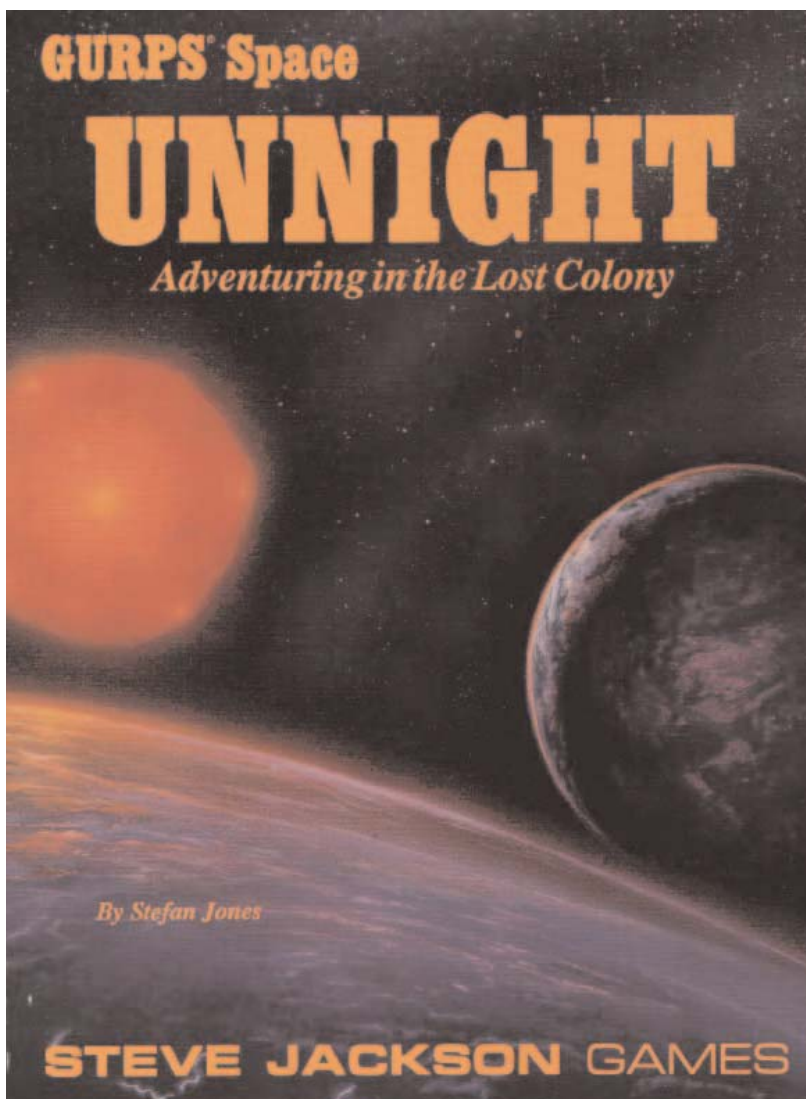


GURPS®



WIZARDS OF THE LOST COLONY

500 years ago, a half-million people vanished in space. Now their descendants have been found. What cultures have evolved in half a millenium? What alien works and ways have been discovered? What will the lost children of Earth think of the Universe that is now open for them?

Unnigh is a *GURPS Space* supplement for 3 to 6 players. It includes:

- A planetary record sheet for the world of Unnigh, and information on its strange animals and plants.
- Data on Unnigh's sun Stuzak, its anomalous satellite Orb, and the rest of the Stuzak system.
- The nations and cultures man has built on this new world . . . including the flying Hawk Lords and the secretive "Wizards."
- "First Contact," an *Unnigh* adventure.

This PDF is a scanned copy of the last printed edition of *GURPS Space: Unnigh*. No changes or updates from that edition were made, but we have appended all known errata to the end of the document.

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *GURPS Space: Unnigh*, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. All rights reserved. *GURPS Space: Unnigh* is copyright © 1988, 2006 by Steve Jackson Games Incorporated.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the authors' rights is appreciated.



STEVE JACKSON GAMES
e23.sjgames.com

GURPS® Space

UNNIGHT

Adventuring in the Lost Colony

By Stefan Jones

STEVE JACKSON GAMES

Wizards of the Lost Colony

500 years ago, a half-million people vanished in space. Now their descendants have been found. What cultures have evolved in half a millennium? What alien works and ways have been discovered? What will the lost children of Earth think of the Universe that is now open for them?

