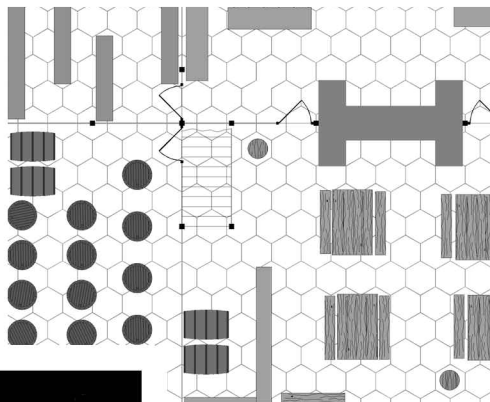


**GURPS**

Fourth Edition

# DUNGEON FANTASY™ 10 TAVERNS™



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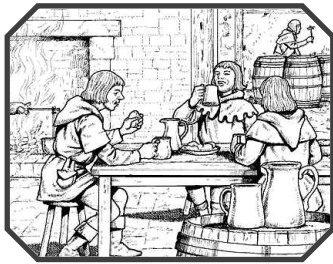
# INTRODUCTION

*Nearly every human community bigger than a single household has a place for people to eat, drink, and socialize.*

– *GURPS Fantasy*

Bars and taverns occupy an archetypal niche in roleplaying games. From the hobby's earliest days, adventures often started (and ended) in a tavern. One reason was college students played the earliest RPGs, and the location they were most familiar with was the student bar or café. Even today, reasons abound for kicking off a classic dungeon crawl in a tavern. Most obviously, it gives the GM a means of getting rumors and hints to the adventurers through NPC barflies, and it allows PCs to blow off a little steam.

*Dungeon Fantasy 10: Taverns* expands on the role of bars and taverns in a *Dungeon Fantasy* game, with examples of bars and bar-haunting NPCs that can be dropped into any setting. In addition, rules for everything from busking



to bar fights are provided, to ensure that the entire party can keep themselves occupied and entertained until it's time for the next dungeon. Now, raise your glasses and be of good cheer, for the storyteller is about to begin . . .

## HOW TO USE THIS BOOK

Chapters 1 and 2 contain new and expanded rules for making the tavern an active part of *Dungeon Fantasy* games, instead of mere justification for weekly cost of living expenses. Players will want to read them to learn what they can do in certain situations, while the GM will need to read them to set those situations up. Important characteristics are listed in **boldface**, for ease of reference.

The GM may want to reserve the last chapters for himself. These include four sample taverns are described in detail, down to secrets of the NPCs and hooks that could snare the party into local adventures. Most NPCs are given short write-ups, with necessary information only. However, a few get full details, including the point value. For friendly folk, this is a not-so-subtle hint that this person might make a useful Ally or a valuable and knowledgeable asset to bring along when heading into the local dungeon (for a fair share of the loot, of course).

## About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: [info@sjgames.com](mailto:info@sjgames.com). Resources include:

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*Bibliographies.* Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

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.

## ABOUT THE AUTHORS

Loren Wiseman was one of the founding partners of GDW, Inc., and spent more than 20 years there as a game designer, developer, editor, and typesetter. While at GDW, Loren contributed to more than 60 of that company's myriad products. After GDW closed in 1994, Loren freelanced for a while and then came to Steve Jackson Games, where he is the *Traveller* line editor. Loren is a historian by training and a game designer and developer by avocation. He paints miniature figures for relaxation when not reading or watching DVDs. From time to time, he has been known to actually play tabletop wargames with the figures he has painted.

Jason Levine, better known to most as "Reverend Pee Kitty," has been a gamer for most of his life and a die-hard *GURPS* fan since the release of *GURPS Third Edition*. His previous work includes coauthoring the *GURPS Creatures of the Night* series and writing *GURPS Dungeon Fantasy 5: Allies* and *GURPS Psionic Powers*. This historic moment marks the first book he's worked on since joining Steve Jackson Games as the assistant *GURPS* line editor – praise "Bob." He maintains a *GURPS* fan site at [www.mygurps.com](http://www.mygurps.com).

## STRANGER IN A CLOAK

This person can be found several nights a week sitting in a corner (his back to the wall), nursing a tankard. He wears a well-worn but serviceable hooded cloak concealing everything but his gloved hands, sleeved forearms, and black leather,

knee-length riding boots. He speaks only in monosyllables, pays with silver, and takes no part in anything that goes on in the common room unless someone lays hands on him. This hasn't happened in so long a time, no one can really remember exactly how an unlucky drunk wound up with a large welt on his jaw on the floor near the stranger.

