

GURPS®

Fourth Edition

DUNGEON FANTASY 3 ADVENTURE™

DEEP NIGHT AND THE STAR™



Written by MATT RIGGSBY

Edited by NIKOLA VRTIS

**Cartography by
MATT RIGGSBY**

**Illustrated by
TITHI LUADTHONG**

GURPS System Design ■ STEVE JACKSON

GURPS Line Editor ■ SEAN PUNCH

GURPS Project Manager ■ STEVEN MARSH

Production Artist ■ NIKOLA VRTIS

GURPS FAQ Maintainer ■

VICKY "MOLOKH" KOLENKO

Chief Executive Officer ■ PHILIP REED

Chief Creative Officer ■ SAM MITSCHKE

Chief Operating Officer ■ SUSAN BUENO

Director of Sales ■ ROSS JEPSON

Page Design ■ PHIL REED and JUSTIN DE WITT

Prepress Checker ■ NIKOLA VRTIS

Reviewer: Steven Marsh

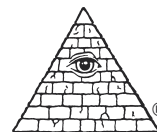
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INTRODUCTION

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.

CHAPTER ONE

PROLOGUE

This adventure can start in a settlement just about anywhere. It begins when the heroes are between tasks. Perhaps they're finishing up some time in town, selling off loot and training up their abilities, or returning home from an adventure elsewhere. But in what should be a quiet time, things begin to go terribly wrong.

ATTACKS IN THE NIGHT

After sundown one evening, screaming and commotion wake up the adventurers. Should they investigate, they'll discover several badly damaged corpses nearby and witnesses who describe an attack by a shadow. And if they pursue the attacker, which is mostly a matter of following the trail of dead or screaming victims, they find a Demon From Between the Stars (*GURPS Dungeon Fantasy Monsters 1*, p. 9). If they don't choose to become involved, they hear about the deaths the next morning.

This repeats a few nights later. Then more frequently: nightly, and soon, repeatedly in a single night. A Demon From Between the Stars (or two) ambushes the heroes – particularly if the group shows little curiosity in events and needs some incentive to pay attention. The number of deaths mounts; disappearances are reported as well. The Demons seem to appear out of nowhere and unusually do not look to be guarding anything. Everyone in the area is increasingly desperate.

*The stars are beautiful forever.
There's nowhere better not to return
from.*

– Nabil al-Tadini

THE MISSION

The adventurers are approached by the local authorities or summoned by nearby representatives of their guild, should they be associated with one. The world is in dire need of heroes to prevent civilization from being overrun. Even if the adventurers don't have a reputation for that kind of thing, they may be identified as the closest thing to heroes available.

But they're not being recruited as high-grade cannon fodder to face the creatures piecemeal. The cause of the problem has been identified, along with a way of stopping it.

The heroes are introduced to Okoe Ndudi, an elderly man wearing the three-star emblem of the star-sages of Bekembe. The star-sages are a venerable learned association, specializing in knowledge about the sky, the stars, and the dark places beyond. The venerable Sage Ndudi explains the problem:

"The Demons attacking this land will soon be found elsewhere. They're entering this world through cracks in the night, opened because of a celestial disjunction. For over a thousand years, they will come in increasing numbers until the stars change again. But they can be stopped.

"The night is breaking because the stars are wrong. Where there should be a star maintaining a more auspicious geometry, there is none. But there isn't *nothing* there. There is a terrible object. It is a dangerous, frozen mountain, or some say a mindless god. It is named Atoep, and it is both the source of the Demons and the means by which the night can be fixed. Just as the world can be reached from Atoep, Atoep can reach through those same cracks. I have calculated the positions on our world of some of the cracks through which the Demons come. There are many, and their positions shift from night to night, but some will be nearby and easily reached. You – our brave heroes – can travel through the gaps to Atoep, to do what must be done.

"Atoep's substance is maintained by three humors of different colors. A node circulates each humor. If these nodes are each ignited, Atoep itself shall be set alight as a new star. The cracks in the night will close, and the Demons will be consumed."

Sage Okoe can, of course, provide further details. Atoep is, from the adventurers' point of view, essentially a huge rock in the sky, several miles across, infested by Elder Things. It's actually a living creature under layers of dust, ice, and unnatural hide, but aside from a few nodes through which its humors pass, the delvers won't be dealing with those aspects of it.