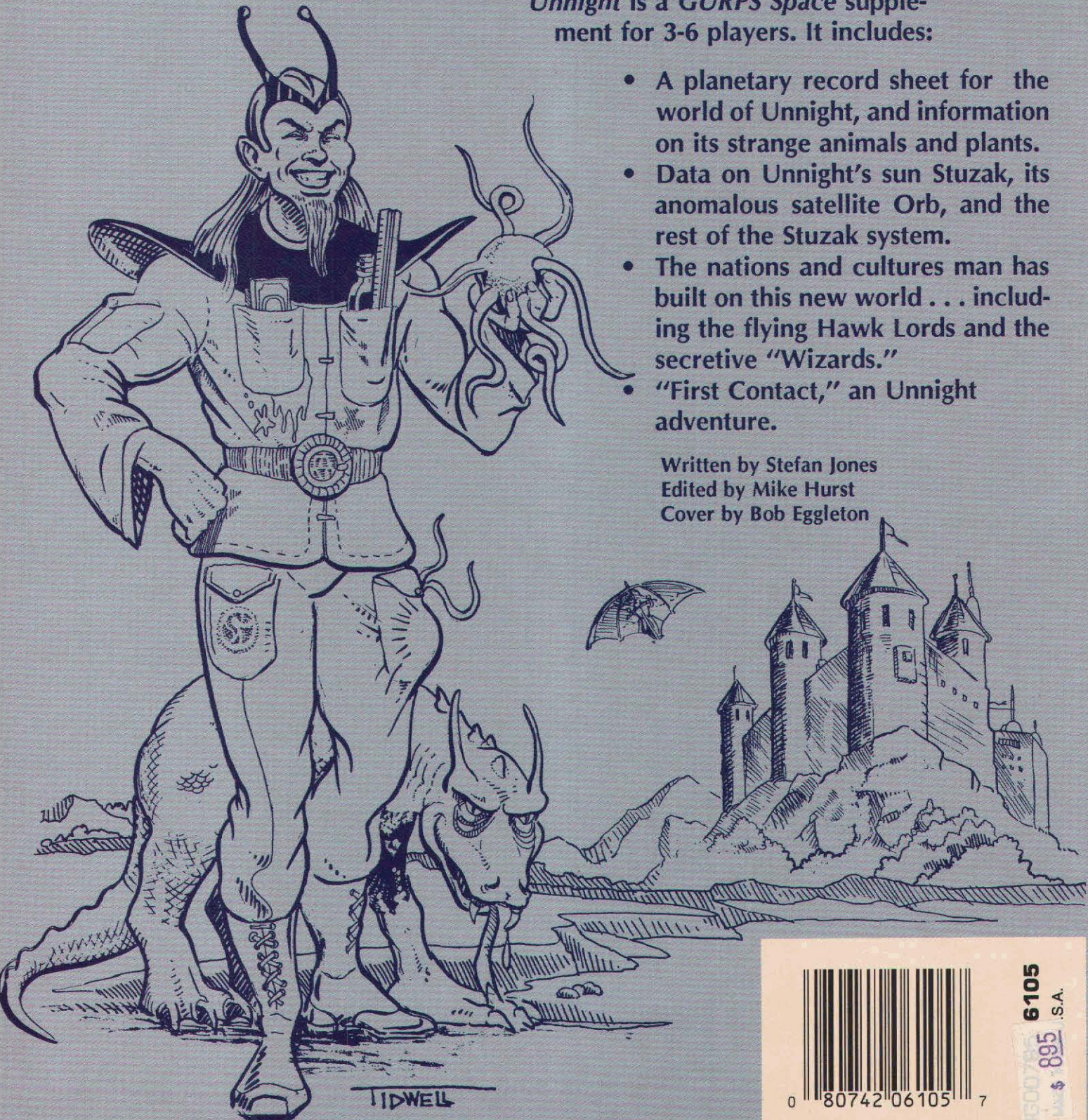
Unnight is a *GURPS Space* supplement for 3-6 players. It includes:

- A planetary record sheet for the world of Unnight, and information on its strange animals and plants.
- Data on Unnight's sun Stuzak, its anomalous satellite Orb, and the rest of the Stuzak system.
- The nations and cultures man has built on this new world . . . including the flying Hawk Lords and the secretive "Wizards."
- "First Contact," an Unnight adventure.

Written by Stefan Jones

Edited by Mike Hurst

Cover by Bob Eggleton



STEVE JACKSON GAMES



ISBN 1-55634-110-5

6105
\$ 895 .S.A.
5007

GURPS® Space

UNNIGHT

Adventuring in the Lost Colony

Written by Stefan Jones

Edited by Mike Hurst

Cover Art by Bob Eggleton; Interior Art by Terry Tidwell

Sharleen Lambard, Managing Editor; Ken Trobaugh, Art Director

Production by Guy Burchak, Linda Ervin and M.E. Roome

Typography and Page Design by C. Mara Lee and Melinda Spray

GURPS System Design by Steve Jackson; System Development by David Ladyman

Playtesters: Philip Bardaville, Bonnie Bolin, Rob Kinnun, Steve Jackson, The Wrecking Crew (Ray Carter, Eric Jerome, Dan Kenady, Dan Ormiston, Tim Ray, Larry Stohr, Bill Williams, Michael Vragel)

GURPS and the all-seeing pyramid are registered trademarks of Steve Jackson Games. *Unnight* is copyright © 1988 by Steve Jackson Games Incorporated. All rights reserved. Printed in the United States.