## Innkeeper PCs

Delvers customarily *start* as adventurers, find their fortune, and then buy an inn. Things could go the other way, though: a tavern employee or owner might learn from the adventurers who frequent his establishment, and then venture out to seek loot instead of pushing a mop. This whimsical template is best for gamers who want to try their hand at playing a 250-point frying-pan-brandishing generalist.

### Innkeeper

250 points

All fantasy innkeepers are surprisingly fast and strong of mind and hand . . . but you're a legend, faster and stronger than most. What you lack in mystical powers and combat training, you make up in versatility. Lady Luck favors you – she *always* favors the house – and years of overheard gossip have given you the gift of knowing what to do in some extremely weird situations (Wild Talent).

**Attributes:** ST 12 [20]; DX 13 [60]; IQ 13 [60]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 13 [0]; Per 14 [5]; FP 12 [0]; Basic Speed 6.00 [-5]; Basic Move 6 [0].

**Advantages:** Alcohol Tolerance [1]; Improvised Weapons (Kitchenware)† [1]; Luck [15]; No Hangover [1]; and Wild Talent 1 [20]. • A further 50 points chosen from among ST +1 to +5 [10/level], DX +1 or +2 [20 or 40], IQ +1 or +2 [20 or 40], HT +1 to +5 [10/level], HP +1 to +3 [2/level], Will +1 to +7 [5/level], Per +1 to +6 [5/level], Acute Senses (any) [2/level], Charisma [5/level], Combat Reflexes [15], Discriminatory Smell [15], Eidetic Memory [5] *or* Photographic Memory [10], Fearlessness [2/level] *or* Unfazeable [15], Gizmos 1-3 [5/level], Honest Face [1], Intuition [15], Language Talent [10], Languages (any) [2-6/language], Lifting ST 1-3 [3/level], Penetrating Voice [1], Rapier Wit [5], Resistant to Poison (+3) [5], Signature Gear [Varies], Smooth Operator 1-3 [15/level], Wealth (Comfortable or Wealthy) [10 or 20], more Wild Talent [20/level], or replace Luck [15] with Extraordinary Luck [30] for 15 points *or* with Ridiculous Luck [60] for 45 points.

**Disadvantages:** -20 points chosen from among Compulsive Gambling‡ [-5\*], Compulsive Spending‡ [-5\*], Curious [-5\*], Greed [-15\*], Impulsiveness [-10\*], Overconfidence [-5\*], Sense of Duty (Adventuring companions) [-5], or Xenophilia [-10\*]. • Another -25 points chosen from among those traits or FP -1 to -3 [-3/level], Bad Temper [-10\*], Chummy [-5] *or* Gregarious [-10], Compulsive Carousing [-5\*], Gluttony [-5\*], Honesty [-10\*], Lecherousness [-15\*], Miserliness‡ [-10\*], Odious

Personal Habits [-5 to -15], Overweight [-1] *or* Fat [-3], Post-Combat Shakes [-5\*], or Stubbornness [-5].

**Primary Skills:** Brawling, Crossbow, Fast-Draw (Knife), and Knife, all (E) DX+1 [2]-14; Wrestling (A) DX+1 [4]-14; Professional Skill (Bartender) (A) IQ [2]-13; *and* Carousing (E) HT+1 [2]-13. • *One* of Axe/Mace, Broadsword, Shortsword, Staff, or Two-Handed Axe/Mace, all (A) DX+1 [4]-14. • A further 8 points distributed among the combat skills above.

**Secondary Skills:** Any *eight* of Filch (A) DX [2]-13; Pick-pocket or Sleight of Hand, both (H) DX-1 [2]-12; Connoisseur (any), Fast-Talk, Gambling, Leadership, Merchant, Smuggling, or Streetwise, all (A) IQ [2]-13; Diplomacy or Poisons, both (H) IQ-1 [2]-12; Sex Appeal (A) HT [2]-12; Scrounging (E) Per+1 [2]-15; Body Language, Lip Reading, or Search, all (A) Per [2]-14; Detect Lies (H) Per-1 [2]-13; Intimidation (A) Will [2]-13; or 2 points to raise one of those skills by a level.

**Background Skills:** Any *three* of Climbing or Stealth, both (A) DX-1 [1]-12; First Aid or Gesture, both (E) IQ [1]-13; Hiking (A) HT-1 [1]-11; Observation or Urban Survival, both (A) Per-1 [1]-13; or 1 point to buy another secondary skill at one level lower.

\* Multiplied for self-control number; see p. B120.

† This perk lets the innkeeper wield ordinary kitchen tools without penalties; e.g., a broomstick as a staff, a carving knife as a large knife, or a frying pan as a small mace. In practical terms, he buys *good*-quality knives and blunt weapons at *cheap*-quality prices, correcting for poor balance with experience.

‡ Miserliness is incompatible with Compulsive Gambling and Spending.

