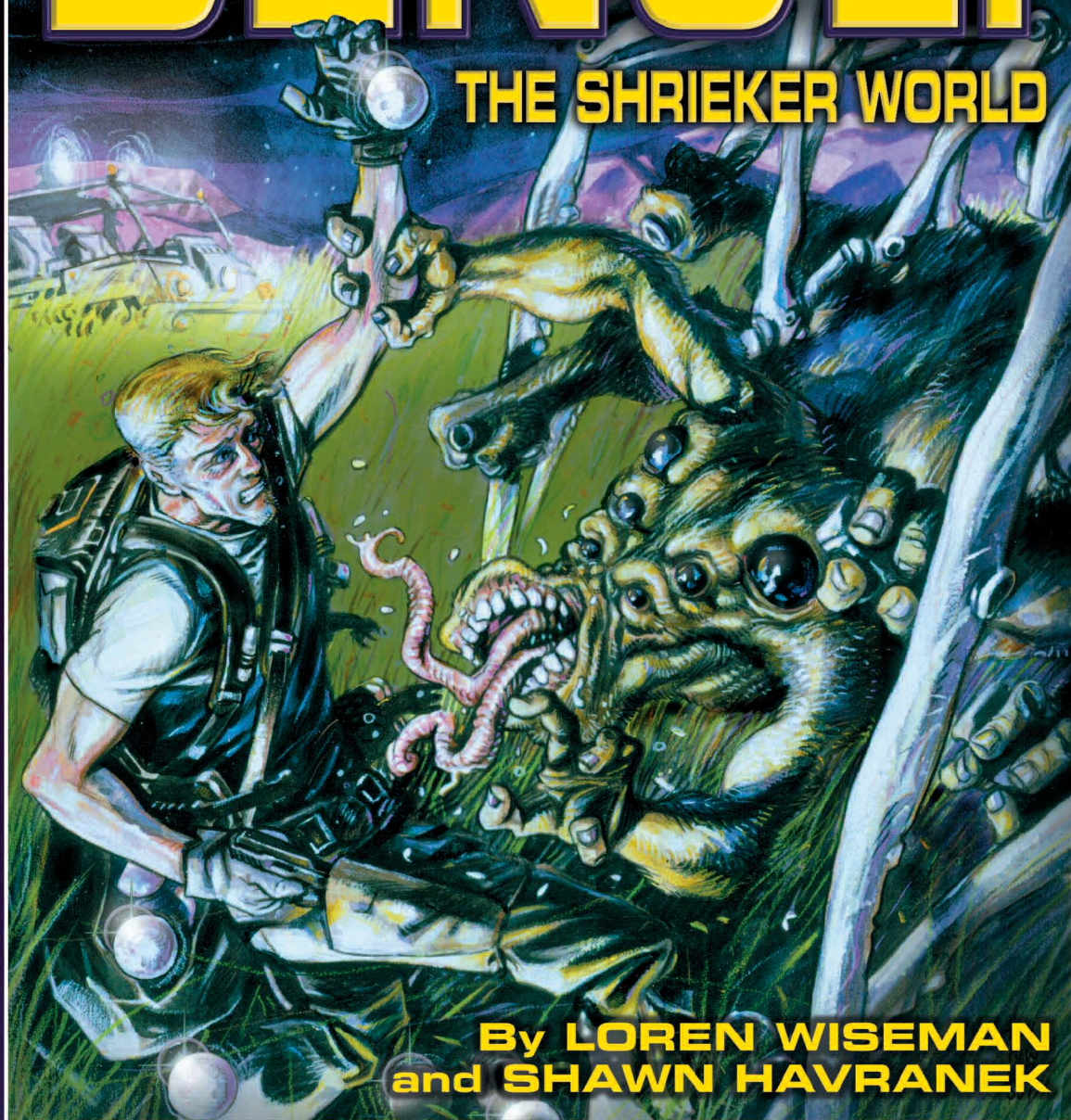


GURPS® *Traveller*® Planetary Survey 2

DENUULI

THE SHRIEKER WORLD



By **LOREN WISEMAN**
and **SHAWN HAVRANEK**

STEVE JACKSON GAMES

THEIR EGGS ARE JEWELS . . .

The second of this new *GURPS Traveller* series! *Planetary Survey 2*, by Loren Wiseman and Shawn Havranek, presents the homeworld of a recently discovered intelligent race . . . the Shriekers. Unfortunately, all that most of Humanity knows about the Shriekers is that their eggs are precious jewels. Will you help the Shriekers, or help wipe them out for profit?