There are chambers where Atoep's three vital humors (colored red, purple, and green) rise to close to the surface, and the delvers should be able to set them ablaze. The chambers in question, which are part of sensory excrescences on Atoep's surface, should be easy to find; Okoe can also provide a sketch map of their positions (see p. 4). Flaming oil, fireballs, or similar large natural fires should do the trick. Singly, they'll cease to burn after several hours, but together, they cause a chain reaction which will turn Atoep into a star. Once all are set alight, the adventurers won't have long to return. They must escape within perhaps an hour before Atoep becomes completely engulfed.

How does Okoe know all of this? The star-sages gathered significant information about Atoep recently through an expedition there in a sky ship. A group of sages reached Atoep several months ago, suspecting the issues which have recently arisen, but communications were cut off shortly after they arrived. Atoep is clearly not a safe place, but Okoe can be no more specific about the dangers there. Okoe himself will, of course, not be coming; he's quite old, hard of hearing, and in general not suited for such vigorous pursuits. The star-sages are not an organization capable of providing a suitable

reward for saving the world, but they can, if necessary, underwrite the cost of provisions and cold-weather clothing. They can also provide detailed directions to and schedules for portals to Atoep; the portals open at night for a period of one to three hours, and there are some easily reached over the next several nights.

What this comes down to, then, is that the assembled heroes have an opportunity to literally save the world. If they do not, the flow of Demons and, soon enough, even worse will continue until the world is overcome.

Map of the Exterior of Atoep



Notes

Source of the Demons.

Breathable air.

Very cold.

Rocky surface.

Flying spells are limited.

Must destroy the humors by fire - any fire.

Escape quickly!



CHAPTER TWO

ATOEP

From a distance, Atoep looks like a large, flattish stone with a rough surface, though arriving adventurers (who show up inside it) won't see the exterior for a while. The surface is lightly cracked and pitted, with fissures and lumpy mounds here and there, few more than 15' deep or high. There are also patches of frost and ice mixed with grit and dust. Examined very closely, some patches of ground have a scaly rather than rocky texture, and some fissures have a faint pulsing glow under the accumulated ice and dust.

Atoep has gravity identical to the world from which the adventurers came and a breathable atmosphere. However, the gravity and atmosphere don't extend very far. The air stops abruptly 20' to 30' above the surface; flying spells and abilities work, but there's a definite practical ceiling. Gravity trails off after that. It is also very cold. The ambient temperature is 0°F. It's very dark outside, similar to a moonless night, though there is some light inside the excrescences. The sun stands out in the sky as the brightest star. For the purposes of druidic magic (*GURPS Dungeon Fantasy 1: Adventurers*, p. 19), this counts as a poisoned wasteland; druidic spells and abilities are at -10.

While Atoep's substance is of a roughly rocky texture and is, indeed, lightly coated with rocky dust from comets, it isn't actually made of stone. It may be treated as rock for purposes of figuring DR and HP if delvers try to dig into it, but it is not affected by Earth spells.

THE EXCRESCENCES

The sensory excrescences which the adventurers must visit differ in small details but are essentially identical, just as someone's left eye matches their right. These are the common functions of chambers (numbers refer to the main map, p. 7); see *Encounters* (pp. 8-9) for events in specific excrescences. The adventurers must ignite the humors of all three excrescences.

See *Immune Responses* (pp. 6, 8) for what happens when adventurers damage Atoep.

1. Portal Chamber

Cracks in the night lead to this place. There are portals, rings of slowly twisting script, on every surface. They open and close over a day-long cycle. As darkness falls at the other end of the portal, the script glows and the center becomes permeable. It then becomes possible to step back and forth between Atoep and the world.

The collective glow of the portals, about half of which are active at any give moment, makes portal chambers the best

lit spots on Atoep, with the equivalent of torchlight all over the chamber. For astrological reasons, no portal leads back to the same place in the world when it reopens, though they can reopen in some nearby dark spot.

The adventurers start their time on Atoep in the portal chamber of the red excrescence (see p. 8).