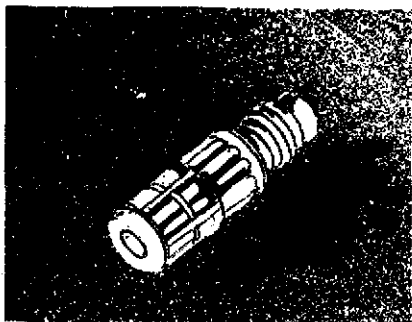
1 2 3 4 5 6 7 8 9 10

ISBN 1-55634-110-5

INTRODUCTION	2	<i>Adventuring in Irwundanch</i>	27
1. STUZAK: THE SYSTEM	3	<i>The Games</i>	28
System Gazetteer	3	Mensod	29
The Unnight/Orb Binary Planet	3	<i>Battling the Big Top</i>	29
<i>Stuzak</i>	3	<i>Languages of Mensod; Trade in Mensod</i>	30
<i>Perrito-Sol; Unnight/Orb; Seismographic Readings</i>	4	<i>Movers and Shakers in Mensod; Adventures in Mensod</i>	31
<i>Ulronch; Snazsoo</i>	5	Kiroon	32
Unnight	6	<i>The Lake Country; Languages of Kiroon; Trade in Kiroon</i>	32
<i>Duringabi</i>	6	<i>Movers and Shakers in Kiroon</i>	33
Planetary Record Sheet	7	Loosyick	34
2. UNNIGHT LOST: THE COLONY	8	<i>Adventures in Kiroon; Languages of Loosyick; Trade in Loosyick</i>	34
The Colonists	8	<i>Adventuring in Loosyick; Flightpath</i>	35
<i>Prehistory</i>	8	<i>Flying to Glory</i>	36
<i>Weights & Measures</i>	9	Gamotch	37
Disaster	10	<i>Hang-Gliding</i>	37
Time	10	<i>Languages in Gamotch; Don't Laugh; Trade in Gamotch</i>	38
The Dark Ages	11	Byilikin	39
Languages	11	<i>Languages of Byilikin; Trade in Byilikin; Adventures in Byilikin</i>	39
The Rise of Nations; Recent History	12	<i>Other Faiths</i>	40
<i>The Church</i>	12	4. ADVENTURING	41
Current Events	13	Characters	41
<i>Time of the Thirtieth Between; Dawn-To Dark Ocean</i>	13	Natives, Visitors From Space, Native Tools and Weapons	41
3. UNNIGHT: THE WORLD	14	NPCs	42
The World of Nature	14	Leftovers; Wizard Equipment; Ancient Technology	43
Animals, Plants	14	Bows	43
<i>Unnight Bestiary</i>	14	Traveling on Unnight	44
Climate: What You Expect	15	<i>Apothecaries & Alternative Medicine; Publishing on Unnight</i>	44
Weather: What You Get; Tremors and Worse	16	<i>The Voonogga of Grimgrim</i>	44
Eclipses, Conjunctions, Transits and Time	16	Languages	45
Strange Happenings	17	Grenades	45
<i>Image Generator</i>	18	Wizards	46
The Nations of Unnight	19	History	46
<i>The Country of the Night</i>	19	<i>The Dread Bee</i>	46
Political Map of Unnight	19	<i>Zombie Drugs</i>	47
Xinguth	20	Mysteries Unveiled	49
<i>Languages in Xinguth; Trade in Xinguth</i>	20	Unnight and Orb	49
<i>Adventures in Xinguth</i>	21	<i>Demon Beasts</i>	49
Iquazor	22	The Night Dance (and Other Peculiarities)	50
<i>Languages of Iquazor</i>	22	<i>Inside Orb</i>	50
<i>Trade in Iquazor</i>	23	The Dark Stalkers; The Western Pirates	51
<i>Adventures in Iquazor</i>	23	The Wizards and the Night Dance	51
<i>The Dark Stalkers; The Wizards</i>	24	<i>Typical Dark Stalker</i>	51
Irwundanch	25	5. UNNIGHT FOUND: FIRST CONTACT	52
<i>Pirates of the West; Languages of Irwundanch</i>	25	Ship Record Sheet: <i>Spirit of Pennays</i>	63
<i>Trade in Irwundanch</i>	26	GLOSSARY	64

STEVE JACKSON GAMES

INTRODUCTION



About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957-A, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly newsletter includes questions & answers, new races, rules, beasts, information on upcoming releases, and more. Please write for current subscription information.

New supplements and adventures. We're always working on new material. A current catalog is available for an SASE.

Errata. Nobody's perfect — but when we make a mistake, we admit it. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

Abbreviations

The following abbreviations are used to represent *GURPS* worldbooks:

- A = Autoduel
- B = Basic Set
- BY = Bestiary
- F = Fantasy
- H = Horror
- HC = Horseclans
- HX = Humanx
- S = Space
- SA = Space Atlas

So, for instance, p. B93 means *Basic Set* p. 93.

Player's Introduction

Welcome to Unnigh. This mysterious world could be considered an unspoiled paradise, a pit of savagery or a pigeon ripe for the plucking, depending on the point of view. Unnigh is a lost colony. 21st-century Earth, with the carelessness common to societies at that level of development, left its population to develop on their own for half a millennium. Now, for better or worse, this world is about to reenter the mainstream of human society.