This book includes:

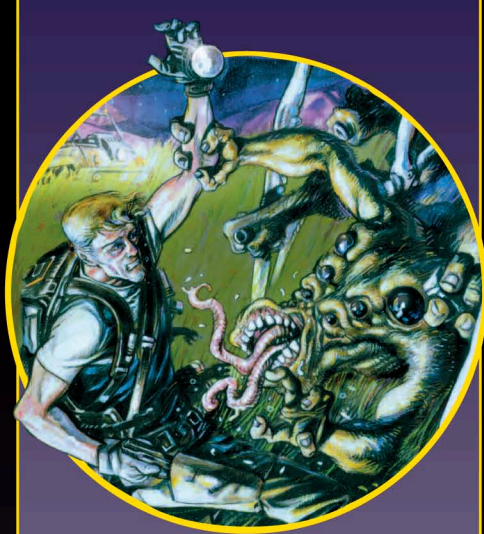
- The history of Denuli . . . the rise and fall of its native race and the world's connection with the Imperium.
- Denuli today . . . a world with great potential for cooperative biological research . . . or brutal exploitation.
- Color star map and statistics for all worlds within jump-6 of Denuli.
- Adventure seeds for Denuli as written, and alternate versions to fit many different campaigns.
- Complete data on the native Shriekers, as NPCs or player characters.

Will you help them . . .
or help wipe them out?



STEVE JACKSON GAMES

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The *GURPS Basic Set*, *GURPS Traveller*, and *GURPS Space* are required for full use of this book in a *GURPS* campaign. The background presented here will be of great value to any *Traveller* campaign, and will also serve as a source of inspiration for other SF games.

THE SURVEYORS:

Written by

**LOREN WISEMAN
AND SHAWN HAVRANEK**

Based on the award-winning *Traveller*
science-fiction universe by

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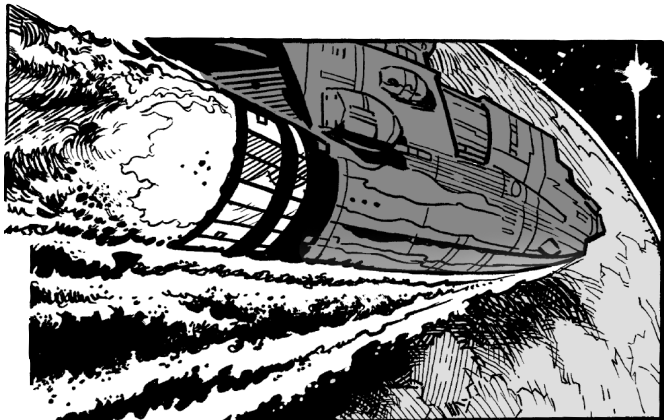
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STEVE JACKSON GAMES

Introduction

About GURPS

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

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons & Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available from SJ Games; be sure to include an SASE. Or download them from the Web – see below.

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Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, Q&A, and much more. We also have Compuserve and AOL conferences. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, mail majordomo@io.com with “subscribe GURPSnet-L” in the message body, or point your Web browser to gurpsnet.sjgames.com.

The *GURPS Traveller Planetary Survey 2: Denuli* Web page is at www.sjgames.com/gurps/traveller/ps2/.

Page References

Any page reference that begins with a B refers to *GURPS Basic Set, Third Edition Revised*; e.g., p. B144 refers to page 144 of *Basic Set*. CI refers to *Compendium I*, GT to *GURPS Traveller, Second Edition*, and T:FT to *Traveller: Far Trader*.

For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

Just beyond the Imperium's edge lies a system so useless that until recently it had no name . . . just a string of registration numbers in the IISS survey records. Denuli is only now coming to the Imperium's notice – this backwater world has proven to be an unexpected treasure house.

It turns out that this “useless” planet abounds in new resources. It is the home of a new sophont race, it holds medical and technological secrets potentially worth billions of credits . . . and it is the source of the fabled Denuli Gems, of which only a few dozen had previously been discovered. And all these resources are inextricably linked to the aboriginal sophont on the world – the species known to Humanity as the Shriekers.

In 1110, one non-native had set foot on the surface. Less than a decade later, the Denuli system sits at the crossroads between greed, science, and novelty, as the Imperium tries to balance political and economic realities with the needs of a newly discovered sapient race.

HOW TO USE THIS BOOK

The *Planetary Survey* books are not rules; they're background, nearly system-free. They are designed as a series of adventure settings . . . not just worlds the PCs can visit, but also “offstage” places with their own history that can be used to drive adventures elsewhere (see *Denuli Comes to You*, p. 29, for using Denuli in a non-Spinward Marches campaign). You can use this book:

■ As is. Denuli is an official part of the *GURPS Traveller* continuity, tied in with previous work in the *Traveller* background. It builds upon material outlined in GDW's adventure *Safari Ship*, extrapolating from that situation. Even if your campaign is not set in the Spinward Marches, you can use scenarios involving Denuli Gems almost anywhere.