### Customization Notes

All innkeepers are good in a brawl or a drinking bout, but they vary greatly in skills and advantages. Players might find these ones *especially* appealing:

*I've had this since back in '67.* Gizmos (and Signature Gear) can represent all the weird-and-wonderful junk left at a tavern. See **GURPS Dungeon Fantasy 4: Sages** for guidelines. "Consumable nonmagical item that suits the user's profession" could mean *anything* here!

*Mr. Popularity.* Investing in Charisma, Smooth Operator, and social skills like Detect Lies, Diplomacy, Fast-Talk, Intimidation, Merchant, and Sex Appeal can turn the innkeeper into a credible bard substitute, minus the magic – perfect for the player who wants a non-spellcasting social genius.

# CHAPTER FOUR

# THE CAVE

The Cave is a tavern in a cavern, owned and operated by a family of dwarves for generations. The Cave is located next to and connected with, the infamous Dunheath Labyrinth. It is often the last bit of civilization the adventuring party sees before descending into the depths.

The Cave is not the only way into the labyrinth. Its “back door” leads to a tunnel that passes by two other viable (though more difficult to reach) entrances. Some delvers scoff at those who take the “civilized” way in . . . but most agree that a stiff glass of ale is the right way to start *any* dangerous activity.

Thorin and Ythelin have gone out of their way to encourage rumors about the wondrous treasures and adventures to be found within the labyrinth (and to shut up those who say it's been looted out). It still has yet to occur to them that nearly as many people come for the Cave itself as for the underground maze it's attached to.

## THE MAIN ROOM

The central room of the Cave is large underground area, entered through a doorway on the surface. A massive, two-part bar, built completely out of carved stone (mostly marble and slate) dominates the left half of the cavern, while tables and chairs (metal frames with stone surfaces or “cushions”) take up the right half. The walls of the room are dotted with ironbound oak doors, allowing entrance into small rooms and passages carved into the rock.

## OTHER ROOMS

**Family Quarters:** Four small rooms make up separate quarters for Thorin, Ythelin, Edwin, and Astrid.

**Staff Quarters:** The other three employees are welcome to sleep here – though only Greentooth typically takes advantage of the offer. The humans commute from the nearby town (about five miles away).

**Guest Rooms:** Visitors can stay in one of six unfurnished rooms – *completely* unfurnished. Thorin charges 50% more than the prices listed under *Shelter* (p. 5).

**Kitchen:** Chosen for its natural flue, this large room houses a large prep table, a fire pit, and well (a hole in the floor to an underwater stream) with bucket and winch.

**Pantry and Wine Cellar:** Two of the colder rooms, toward the back of the common room.

**Storage Rooms:** Near the entrance, these rooms hold some dry goods, extra crockery and utensils, a few items left by guests, and so on.

## THE “BACK DOOR”

The very back of the Cave turns into a wide tunnel that gradually becomes a narrow passageway into the labyrinth.

Up until the stairs that mark the true beginning of the maze, travelers find signs for the Cave posted regularly, with arrows helpfully indicating which way to return if lost. While even some dwarves find this crass advertising, it *works*.

Thorin and Ythelin realize that monsters could theoretically come up from the depths and all the way into the Cave itself. (It's never happened, but it *could*.) To prevent this, they placed *several* traps, deadfalls, and alarms along the passageway in. Travelers – even the rude ones – are *always* given details of how to avoid them (no roll required, once briefed).

## House Specials

Thorin and family don't go for much in the way of fancy drinks. The appeal of the Cave is its location (how many taverns literally sit in the entrance to a dungeon?) not its menu. The bar boasts several varieties of stout dwarven ale, which nondwarves just order by consistency: *drinkable, pourable, spoonable, or chewable*.

The Cave does keep a few bottles of polar beer (p. 31) in stock, imported from a perpetually frozen northland known as Whitmark (and rumored to be brewed only by a single clan of witches). The beer is shipped in small kegs nested in large barrels of sawdust, supposedly to insulate it from heat during shipment. Connoisseurs of polar beer, however, know that this is merely showmanship to emphasize the potion's cachet: polar beer is a perpetual slush that never quite thaws, described by some as “beer that's been poured over snow.”

## CHARACTERS

The Cave is largely a family operation.