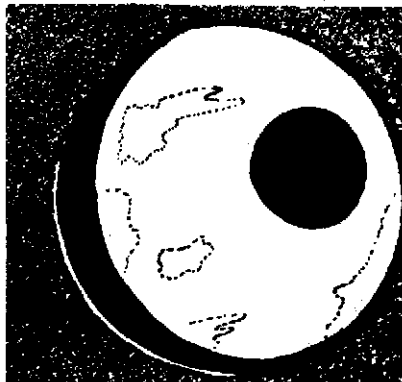
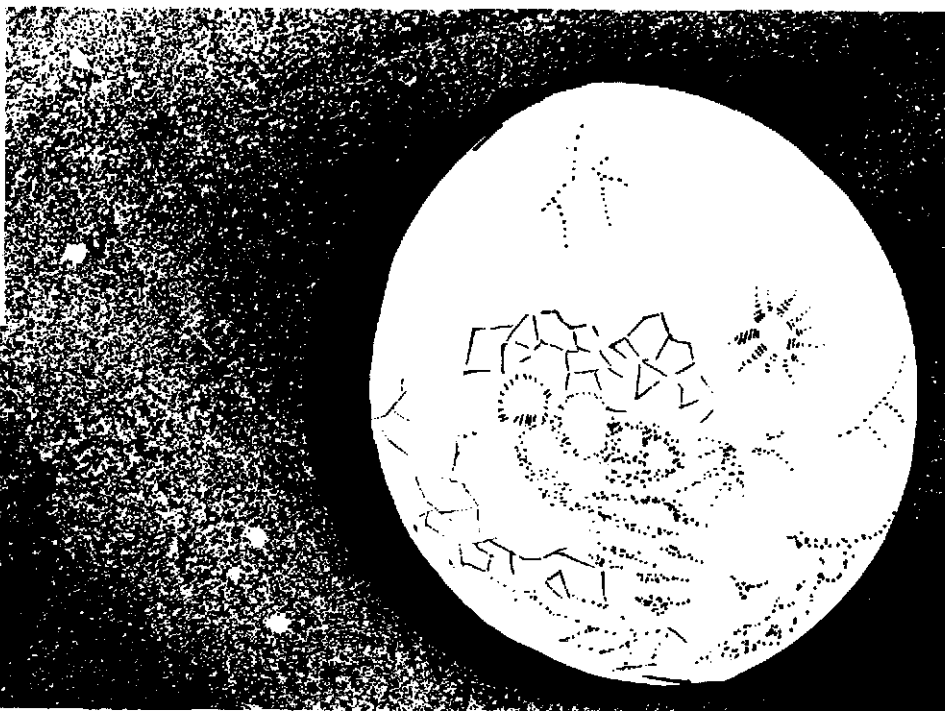
Unnigh lies deep in the heart of the Meschuan nebula. With its sibling planets, it circles Stuzak, a red star. Driven into the wilderness by a disaster shortly after the initial landing, the natives created a host of exotic cultures. Besides the usual threats of war and brigandage, the people of Unnigh must deal with the capricious climate, bizarre wildlife, and phenomena like the mind-bending Night Dance. While most folk muddle along with tools and technology out of the Dark Ages, a few men — the Wizards — wield mysterious forces for power and profit.

Unnigh is a planet ripe for exploration and adventure. Space travelers are trying to recontact the lost tribe of humanity on this strange new world. Native adventurers trade, explore and fight for the glory of their nation, or perhaps simply to make their fortune. Adventure is in the air.

If you intend to be a player in an Unnigh campaign, read no further. The rest of the book is for the GM's eyes only.

GM's Introduction

Unnigh can be a brand-new world to your players, or the only world they have ever known. You must ration information to the characters based on their background and the way in which they are introduced to the situation. A visitor from space will know nothing but the physical facts that his sensors can measure; a native peasant might know little but the few miles around his birthplace. Photocopies, notes or a view of selected pages are all that the players can have until their own investigations have uncovered the mysteries of Unnigh!