Doors

Chambers in Atoep do not have doors. Rather, thick leathery membranes seal them off from one another. These can be cut through (DR 6, HP 12) – which runs the risk of triggering an immune response (pp. 6, 8) – or pulled open by force (treat as lifting 500 lbs.). There are no locks to pick, but the membranes can be coaxed into opening: Each “doorway” has next to it one, two, or three areas with a small raised spiral motif. Pressing all of the spirals present simultaneously causes the membrane to open up; it slowly closes again after several seconds. If an immune response is triggered, the membranes seal shut. Additional layers clamp down over the membranes, raising DR to 12 and HP to 52.

2, 3, 6, 10, 13, 17. Passageways

See *Encounters* (pp. 8-9) for specifics of what lurks in each of these areas, if anything.

4, 5, 12, 14, 15. Vampire Chambers

The whispers (p. 6) come from creatures the Elder Thing has absorbed using its vampire chambers. The walls of these rooms are covered with long, fibrous veins. They lash out and try to grab any living creature which touches them; this includes Demons and other resident Elder Things. This is a Binding attack with the Melee Attack limitation (reach C), with ST and effective skill 10. If the veins miss, they won't make a second attack unless touched again. Once a target is grappled, other veins with lamprey-like ends clamp onto the victim and try to drain it dry. Armor protects for a number of turns equal to its DR. Thereafter, the target takes one point of injury and loses 1 FP per turn.

7, 8, 11. Vent Chambers

A few chambers actually connect to deep inside Atoep. They appear periodically (every few years) and are used to vent unspeakable substances, but are typically dormant. They're 100 to 150 yards deep – not bottomless but close enough.

The sides are rough and climbable, but the only place to go is up or down; there are no side passages. Moreover, at the bottom is a lethal semi-solid mass: Coming into contact with Atoep's gelatinous inner substance does 3d corrosive and 3d burning damage per turn.

9. Exit

A solid set of steps leads up to an open ceiling and the outside of the excrescence. See the introduction to this chapter on p. 5 for more details on the outside environment.

16. Grand Sensorium

This chamber serves as a sort of all-spectrum sensor. It is, in effect, one of Atoep's many, many eyes. The ceiling is transparent, covered by a sort of irregular geodesic dome composed of transparent membranes stretched over a framework of stone-like bone. A forest of thick, cable-like nerves stretches from floor to ceiling, twitching and crackling as they transmit informational impulses to one of Atoep's several brains deep under its surface.

The room presents a significant danger beyond any inhabitants it may have: the nerve cables carry live current. Contact with a cable does 1d-1 burning damage. Metal armor only protects with DR 1, and if any injury is suffered, it may stun the target as per the Lightning spell (p. B244).

18. Node Chamber

This is the other reasonably well-lit chamber. It is filled with translucent pipe-like veins circulating the appropriate humor through the node. The veins pump through a column at the center of the chamber. To ignite the humor, the delvers must break open the column (DR 4, HP 20) and do at least 20 points of damage in one turn with fire-based attacks. Any combination of torches, fireballs, flaming oil, and so on will suffice.

This has the side effect of filling the chamber with burning humor. Once the central column catches alight, treat that hex as being on fire. The flame extends to a radius of two the next turn, three the next, and so on until the entire chamber is on fire.

THE WHISPERS

The insides of the excrescences are never silent. The noise is mostly a low chittering, punctuated now and again by groans and screeches. It's enough to mask very quiet sounds, providing -1 to all Hearing rolls indoors. This sometimes, briefly and randomly, increases to as much as -3. And sometimes there are voices in recognizable languages.

The whispers are coming from the residual consciousness of entities which Atoep has absorbed into itself. They're the spiritual equivalent of undigested food rather than something which impinges on Atoep's consciousness. Some of the spirits being digested belong to the members of the star-sage expedition Okoe Ndudi mentioned. They are, in some sense, aware that the adventurers have come to Atoep and are moved to speak to them. However, they're only partial personalities at this point, really just bundles of memories and feelings rather than rational entities. They don't really listen to anybody or have conversations with them.

It's more just rambling and ranting. These are the voices and what they talk about:

- Captain Nabil al-Tadini, leader of the star-sage expedition. The captain's voice is morbidly encouraging, recommending that the delvers give themselves over to Atoep.
- Otto Ndudi, Okoe's nephew and the expedition's chief expert on Elder Things. Otto's voice is angry; the delvers are blasphemers just for being alive and deserve to die and be devoured.
- Msrala Entuto, Otto's wife, astrologer, and chief operator of the sky boat. Msrala's monologues are full of disjointed technical terms, seemingly obsessed with stellar configurations and Atoep's key positions within them.