■ In pieces. Feel free to rename the world and the aliens, and transfer it to a location better suited to your individual campaign. See *Alternate Denulis* on p. 30 for suggestions on tailoring the world to your own game system or campaign.

ABOUT THE AUTHORS

Shawn Havranek is a theater director and set designer who started freelancing for the game industry less than a year ago. So far he has scored writing credits with Steve Jackson Games and Chaosium, and has several other projects in the works. He has been gaming since 1981, and discovered *Traveller* in 1985 and *GURPS* in 1990. Currently he is in the process of moving from Austin back to his college stomping grounds in the Northeast, and is blessed to live with the most beautiful and understanding woman in the world – his wife Dina – and two cats.

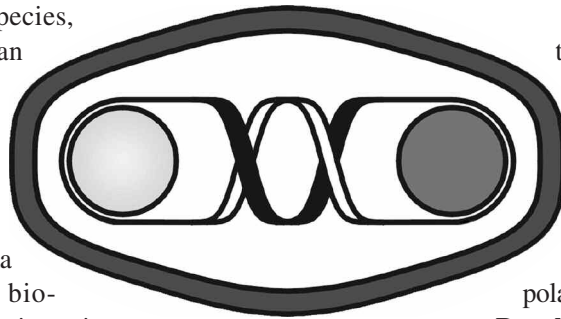
Loren Wiseman was one of the founding partners of GDW, Inc., original publishers of *Traveller*, and spent more than 20 years there as designer, developer, and editor. After GDW closed, Loren freelanced, then came to SJ Games, where he is *Traveller* line editor and expert in residence.

IISS DATA – DENULI (FORMERLY 567-908)

Denuli orbits the primary (Laragii, formerly 567) of a binary system located at 1031 Spinward Marches, beyond the Imperial border. The system is underdeveloped, primarily because of the hazard to navigation presented by the large number of scattered planetoids and smaller debris in extremely variable orbits present in all portions of the system. The companion star Shasharshi (formerly 567.5) has no significant satellites and is so far away from Denuli as to be invisible during the day. The system's nomenclature was updated on 329-1117, when the IISS Nomenclature Committee approved the recommendations of the survey team.

The system contains an indigenous non-Human sophont species, recently contacted by an expedition sponsored by the Naasirka megacorporation, which maintains contact and liaison with the inhabitants. Naasirka also operates a small bio-medical research station, investigating potential applications of certain unique features of the sophonts.

Navigation within the system is extremely hazardous, and not recommended except in emergency situations. Navigation buoys are maintained in the outer reaches, broadcasting emergency refueling instructions on standard frequencies – it is strongly recommended that emergency refueling be carried out at the outermost world, Uamdar (formerly 567-934), rather than risking transit of the inner system.



The system is often the target of smugglers engaged in the illegal removal of the eggs of the indigenous sophont species. Possession or sale of these eggs or any portion thereof is a violation of Imperial law and perpetrators are subject to arrest.

The IISS is currently in the process of performing a complete system survey, but the level of available funding will not permit completion for several years.

Starport: Class I facilities administered by Naasirka and overseen by IISS Recon Base I-SM-082.

Size: Diameter 5,034 miles, density 9.15.

Gravity: 1.05 G.

Atmosphere: Very thin oxygen-nitrogen atmosphere, no unique features.

Hydrographic Percentage: 20% surface water, largely tied up in surface bodies, polar caps, or glaciation.

Population: 300,000+ Shrieker (nomadic indigenous non-Human sophont, census data unreliable), small Human population (200+).

Government: Theocracy, administered by a class of native priests.

Control Rating: 2.

Tech Level: 5 near starport, lower in outlying regions. Manufacturing capacity is minimal, and the only industry is a medical research station operated and maintained by Naasirka.

– END TRANSMISSION –

SYSTEM DATA

Primary: Laragii (formerly 567) (M II)

Name (orbit)	Diameter	Gravity		Hydrographic %		Population	Notes
		Atmosphere	Climate	Climate	Climate		
Ilgud (7.14 AU)	1,403	0.78	None	NA	V. Hot	-	
Denuli (19.55 AU)	5,034	1.05	V. Thin	20%	Warm	*	Scientific Station
Uamdar (41.37 AU)	960	0.40	None	8% (ice)	V. Cold	-	

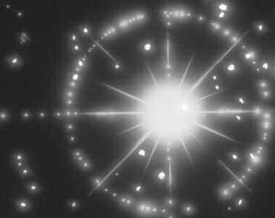
* 300,000+ native sophonts, slightly more than 200 Humans

Secondary: Shasharshi (formerly 567.5) (M1 D)

Separation: 540 to 660 AU, Orbital Eccentricity 0.1

No satellites of significance.