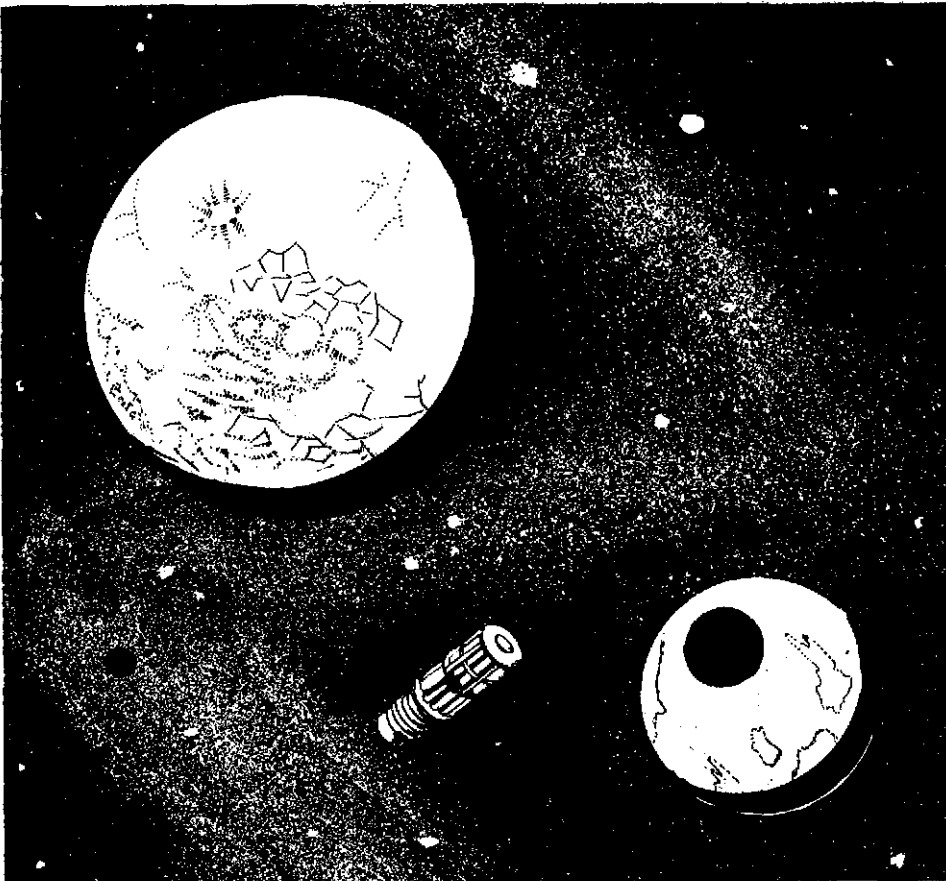
STUZAK: THE SYSTEM

1

Stuzak, a main-sequence red dwarf star, lies nestled in the heart of the Meschuan nebula, hard by the edge of the stellar wilderness. Lit by two A3 giants and a baker's dozen young stars, the nebula is a fantastic sight. In the skies of Stuzak's five planets, the nebula appears as an overall mottled haze ranging in color from a subtle pink to bright white and orange. A brilliant white and green 'Z' shape stretches from system zenith to the ecliptic vertically, and a third of the way around the sky horizontally.

System Gazetteer

Most of Stuzak's planets and their moons are rather ordinary; two are rather extraordinary, Unnight and Orb. Most of the other worlds have little adventure potential, but for completeness's sake they and Stuzak are described in the sidebars.



The Unnight/Orb Binary planet

Unnight and Orb are a binary planet system; two large bodies circling each other in a close orbit. A mere 126,880 miles separate the two worlds, a bit more than half of the distance between Earth and Luna. The *barycenter* of the Unnight/Orb system, the center of mass about which the two circle, is located within Unnight. It is therefore correct to say that Orb is a moon of Unnight.

The mighty moon, which is *larger* than its primary, Unnight, completes an orbit every 243 hours, seven minutes, eleven seconds (10.13 standard days).

Stuzak

Stuzak is a red star, spectral class MV. Like Earth's Sol, it is a main sequence star. Stuzak is a late-middle-aged dwarf, burning plain hydrogen, and far from the violent throes of birth or death. Stuzak is on the large side for its class, with a mass of .3 Solar masses. It is only .9% as bright as Sol.

From the surface of Unnight, Stuzak appears slightly dimmer and ruddier than Sol does to an observer on Earth . . . very much like the sun in late afternoon. The total *insolation* (incoming energy) Unnight gets from its sun is a little lower than that received by Earth. A greater proportion of it is infrared and much less is ultraviolet. The sun of Unnight warms, but seldom burns or even tans. The majority of Unnighters are descended from dark-skinned peoples of Earth. After 500 years, the average is notably lighter-skinned than among those of similar genetic background from more Sol-like conditions.

Peculiarities

Observation and study of Stuzak will reveal a few puzzles. Characters with Astronomy skill and access to shipboard sensors may make a skill roll during each week of study to reveal these oddities. (Allow a bonus of +1 for each of Stuzak's worlds that have been surveyed; study of rock and ice core samples helps determine the star's history.) The first peculiarity is in Stuzak's *composition*; it is subtly *wrong* for a star of its age. There are too many heavy elements, both in the star and its planets. Second, Stuzak is *too stable*. Most stars periodically flare up, emitting bursts of particles and UV light. Scientists studying the star and system will find that Stuzak *does not flare* — which is simply impossible!

