

GURPS®

Fourth Edition

DUNGEON FANTASY 3 ADVENTURE™

DEEP NIGHT AND THE STAR™



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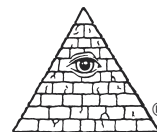
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ABOUT GURPS

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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

The stars are not right. The past few nights, they’ve been downright wrong. Cracks are opening into the Deep Night Between the Stars from which the Demons come. If the heroes don’t want to face ever-increasing waves of Demons (and even worse Elder Things), they must step through a gap in the darkness and into a realm where the stars are only distant silver motes. The places between the stars are silent, very cold, and full of danger, but the adventurers must find a way to ignite a new star, pushing back the darkness . . . for a while.

This adventure for **GURPS Dungeon Fantasy** involves travel to the fantasy equivalent of outer space, where heroes battle Elder Things and cultists in a desperate bid to save the world. Almost any **Dungeon Fantasy** template can find some application. However, there’s not a lot of outdoor travel or land-based wilderness, so the more outdoorsy types

like barbarians are going to be limited. There are very few mechanical locks to deal with, so thieves aren’t necessary for that, though stealth is always useful.

ABOUT THE AUTHOR

Matt Riggsby has been playing roleplaying games since the only game in town came in three poorly typeset tan booklets in a white box, using cheap dice which slowly converted themselves from icosahedrons to spheres. Having been educated in the lore of lost civilizations, he still kills things and takes their stuff while working a day job for loremasters of healing. The marching order for the rest of his party includes a sorceress, an eleventh-level rogue, and a pack of dogs.

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