IMMUNE RESPONSES

Atoep is a tremendous Elder Thing. Given its size, it is as incapable of noticing the delvers as a person is of noticing individual microorganisms on their skin. Thus, it takes no conscious action concerning the travelers. That doesn't mean, though, that it can't react. Atoep is capable of a variety of what might be regarded as autonomic responses, including some resembling immune responses. Each reaction operates by sealing off the chamber where the irritation is, and initiating a change to the environment to destroy the threat.

An immune response may be triggered if Atoep's substance senses it is being damaged. Roll 3d if the interior of a chamber takes more than five points of basic damage (for example, if an arrow misses a target and hits the wall, or an area effect spell or explosive potion goes off) or something is thrown down a vent shaft (see *Vent Chambers*, pp. 5-6). On 17 or more, an immune response occurs; select one randomly from the types below. The target number drops to 15 or more if one of the humors is burning, or 11 or more if two are burning.

Antibodies

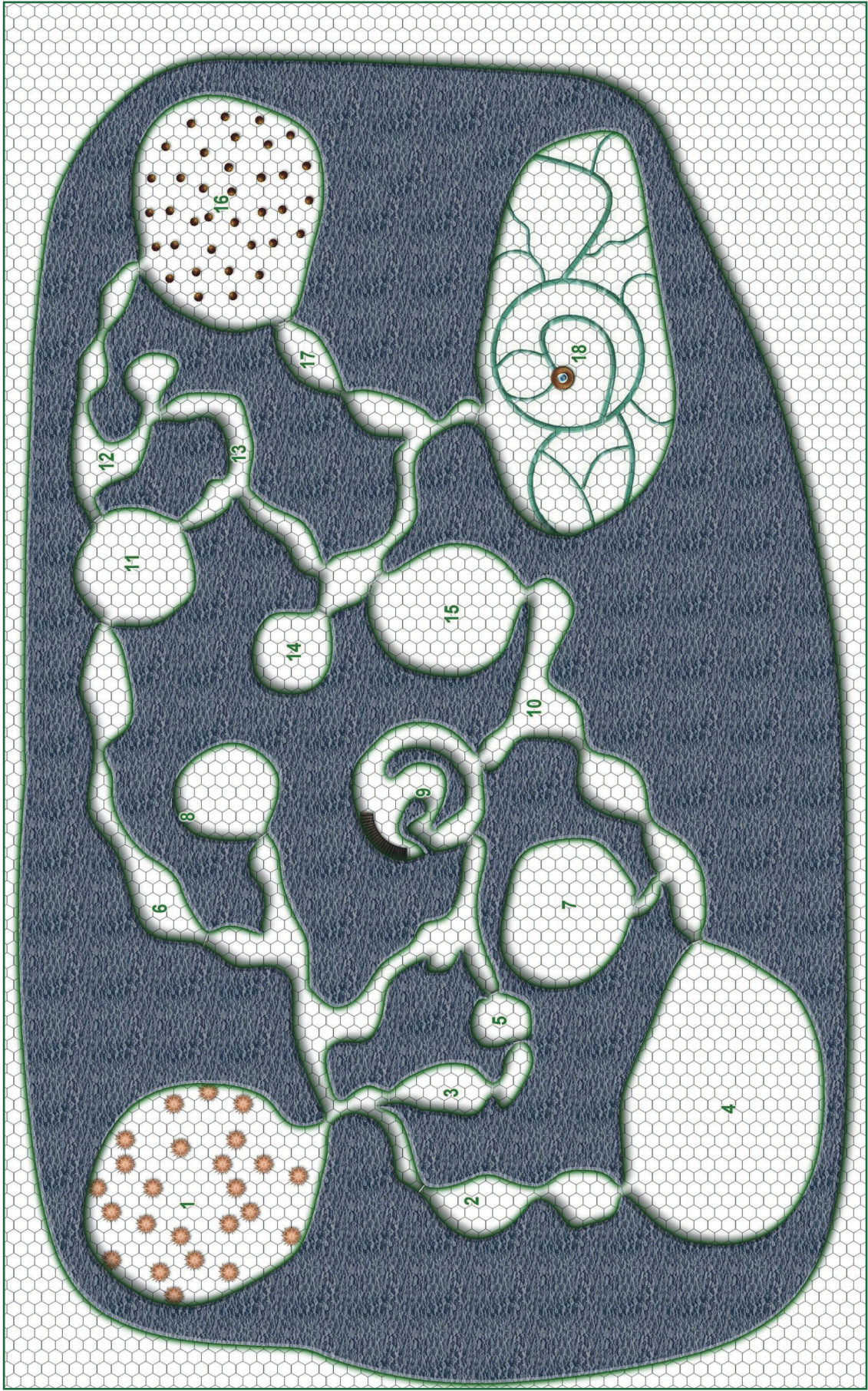
Pores open in the wall, floor, and ceiling, and several cleansing crab swarms (p. 10) come out to attack whatever is in the room, one for every five hexes of the chamber's floor area. They remain until one side or the other is destroyed.