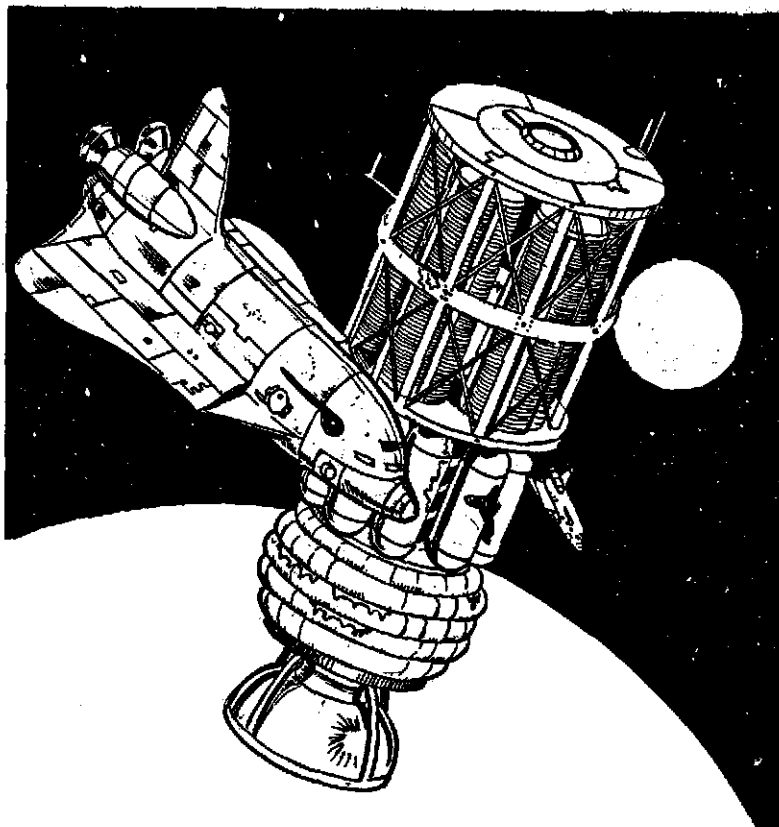
2

UNNIGHT LOST: THE COLONY

Prehistory

Space travelers surveying Unnigh and Orb will quickly reach the conclusion that the system is *unnatural*. No theories of planetary formation allow for such a close binary planet; no stretch of the imagination could explain the existence of an apparently *hollow* world; and the barycenter of the binary system is in the wrong place. Worse, long observation will show that *something* is keeping the nearly circular orbit of this exotic pair stable. Somebody capable of playing around with planetary masses and bending physical laws on a titanic scale had a field day in the Stuzak system.

The idea of Precursor races should not startle star-traveling PCs. Most will be familiar with stories about the ancient and powerful "elder races" that once ruled the galaxy. Those of a scholarly bent may have read papers in academic journals brimming with speculation and a smattering of hard facts. Those from an interplanetary society who are skilled in History or Archeology, or who have access to a large database, might even come up with candidates for the Orb builders.



The Colonists

Unnigh's human settlers were a varied and unusual lot. Most were gathered from the backwaters of late 21st-century Earth. The United Nations Cultural Preservation Organization had been charged to "preserve the natural and traditional life-style of the indigenous inhabitants of all the nations of Earth." This was easier to command than to perform. Hunting-and-gathering tribes, slash-and-burn agriculturalists and nomad herders could neither compete with nor ignore the bustling, high-technology world around them. The corrosive effects of progress on traditional societies were easier to see than to prevent. Desperate and perhaps slightly dotty bureaucrats decided that the problem was just big enough to run away from. A fleet of three interplanetary bulk transports was purchased from an ailing corporation and converted to the new and still somewhat experimental hyperspace drive for FTL travel. The ships were commissioned as UNCPPO Star Ships under the organization's general authority "to take such measures not forbidden by specific treaty provisions or customary international practices as are necessary to the accomplishment of this directive." This meant that the ships were required to meet no certification standards except those set by UNCPPO and were inspected only by UNCPPO staffers. The flagship was christened UNCPPOSS *Ark*.

The *Ark* and its sister ships were gloriously ugly but ingenious vessels. In later years they were favorite illustration subjects in nostalgic histories of the "golden age of space travel." The ships were assembled in orbit and had no capacity for a planetary landing. They were powered (in Newtonian space) by an Orion drive. This was a reaction drive consisting of a simple shell of titanium

alloy in which small fusion bombs were detonated for thrust. Plutonium-fission reactors salvaged from obsolete anti-missile laser satellites provided power for life support, instruments and communication. Around the unstreamlined shell were strapped a dozen modules for people and livestock. Three nuclear-powered shuttles, donated by AustroChina Pacific Ltd., were taken along for cargo hauling and exploration. Even at the time there was some comment about the haste of construction, the lack of independent inspection and the very slender margin of safety in the life-support system. The critics were not paid much attention. Perhaps most of the 21st century was not reluctant to part with these anachronisms.

Political pressures forced UNCPPO to take people from all the seventeen official Endangered Ethnic Groups on the fleet's maiden voyage. This totalled some 500,000 persons, from infants to the extremely aged. No physical or psychological testing was permitted; it was declared more important to preserve the totality of the society than to maximize the chance of individual survival. Mountaineers from the Himalayas and the Andes, jungle hunters from the Congo and the Amazon,

3

UNNIGHT: THE WORLD

Unnight Bestiary

A sampling of Unnight's creatures is provided below.

* means *special* — see the text for details.

means there are exceptions — see the text for details.

Under *Habitats*:

D = Desert

F = Forest

J = Jungle

P = Plains

S = Swamp

SW = Salt-Water Aquatic

Brok

ST: 25-100

Speed/Dodge: 4/5

DX: 10

PD/DR: 1/4-3/12#

IQ: 6

Damage: *

HT: 18/25-100

Reach: C, 1-6#

Size: 2-12

Weight: 300-10,000 lbs.

