

GURPS

Fourth Edition

DUNGEON FANTASY SETTING™

CAVERNTOWN™



By Sean Punch

STEVE JACKSON GAMES

WELCOME TO THE LAND OF THE UNDERGROUND SUN

Dungeon Fantasy heroes see town as a place to hear rumors, buy supplies, and sell loot – but their *players* often want details. A settlement that serves wanderers obsessed with weapons, armor, magic, and mountains of coins won't look much like anything from Earth's Middle Ages! It'll be more *interesting*.

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- Expanded rules useful in *any* town, covering quest-finding, trade, bespoke gear (including magic items), healing at the temple, and more.

GURPS Dungeon Fantasy Setting: Caverntown requires the *GURPS Basic Set, Fourth Edition*.

By Sean Punch Cover Art by Dean Spencer

Illustrated by Guy Burwell, Glenn Kristoffersen, Denis Loubet, and Dan Smith



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GURPS[®]

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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.

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 shorthanded 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.

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.

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.

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.

THE CIVILIZATION PROBLEM

Caverntown is civilized. Delves, 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."

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.

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!

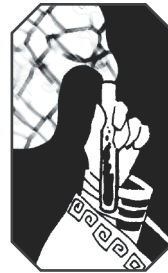
Meta-Marketing: If the players do an exemplary job on a quest – role-playing well, solving puzzles that don’t amount to “roll against skill,” and so on – consider rewarding them by fudging/skipping rolls for gear availability and stocking shops with the exact gear they covet. This lets them exchange 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!

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