Corrosive Surfaces

All the surfaces in the chamber become acidic, doing 1d-5 points of corrosion damage per turn. For convenience, this may be treated as one point every six seconds. While this may not be an immediate threat, the cumulative effects of corrosion damage can make this a serious long-term issue. The chamber doesn't reopen for an hour.

Fever

The chamber rapidly heats in an attempt to sterilize the space. Temperature increases by 5°F per second until it hits 200°F, then drops back to 0°F at a similar rate. Detailed effects are on p. B434, but occupants of the chamber lose an additional FP when suffering fatigue from exertion after 18 seconds, two additional points after 24 seconds, and may suffer flame damage after 32 seconds. Temperature peaks at 40 seconds, then drops below the flame threshold at 48 seconds, and below the two-FP penalty at 56 seconds. All penalties expire after 62 seconds.



MAP OF A TYPICAL EXCRESCENCE

Scale: 1 hex = 1 yard

Key

- 1. Portal Chamber
- 2, 3, 6, 10, 13, 17. Passageways
- 4, 5, 12, 14, 15. Vampire Chambers

- 7, 8, 11. Vent Chambers
- 9. Exit

- 16. Grand Sensorium
- 18. Node Chamber

Flooding

The chamber seals and begins to fill with liquid at a rate of about 1' per 15 seconds. Once the chamber fills, it stays full for a minute and then drains as fast as it filled. The liquid isn't water, of course, since that would freeze quickly, but it's not particularly toxic either. Still, abilities or spells which allow breathing water don't help here. By the time the liquid reaches about 2' deep, anyone immersed in the liquid suffers the effects of thermal shock (p. B430). This is also likely to lead to drowning (see p. B354 for swimming and p. B436 for suffocation).

Swelling

This response doesn't happen in spaces more than five yards across in their shortest dimension. In narrower spaces, walls begin to swell, potentially crushing anyone in the chamber.

They push into the chamber by 6" per second (one yard in six seconds) to a maximum of two yards and then return to their regular size at the same rate. At the very least, this pushes the occupants of the chamber together uncomfortably. Many chambers have jagged spikes on the walls; occupants may dodge spikes or suffer 1d+2 impaling damage. If the chamber is small enough for the volume to be completely filled, all occupants suffer 3d crushing damage.

Toxic Gas

Pores in the walls release goutts of poisonous vapor, which have an effect on both mind and body. Breathing characters take 1d-1 points of injury (minimum 1). In addition, they must roll against HT and, on a failure, suffer from frightening hallucinations (p. B429) for five minutes. Instead of "freaking out," treat a critical failure on the roll to take an action "as a Fright Check failed by the same margin.

ENCOUNTERS

While having similar structures, the contents of chambers are different in each excrescence, as listed below. For every chamber without specific contents listed or every hour that passes without anything happening (for example, if the delvers are resting), roll on the *Random Monster Table* (p. 9).

N

To scale opposition to adventurers, the number of monsters varies as a function of "N," which is equal to the number of PCs and combat-useful companions (fighting steeds, armed guards, etc.) they have with them. This assumes 250-point starting characters. If delvers are built on more points, total the excess for the entire group. For every full 100 points of excess, increase N by 1. For example, a group of five 294-point heroes have a total excess of (5 × 44), or 220 points; thus, their N should be increased from 5 to 7. This is a rough guideline; the GM should feel free to adjust the numbers based on how well the adventurers are currently doing.