Habitats: SW

The brok is a solitary carnivorous sea creature which, from the surface, appears as a large, flat disk — the top of the creature's shell. Spikes and saw-like teeth ring the edge of the shell. The size of the disk varies with age: Young broks are about two yards across while adult specimens may be twelve yards in diameter. 24 long tentacles hang from the bottom side of the disk; reach is ½ of shell diameter. Broks can be very hostile when approached. They can easily drag swimmers and small ships under and occasionally ram larger vessels, tearing great gashes in their hulls. Broks can bring (1-1) tentacles against a foe each turn; tentacles can either strike to damage or try to grapple. Broks grapple victims to drag them underwater to drown; tentacles are tough and hard to hack through. Damage depends on type of attack and size of the brok.



Unnight is a diverse world. Vast areas lie unsettled, thanks to low population pressure and barriers of mountain, desert and sea. These wildernesses are places of mystery and dread to the folk living in the villages scattered across the land. Many people never venture more than a few *kliks* (see p. 9) from their native hamlet. Regions smaller than a county can have their own dialect, myths, folkways and economy. Unnight is Earthlike in many ways, but there are more than enough differences to make it interesting . . . and dangerous.

The World of Nature

Unnight is a largely untamed world, with huge tracts of wilderness. Most of the life is native to the binary planet system, but many Terran species were imported. About half of the imported animal species and most of the plant varieties couldn't adapt to their new world, but a visitor from Earth will run into quite a few that are familiar.

Animals

Many animals are valued for hides or other body parts and products (poisons, oils, musk, bones and so on). Some beasts are hunted for their meat. Some return the favor by stalking and eating people.

Mammals are the dominant animal form on Unnight, at least on the continents. Except for insects, worms and imported Earth creatures, all of the world's land life is warm-blooded. A high percentage of the ocean life is mammalian, too. Research will indicate that the ecosystem is *engineered*, with every niche neatly filled. Some very peculiar creatures are possibly the result of genetic manipulation. For instance, about fifty individual species — ranging from a burrower under the Kiroonian tundra to a fish-eating flyer on the shores of Far Ocean — seem to be directly descended from a *single* common ancestor. It's as if laboratory rats had been altered to replace gophers, sea gulls, otters, foxes and wolves! There are no fossils older than seven million years and no traces of earlier forms of current species.

Unnight's animals have adapted (or *been* adapted) to the world's long days and nights in many ways. Some hole up at night, either by literally crawling into a hole or by growing a shell. Others are *only* active at night, and prey on sleeping dayworkers. Examples of Unnight's fauna are in the sidebars.

Among the Terran species are cats, dogs, horses (which are rare), camels, llamas (which have been genetically engineered into riding beasts), sheep, cattle, bats, rats, a score of birds and numerous insect and invertebrate species.

Plants

Because leaves and branches are more liability than

4

ADVENTURING

NPCs

The following NPCs are provided for use as swordfodder, chance encounters and casual acquaintances. The adventure at the back of the book will occasionally refer to these typical NPC types.

Thug

This fellow is representative of thugs, bandits, household guards and leaders of enraged mobs of any nationality. A better fighter than the average man, but probably not dangerous to a competent PC.

ST 11, DX 11, IQ 10, HT 11.

Basic speed: 5.5.

Advantages: High Pain Threshold.

Disadvantages: Fanaticism or Greed.

Skills: *Brawling-13; Knife-11; Short-sword-12; Streetwise-9.*

Weapons: Knife or Baton.

Equipment: At night, heavy clothing equal to padded cloth armor.

Guard

A professional fighter of middling competence, the Guard may be used as the leader of a bandit gang, an Iquazoran fighting monk, or a typical foot soldier of the eastern nations.

ST 12, DX 12, IQ 10, HT 11.

Basic speed: 5.75.

Advantages: Toughness (DR 1), Alertness +2.

Disadvantages: Bully; Honesty.

Skills: *Brawling-12; Broadsword-13; Crossbow or Spear-throwing-12; Knife-12; Shield-13.*

Weapons: Broadsword and Medium Shield, or Crossbow and Large Knife, or Spear.

Equipment: Heavy leather armor.

Officer

A competent professional soldier. Not as well-rounded as a typical PC, but a match for one on the battlefield.

ST 12, DX 12, IQ 11, HT 11.

Basic Speed 5.75.

Advantages: Combat Reflexes, Toughness (DR 1).

Disadvantages: Duty (Army, on 15 or less); Impulsiveness.

Skills: *Brawling-12; Broadsword-13; Knife-12; Leadership-12; Shield-14; Tactics-12.*

Weapons: Broadsword, large knife

Equipment: Heavy leather armor; Small shield, Telescope.

continued on next page . . .

Characters

PCs adventuring on Unnigh may be natives of Unnigh or visitors from space. In a space-travel campaign, established PCs may happen across Unnigh in their travels, have some adventures and leave. A purely Unnigh campaign will be a medieval/fantasy campaign in which all the magic is technological fakery.

