

## Anachronisms

Long-time players of *Traveller* probably recognize the Nugiiri as the Droyne, an enigmatic race scattered throughout Imperial space and beyond. They will know a great deal more about the Nugiiri than anyone living during the Interstellar Wars era. By the time of the Third Imperium, much of the mystery about the Nugiiri has been dispersed; GMs need to make sure that things their players might know don't leak out to the advantage of their characters. These are:

- **The Nugiiri are not native to Kilennur:** This is the one fact that Terrans have a chance to find out for themselves. If anyone with knowledge of the biological sciences can examine both the Nugiiri and Kilennur's biosphere, it will be obvious that the Nugiiri are from elsewhere.

- **The Nugiiri are part of a widely-dispersed race:** Even if they are discovered to be non-native to their "homeworld," it's still not obvious that the Nugiiri got there by colonizing the planet on their own initiative. Based on what the Terrans know, it's much likelier that the Nugiiri got their knowledge of interstellar travel from the Vilani at some forgotten point in the past. It would take a major archaeological expedition to discover evidence to the contrary (specifically, that the Nugiiri have been living on Kilennur for much longer than the Vilani have been in space).

Even the Vilani are unaware of this, despite there being multiple worlds with native Droyne colonies in the Imperium. Since the Vilani invented jump drive, the Droyne have been so secretive and unconnected with the universe as a whole that no one has realized that it's the same race on all of their worlds. In each case, they have been written off as simply another minor race, one native to the world where they were found.

In many cases, Droyne colonies are barely at the industrial level of technology. In the case of those (like Kilennur) that are more advanced, thousands of years of complete disinterest by the Droyne in the affairs of the Vilani have allayed all concerns. In the Interstellar

Wars period, it's unlikely that an Imperial official will even realize that an encountered Droyne is a member of this long-neglected species; he will likely dismiss it as belonging to some minor race he's never seen before.

- **The Nugiiri are psionic:** In the Interstellar Wars period, Terrans do not know that psionic powers exist, while the Vilani have only a very limited understanding of the phenomenon. If Terrans were to make a breakthrough on this front, it would likely be from study of the Nugiiri from Kilennur. However, there is a paradox here – there's no particular reason to study the Nugiiri in the first place until it's understood that they have fantastic powers of the mind.

- **The Nugiiri are an offshoot of the Ancients:** During the 22nd and 23rd centuries, it's not even clear that there ever was an Ancient civilization, much less that the Ancients were derived from a single race, or that that race is the Droyne. While the Nugiiri of Kilennur have a high-technology society, they are somewhat behind the Vilani. Their artifacts are radically different from Vilani ones, but this can easily be explained away as the effect of alien thought processes working on technology received from the Imperium.

- **The Nugiiri and the Chirpers are related:** Between the Ancient period 300,000 years ago and 70,000 years ago, the Droyne began losing their ability to caste. As this is a critical step to their development of full intelligence and adulthood, the colonies that lost this ability completely became "Chirpers," semi-intelligent creatures apparently no more related to Droyne than chimpanzees are to Humans. Some colonies developed "coyns" – coin-like focuses for the psionic casting ritual – and recovered, but many did not. In the Imperium, only the Geonee (p. 84) are in a position to make the connection between the two, but as Chirpers are involved in the courtship rituals of this repressed race, and they have their own name for the Chirpers, the topic is never discussed.

### *Geonee in the Interstellar Wars*

The race is particularly interesting to Terrans for two reasons. One is that there is some contradictory evidence that they are the Ancients, or at least descendants of the Ancients (p. 13). More practically, they are interesting because they are the Vilani's most restive subject race. Even before Terra appeared on the scene, they had more than once revolted unsuccessfully against the *Ziru Sirka*. Given an opportunity to ally with the Confederation, there is reason to believe that they will take the chance.

### **NUGIIRI**

One of the most unusual races known to the Terrans are the Nugiiri. Winged bipeds with an odd mixture of lizard-like and insect-like characteristics, they mostly keep to themselves and have been difficult to investigate.

#### *History*

What is known of the Nugiiri past is largely conjectural, but Terran xenologists have managed to construct the following theory.

The Nugiiri appear to be native to Kilennur, a world to spinward and

trailing of the Urima subsector, about a year's travel from Terra. Their native technology varies from Vilani norms like that of no other known race; what this implies about their origins and psychology is not yet clear. They were already relatively advanced before the Vilani conquered them, and they eventually allowed themselves to be absorbed by the *Ziru Sirka* in return for a promise to be left in isolation on Kilennur's southern continent. They have kept their part of the bargain in the centuries since, and are only rarely seen off their home world.