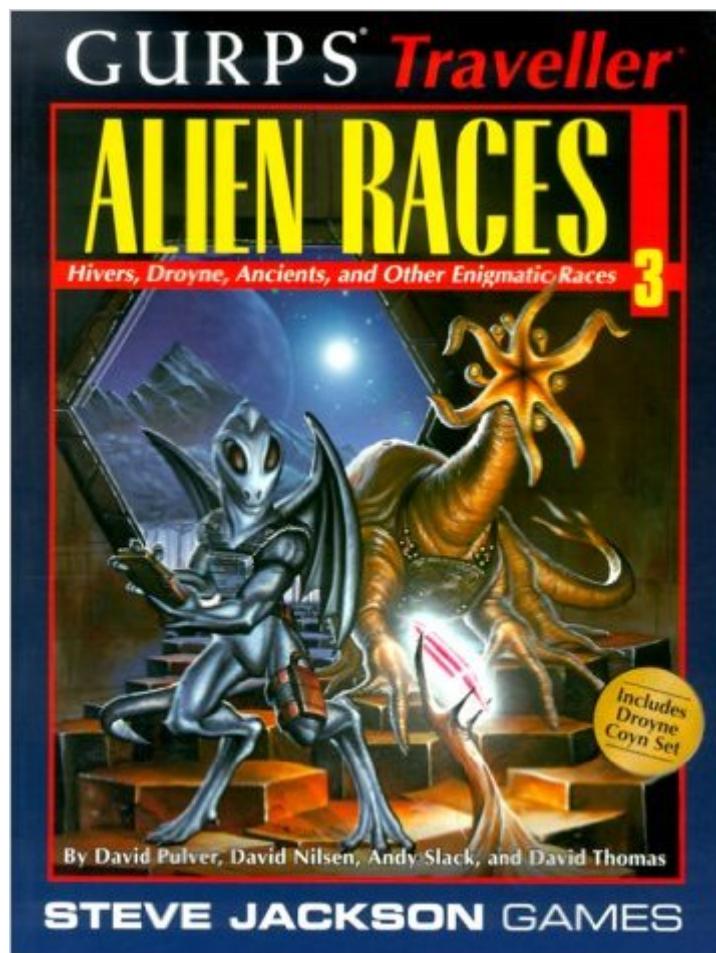


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# Gurps Traveller Alien Races 3: Hivers, Droyne, Ancients, And Other Enigmatic Races



## Synopsis

The third book in the Alien Races series describes two of the MOST alien races in the Traveller universe - the Droyne and the Hivers. The Droyne, which Imperial archaeologists are beginning to suspect are identical to the ancient race that scattered Humaniti and created the Vargr, are among the most pacific of all the inhabitants of the Imperium. But if they were once so powerful, why have they given up on the jump-drive and the other trappings of interstellar power? What did they learn that Humaniti will not? And what about the Hivers, the strange six-limbed creatures who dominate dozens of other races within their Hive Federation? Why do they treat their offspring so strangely? Does their incredible intelligence translate to wisdom? Or does their lust to manipulate others represent a threat to the Imperium? Also described are three minor races: the Hiver's laughing mercenaries, the Ithklur; the tiny nocturnal Lithkind; and the fluorine-breathing Inheritors, who inhabit a Dyson sphere created by the Ancients. Special bonus! This book includes 'gold' cardboard punch-out versions of the 36 Droyne coyns, and complete instructions for Droyne divination. Droyne characters can now 'cast the coyns' to determine their future actions . . . and Human characters can wonder why it works . . .

## Book Information

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Average Customer Review: 5.0 out of 5 stars [See all reviews](#) (1 customer review)

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## Customer Reviews

The book is well written and contains 5 sections, each dealing with one of five alien races - in this case the two major races Hivers and Droyne, the mysterious Ancients and two strange minor races (Inheritors and Lithkind). Each section has an in-depth description of the race, its history and culture and its relations to other races, adventure seeds, racial templates and some equipment and

starships. Also included comes a set of cardboard Droyne coins, that can be used in their casting ceremonies (rules and suggestions for their use and a table that can be used instead of the coins are included in the Droyne section). Of course the two major races (each gets about 50 of the book's 144 pages, the Hivers section including short descriptions and templates for some of the other races from the Federation, like the Ithklur and the Gurvin) and the Ancients (about 20 pages) are covered more in detail than the two minor races (ten pages each). Still even they contain a lot of good background information and offer many adventure possibilities to any campaign set near the 2000 worlds and the Hiver Federation. I found the book to be extremely useful, especially (as they contain a lot of stuff I will probably use in my GURPS Traveller campaign) the Droyne and Ancients sections. I don't know if there is a lot of new information (as compared to supplements from Classic Traveller and other editions of the game), but if you are playing GURPS Traveller and intend to include any of these races in your campaign, this book is well worth its price. In my opinion it's the best of the three GT:Alien Races-books so far published by Steve Jackson Games.

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