Natives

Character Generation

Unnighers come from a medieval society. Therefore, advantages, disadvantages and skills, will be typically medieval. *Literacy* is an advantage costing 10 points, even in the most literate countries. Crippling injuries count for their full value. Social advantages and obligations are not unlike those of a European medieval society. Starting wealth is \$1,000; prices and equipment are those of the *GURPS Basic Set*.

Wizards

Wizards are a special case. They are people of Unnigh, but they have access to advanced technology. Their own secrets are at about TL9, concentrating on organic rather than mechanical techniques. They have some limited knowledge of a technology that may be as high as TL16. See pp. 46-49 for detailed information on wizards.

PCs can have a wizard, his chapter house, the national guild or the whole Wizards' Conference as a *patron*.

Visitors From Space

PCs from other worlds, created using *GURPS Space*, may find themselves on Unnigh by accident, on orders from the Space Patrol, to write their doctoral thesis or perhaps simply to make their fortune. They have a beginning wealth of \$15,000 and access to the appropriate equipment for their TL.

Equipment

Space travelers *potentially* have access to whole catalogues of equipment, ranging from camping gear to medical supplies to weaponry. What they actually have in their pockets when they land on Unnigh depends a lot on *how* they got there and *why* they are there. If the PCs are part of a recon team, they can pick what they want from ship's stores. Shipwrecked tourists may have only a few survival kits from their lifeboat and the poker hand they were examining when their liner's emergency siren started.

Note that high-tech gadgetry requires a high-tech society to provide spare parts, ammo and repairs. If PCs are not careful with their equipment they may find themselves using clubs, spears and bows . . . weapons that Unnigh natives have been using for generations. The Wizards will do their best to relieve off-worlders of their high-tech gear. Unlike most natives, they will know how to use some advanced equipment, or can safely learn its operation. Remember that there are no credcard terminals on Unnigh, and no Gamotchan merchant will recognize a draft on the Bank of Spica.

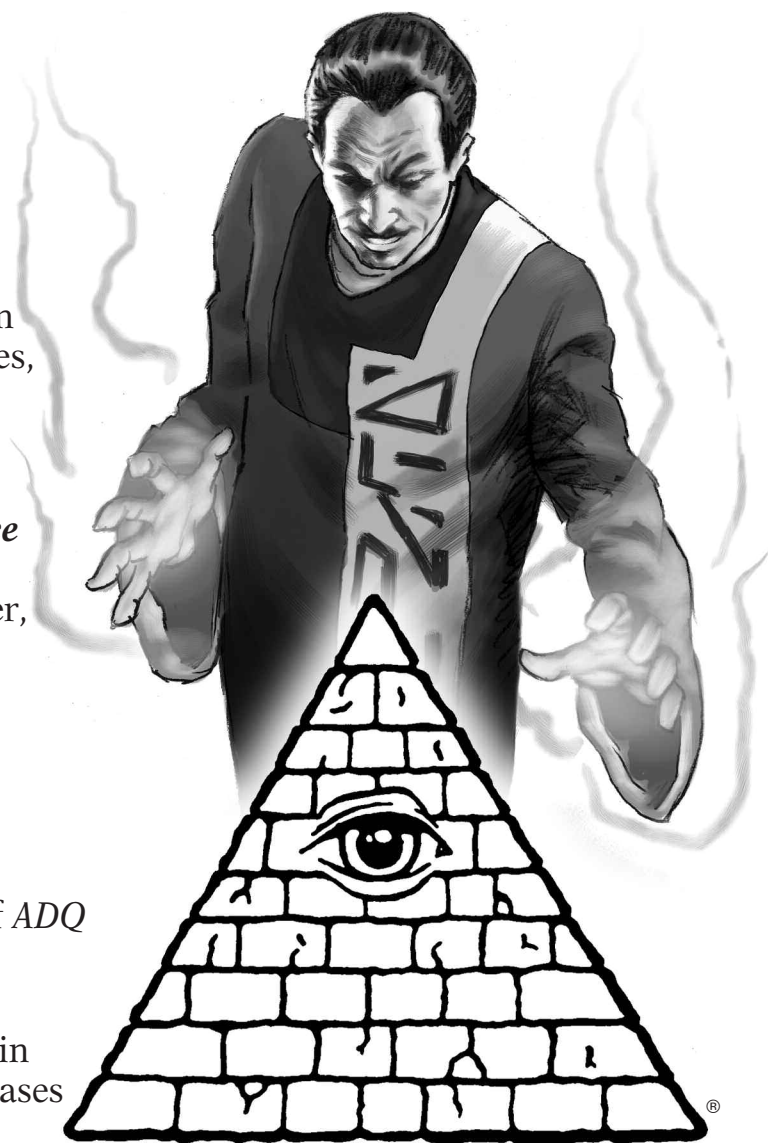
Native Tools and Weapons

The people of Unnigh use tools and weapons similar to those of Earth's middle ages. Some of this is parallel evolution, some due to memories of the

STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality
game adventures and supplements
in print and PDF formats.

- Free downloadable adventures for *GURPS*, *In Nomine*, and *Traveller*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Pelgrane Press, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com