RED EXCRESCENCE

1. When the heroes arrive from the world, this is where they enter. The room contains N/2 Demons from Between the Stars. They are not expecting visitors, so they're not in position to ambush. There are portals (see *Getting Out*, p. 9) scattered all around the room (the circular icons on the map), making maneuvering difficult.

3. This area is full of sticky blue mold (23 hexes; see *GURPS Dungeon Fantasy Monsters 2: Icky Goo*, p. 9).

4. There are 2 × N no-brainers in this chamber (*GURPS Dungeon Fantasy 14: Psi*, p. 44).

7. The room is unoccupied, but there are the ashes of a fire and signs of a rope having been secured to lower something down the vent shaft.

8. If adventurers enter the room, N neuroids (*GURPS Dungeon Fantasy 14*, p. 44) fly up out of the vent shaft.

10. Msrala Entuto's voice can be heard reciting settings for a navigational armillary sphere. (Listening to the voice won't provide useful information. It's a complex instrument, and none of the delvers have the proper skill to operate it.)

15. Several sets of desiccated remains, identifiable as humans in black robes and as faceless humanoid monsters (see *Double Devourers*, p. 10), are tangled among the veins in the walls.

16. N-2 Demons from Between the Stars lurk among the cables here.

17. 10 hexes of the passage are filled by a sticky violet mold (see *GURPS Dungeon Fantasy Monsters 2*, p. 9).

18. N no-brainers and N double devourers (p. 10) are in this room.

GREEN EXCRESCENCE

1. N/2 Demons from Between the Stars are occupying the room, but with no shadows to hide in.

2. N/3 cultists (p. 10) are here and will raise an alarm in chamber #4 if attacked and if they can.

4. 2 × N cultists are camped out here, with bedrolls, stacks of fuel for fires, and provisions for several days.

5. Several sets of human remains are tangled in the veins, including one with a triple-star star-sage emblem and a bag containing four flasks of flaming oil.

6. There are three spheres of madness here (*GURPS Dungeon Fantasy Monsters 1*, p. 28). Nabil al-Tadini's voice encourages everyone to be consumed.

8. N-1 oozes (*GURPS Dungeon Fantasy Monsters 2*, p. 11) have climbed up the vent and are eager to get out.

9. N-2 Demons from Between the Stars are lurking here.

13. Nabil al-Tadini's voice continues here, telling everyone there's no need to sail home.

15. 2 × N double devourers (p. 10) are waiting here patiently for something while Msrala Entuto's voice makes estimates of the number of people in the world who may be killed by invading Demons.

RANDOM MONSTER TABLE

Roll 3d or pick a monster that seems appropriate for the adventurers' current location within Atoep.

Roll	Result
3-8	No monsters
9	Cleansing crab swarms (p. 10)
10	N/2 Demons from Between the Stars (<i>GURPS Dungeon Fantasy Monsters 1</i> , p. 9)
11	2 × N no-brainers (<i>GURPS Dungeon Fantasy 14: Psi</i> , p. 44)
12	N double devourers (p. 10)
13-14	N/2 eyes of death (<i>GURPS Dungeon Fantasy Monsters 1</i> , p. 14)
15	N/3 spheres of madness (<i>GURPS Dungeon Fantasy Monsters 1</i> , p. 28)
16	N oozes (<i>GURPS Dungeon Fantasy Monsters 2</i> , p. 11)
17-18	N/3 flying squid monsters (<i>GURPS Dungeon Fantasy 14: Psi</i> , p. 43)

18. N+2 neuroids (*GURPS Dungeon Fantasy 14*, p. 44) are flying around the room.

THE BOAT

In a large, flat clear area on Atoep's surface between the purple and green nodes, the adventurers may see a peculiar sight: a large, single-masted boat, intact but lightly covered with frost, and extensively carved with runes. It has shipped oars, a small cabin at the back about the size of a phone booth, and some complicated-looking rudders. It looks like it could accommodate about a dozen people (stats for the barbarian longboat and outrigger canoe on *GURPS Dungeon Fantasy 16: Wilderness Adventures*, p. 19, are reasonable approximations). The sail, if unfurled, has a complicated, lacy weave and visibly responds to light, seeming to fill and ripple. The paddles of the oars are similarly complex. The cabin contains a complicated armillary sphere which, if moved, always points in the same direction, slightly off from the position of the sun. Mages can identify all of this as enchanted. The boat is lightly laden with largely mundane gear: provisions (about a week's worth for the presumable complement of the boat), nautical gear (like ropes and more of the unusual sailcloth), extra pieces of clothing, writing materials, and a few bits of surveying equipment.