### Thorin Braumeister, Owner

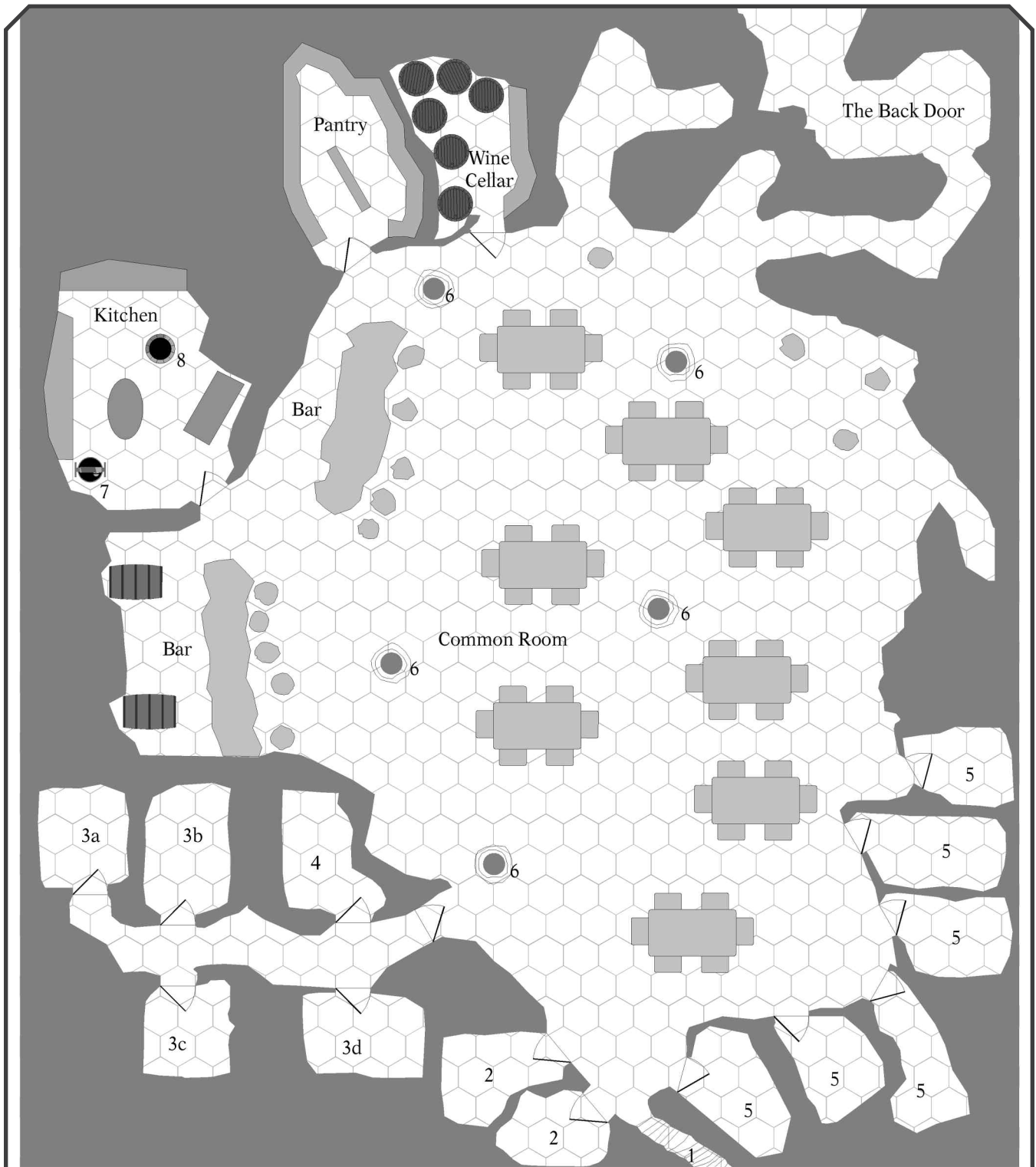
Thorin is the owner and the brewmaster for the Cave. This tavern has been his family's legacy for generations, and he worries that it will go under and gradually be forgotten – even when things are going well. Should things turn ugly, he carries a pick (1d+2 imp) on his belt.

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

Damage 1d-1/1d+1; BL 34 lbs.; HP 11; Will 12; Per 11; FP 15. Basic Speed 5.50; Basic Move 4; Dodge 8; Parry 9 (Axe/Mace). 3'11"; 205 lbs.

**Advantages/Disadvantages:** Dwarf; Intuition; Vow (Keep the Cave open and prosperous).

**Skills:** Architecture-11; Area Knowledge (Local labyrinth)-13; Axe/Mace-13; Merchant-11; Prospecting-14; Survival (Mountain)-12; Traps-12.



# THE CAVE

## Key

- 1. Stairs to Entrance
- 2. Storage Rooms
- 3. Family Quarters
  - a. Thorin's Room
  - b. Edwin's Room
  - c. Ythelin's Room
  - d. Astrid's Room

- 4. Staff Quarters
- 5. Guest Room
- 6. Stalgmite/Stalactite
- 7. Well
- 8. Firepit

## Scale

1 hex = 1 yard

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