- Mayor's Council, 14.
- Mentalists, 10, 11; *King's Men*, 16; *nightmares*, 10, 33; *recharging power items*, 45; *training*, 28, 46; *training facility*, 35.
- Merchants, *dealing with*, 36, 37; *example shops*, 39-40; *regular dealings with*, 38; *visiting*, 12; *see also Chamber of Commerce, Equipment*.
- Military, 15-17.
- Mines, *goblin*, 34; *forgotten*, 33.
- Money, *see C-Notes*.
- Money-changers, 14, 24.
- Monsters, *buying parts*, 41; *city wildlife*, 12; *in tunnels*, 33-35; *intelligent*, 11, 12; *random urban events*, 30; *rumors*, 10; *selling parts*, 37; *undead*, 10; *wandering*, 34.
- Mufajir, Guildmaster Zuulia, 21, 23, 39.
- Natives, 11.
- Nature's strength, 10.
- Necromantic magic, 10.
- O'Malley, Guildmaster Cheery "Cheerio," 23, 43.
- Order of Saint Angelina, 10, 14, 16; *duels*, 27; *history*, 5; *Mayor's Council*, 14; *quests*, 32; *temple*, 7, 17; *troops*, 5, 8; *undead and*, 10.
- Organizations, *effective skill*, 13; *see also Authorities, Guilds, Temples, specific organizations*.
- Outdoorsmen, *making useful*, 11, 29-31; *see also Barbarians, Character Creation, Druids*.
- Perimeter Road, 7-9.
- Population density, 11.
- Power items, *recharging*, 45.
- Professions, 11.
- Psionic echoes, 10, 33; *see also Mentalists*.
- Quests, *Adventurers' Guild*, 19, 32; *as punishment*, 15, 26; *finding*, 19, 24, 31-32; *ideas*, 12.
- Races, 11.
- Red-Eye beverage, 43.
- Religious sects, *influential*, 17; *see also Druids, Order of Saint Angelina, Temples*.
- Reputation trait, 28, 29.
- Researchers, 12.
- Resurrection, 10, 45.
- Restless dead, *see Undead*.
- Roméé, Grand Mistress Geneviève, 16, 17, 23.
- Rooftops, 7.
- Royal Embassy, 15; *quests*, 31; *visiting spies*, 12.
- Rumors, 10.
- Ruth Institute, 35.
- Sanctity level, 10; *rumor*, 10.
- Schreck, Ambassador Bela, 15, 23, 31.
- Scrap, *selling*, 36.
- Scrolls, *accessories for*, 40; *buying*, 42; *example shop*, 40; *tattooed*, 46.
- Self-defense, 27.
- Services, 42.
- Sewage, *see Garbage*.
- Shadow Enclave, 35.
- Shaft Draught beverage, 43.
- Shaft, The, 5, 6; *Adventurers' Guild*, 19, 43; *beer*, 43; *crimes*, 26, 27; *tolls*, 6, 24, 25; *Town Square*, 7; *see also Great Golems*.
- Shields, *see Weapons*.
- Shops, 39-40; *regulars*, 38.
- Sideways (native "insect"), 12.
- Sivel, Master Bard, 21-23, 43.
- Skills, *new specialty*, 29; *outdoorsmen*, 29-30.
- Social Stigma disadvantage, 25; *gaining*, 25, 26, 30.
- Spells, *buying Bless*, 45; *buying castings*, 44; *special-order*, 44; *bonuses to*, 9-10; *see also Enchantments, Magic, Magic Items, Scrolls*.
- Spies, 12.
- Status trait, 28, 29.
- Stonesen, Guildmaster Wälli, 19, 23.
- Stories, *selling*, 38.
- Streets, 7; *crimes*, 26.
- Sunbats, 12.
- Survival (Subterranean) skill, 29, 30, 32, 43.
- Table, *random tunnel encounters*, 34; *random urban events*, 30.
- Tasks in town, 24.
- Tattoos, 38; *example shop*, 40; *scrolls*, 46.
- Taverns, 43; *bar fights*, 25; *see also Hospitality Guild*.
- Temples, 17-18; *crimes against*, 26; *effective skill*, 13; *evil*, 17; *food*, 9; *healing*, 44-45; *Mayor's Council*, 14; *quests*, 32; *recharges*, 45; *special gear sold by*, 40; *undead and*, 10; *see also Druids, Clerics, Order of Saint Angelina*.
- Thieves' Guild, *see Adventurers' Guild*.
- Thieves' tools, 40.
- Tolls, 6, 24, 25; *not paying*, 6, 25.
- Tombs, *in tunnels*, 35; *see also Undead*.
- Tourists, 12.
- Town Hall, 14; *money*, 14; *quests*, 31; *see also Town Watch*.
- Town Square, 7; *Adventurer's Guild*, 19; *Brotherhood of Bards*, 21; *hospitable places*, 43; *King's Men*, 16; *Order of Saint Angelina*, 17; *Royal Embassy*, 15; *Town Hall*, 14; *Town Watch*, 15; *see also Eight Titans, Shaft*.
- Town Watch, 15; *Deputy delvers*, 27; *Mayor's Council*, 14; *random encounters*, 30; *quests*, 31.
- Training, 46.
- Travel in tunnels, 32.
- Treasure, *deed to home*, 29; *scrap*, 36; *selling*, 36-37; *see also Armor, Equipment, Magic Items, Scrolls, Weapons*.
- Tribune, 14.
- Tripvines, 12.
- Tunnels, *destinations*, 33-35; *exploring*, 32-33; *hazards*, 33; *travel in*, 32.
- Undead, 10, 35; *history*, 4; *random urban events*, 30; *random tunnel encounters*, 34; *spells related to*, 10, 44.
- Undertown, 35; *alternate entrances in*, 8; *example shops*, 39, 40; *example tavern*, 45; *quests in*, 15; *undead and*, 10.
- Urban, *dangers*, 25; *random events*, 30.
- Vampires, 8, 10, 35, 43.
- Vibes, Great Druid Carbonado, 17, 18, 23.
- Villagers, 12.
- Vision-related magic, 9-10.
- Visitors, 12.
- Vythispolis, 35.
- Warrior codes, 27.
- Watchmen, *example*, 15.
- Water, 6, 9, 24; *crimes*, 26; *foraging*, 29, 32; *rumors*, 10; *see also Food*.
- Weapons, 38-39; *carrying in town*, 27; *see also Armor, Enchantments, Equipment, Magic Items*.
- Widgery, Guildmaster Cleome, 19, 23, 39.
- Widgery, Mayor Petunia, 14.
- Wildlife, 12; *see also Monsters*.
- Wizards, *characters*, 11, 27, 28; *henchmen*, 45; *mana level*, 9-10; *recharging power items*, 45; *training*, 46.
- Wizards' Guild, 20-21; *crimes against*, 26; *library*, 20; *Mayor's Council*, 14; *other entrance*, 8; *Town Watch and*, 15; *visitors*, 12; *see also Guilds*.
- Zonio-Goldhaus, Chairperson Stella Marcia, 20; *Goldhaus Group*, 20, 39.



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