This is fairly clearly the sky ship, and clever adventurers will realize that it's operational. The oars and sail interact with starlight and the aether of space as mundane ones do with water and wind, with the ultimate result that the sky ship can be operated much like a regular boat, save for the rudders which give it the ability to operate in three dimensions. Should the heroes try to use it, sky-ship piloting defaults to IQ-6 or Boating-4.



PURPLE EXCRESCENCE

1. A Demon From Beyond The Stars pops into this room through a portal every two to three minutes.

4. N/3 flying squid monsters (*GURPS Dungeon Fantasy 14*, p. 43) are swimming around the chamber.

6. A SM +3 jelly (*GURPS Dungeon Fantasy Monsters 2*, p. 7) is blocking the passage.

8. N/2 eyes of death (*GURPS Dungeon Fantasy Monsters 1*, p. 14) are here, as well as some conventional-looking baggage (brought by the star-sage expedition), including six flasks of flaming oil and eight meals worth of rations.

10. Two white puddings (*GURPS Dungeon Fantasy Monsters 2*, p. 13) and N/2 no-brainers occupy the passage.

17. Otto Ndudi's voice mutters curses at anyone coming through, calling them cowards if they run away from Atoep.

18. A mindwarper (*GURPS Dungeon Fantasy 2: Dungeons*, p. 25) along with N double devourers (p. 10) occupies this room.

GETTING OUT

Once the last of the humors is set alight, the heroes have about an hour to return to their world. The portal chambers in each excrescence have a number of open portals, so a quick exit is certainly an option. However, any given portal will drop them in essentially a completely random spot somewhere in the world, either at night or in a spot permanently in darkness (like a cellar or a cave). That may be a great way of kicking off a new adventure, but can leave the adventurers lost and confused.

It's possible for the delvers to make their way back to the red excrescence, where they could find the original portal through which they came and end up more or less where they came from – if they move very quickly, decided to explore first before destroying anything, and torched the green and purple humors first. However, since the portals only open in darkness, the one they need might not let them through depending on how long it took them to complete their work. Other open portals will, of course, be available.

Finally, the adventurers may realize from the whispers of the previous expedition of the star-sages that the sky-boat is operational and can be used to return home. The armillary sphere points toward their world, and the sail, which is driven by the light of stars, gives them a huge boost when Atoep ignites. If they use the armillary sphere as a guide, they can return home in a mere few days.

NEW MONSTERS

In addition to monsters already in the *GURPS Dungeon Fantasy Monsters* series, there are encounters unique to Atoep.

CLEANSING CRABS

Cleansing crabs are hard-shelled beasts vaguely resembling particularly spiky horseshoe crabs. They constitute part of Atoep's immune system and are constantly being grown in nodes within Atoep's substance. A swarm is 15 to 20 individuals. It has Move 5 and typically does 1d+1(2) cutting damage per turn; armor protects normally. Swarms are dispersed after losing 8 HP, but they also have DR 4. Moreover, they have an acidic ichor, so any weapon which does damage to them takes one point of corrosive damage.

CULTIST

The heroes aren't the only ones who have come to Atoep voluntarily. A variety of death cultists are there as well, eager to be absorbed into Atoep but waiting until they have permission. In the interim, they're willing to do whatever they might be called on to do, however foolhardy.

ST: 11 **HP:** 11 **Speed:** 5.50
DX: 11 **Will:** 10 **Move:** 5
IQ: 10 **Per:** 10
HT: 11 **FP:** 11 **SM:** 0
Dodge: 8 **Parry/Block:** 9 **DR:** 1 vs. cutting

Shortsword (12): 1d+1 cutting or 1d-1 impaling. Follow-up +2 cold injury if attack penetrates DR. Reach 1.
or

Spear (12): 1d+2 impaling. Follow-up +2 cold injury if attack penetrates DR. Reach 1, 2*.

Traits: Distinctive Features (Extensive branding and tattoos); Fanaticism.

Skills: Brawling-12; Climbing-11; Occultism-11; Shield-12.
 • One of Shortsword-12 or Spear-12.

Class: Mundane.

Notes: The cultists are entirely human, if on the very edge of sanity. They will gladly sacrifice themselves and may indulge in All-Out Attacks, unafraid of death and very eager to kill their opponents. Their weapons are cold shards fashioned from Atoep itself and act as if imbued with Icy Weapon (*GURPS Magic*, p. 185) but melt if exposed to normal temperatures. Their heavy black robes count as winter clothing. Each of those armed with a sword has a small shield (DB 1) as well.

DOUBLE DEVOURER

The double devourer is part of Atoep's immune system, a fierce creature sent to eliminate whatever invading agency needs destroying. It is roughly humanoid with gray, leathery skin, but the face has no features except for a large, jagged-toothed mouth. There's an even larger mouth in its torso,

from which it gets its name. It is blind, but has a mystical ability which allows it to sense objects.

ST: 12 **HP:** 12 **Speed:** 6.25
DX: 13 **Will:** 10 **Move:** 6
IQ: 6 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
Dodge: 9 **Parry:** 10 **DR:** 3

Bite (Smaller) (15): 1d-1 crushing. Reach C.

Bite (Larger) (15): 2d crushing. Reach C.

Grapple (15): No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370) as ST 12 or win a Quick Contest of ST 14 against the best of opponent's ST, DX, Judo, or Wrestling to pull the victim to its mouths. Reach C.

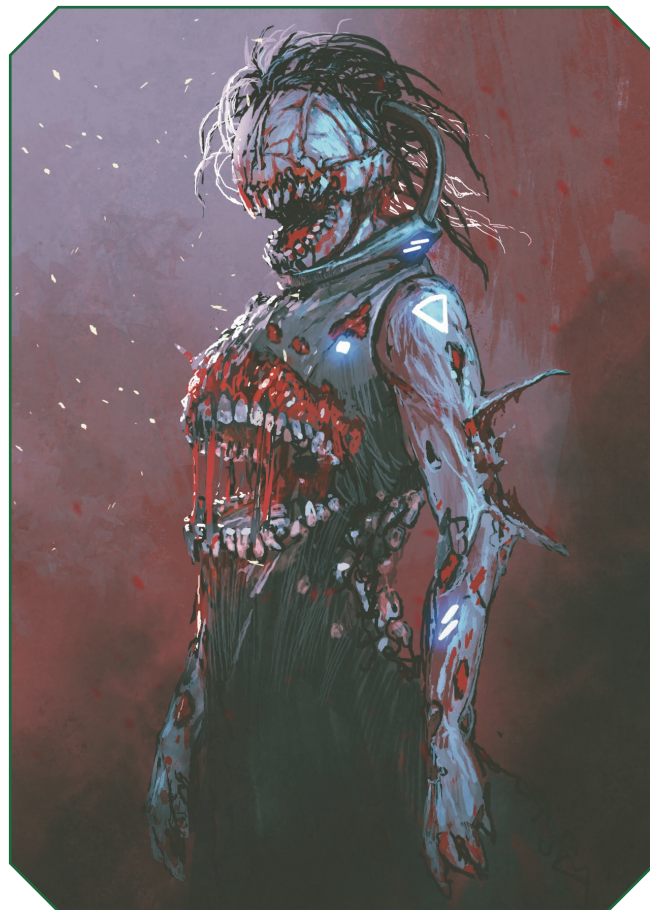
Punch (15): 1d-1 cutting. Reach C.

Traits: Berserk (12); Blindness; Discriminatory Hearing; Extra Attack; High Pain Threshold; Injury Tolerance (No Blood, No Vitals); Scanning Sense (Imaging Radar); Temperature Tolerance 10 (-30°F to 145°F).

Skills: Brawling-15; Wrestling-15.

Class: Elder Thing.

Notes: Double devourers are little more than vicious beasts, but they're modestly clever beasts. Their usual tactic is to grapple with an opponent and gnaw on it with the larger mouth in the torso.



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