History

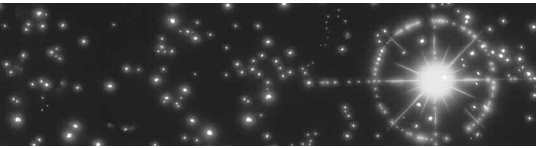


Denuli presents a paradox; for most of its history, Denuli was isolated from the Imperium, while only a few parsecs away are some of the most advanced worlds in Charted Space.

PREHISTORY

Evidence supports the theory that at one time, Denuli was a much more comfortable planet to live. About 250,000 years ago, however, a large planetoid struck a glancing blow in the vicinity of the Great Ocean, tearing away much of the planet's free water and atmosphere and sending the planetary crust into a cycle of earthquakes and volcanism that still has not subsided. The lack of biodiversity shows the planet is still struggling to repopulate itself.

The disaster, and the subsequent die-offs, caused a genetic race as the surviving species diversified to fill abandoned niches. One such species was the Shriekers' ancestor, which, within the next 50,000 years, began to show evidence of tool use and the complex migratory patterns that still shape the Shrieker culture. The proto-Shriekers continued to migrate and evolve until the planet reached one of its volcanic slow periods. At this point, the first nations began to appear.



THE FIRST EMPIRE - THE SUN PEOPLE

About -150,000 Imperial reckoning, the Shrieker population had grown to a degree that simple food gathering was not sufficient to feed their numbers. Agriculture and domestication developed in response. With the resulting creation of fixed settlements, the first real governments were born. These remained small and localized, rising and falling over the centuries, until around -108,000, when the first world-spanning nation

rose from a sun-worshipping confederation. This government created the first leisure class, which dedicated itself to art and science. During this ancient period, still remembered in Shrieker legends as a golden age, the race advanced to TL3 – only to fall back to barbarity during a centuries-long planetary drought.

THE PLAINS CIVILIZATION

Shrieker society returned to its basic nomadic pattern and remained there until the random expressions of volcanism created a wide, rich flood plain on the shore of the great ocean. In -15,000 several bands of nomads settled permanently on the plain and redeveloped the complex agricultural techniques of the previous sun-culture. Trade between the tribes led to alliances, and by -10,000 the floodplain unified under the rule of a central religious authority. The practice of marriage pilgrimages began at this time.

As the prosperity of the plains civilization grew, it suffered increasingly violent raids from the nomadic tribes still inhabiting the rest of the planet. A dedicated warrior caste arose to protect the nation, and by -9200 had evolved into a secular authority parallel to the religious rule. In -8900 this civil government seized total power from the priesthood, which retreated into the mountains to evolve into a monastic sect. Over the next several centuries, military rule evolved into a civil service bureaucracy, and it was during this period that the Shriekers reached the height of their technological development. Walking-legs and other prosthetics were developed, massive irrigation and construction projects were undertaken, and the plains civilization reached out to subjugate the entirety of their known world.

THE RISE OF THE RETREAT

About -6000, disaster struck the still-growing civilization. Increased tectonic activity filled the atmosphere with ash, and much of the planet's water froze at the poles. The resultant drop in sea level caused massive climatic changes, which,

Characters

An adventure on or around Denuli can include several types of characters:

- Native Shriekers, both civilized and tribal;
 - Human residents, including traders, Naasirka researchers, engineers, and Scouts;
 - Smugglers, do-gooders and their mercenaries, and other galactics drawn by the Denuli Gem trade;
 - Other visitors, Human and otherwise . . .
- journalists, industrial spies checking out the Naasirka project, Imperial bureaucrats, independent researchers, and even wealthy curiosity-seekers.

SHRIEKERS

Should the exact size of a Shrieker character matter: for length, use the height of a Human of the same ST. For weight, subtract 4 from ST, find that Human weight, and multiply by 3.

SHRIEKER RACIAL TEMPLATE 17 POINTS

Attribute Modifiers: ST +4 [45]; HT +2 [20].

Advantages: Acute Vision +2 [4]; Extra Hit Points +2 [10]; Extra Legs (Six total) [10]; Infravision [15]; Ultrahearing [5].

Disadvantages: Centauroid [0]; Increased Life Support (Requires twice the food) [-10]; Poor Sense of Smell/Taste [-2]; Primitive/TL5 [-25]; Reduced Move -3 [-15]; Self-Destruct [-20]; Short Arms [-10]; Short Lifespan [-10].

Quirk: Broad-minded. [-1]

Skills: +2 to Camouflage (Only in tall grass, -50%) [1].

RACIAL DISADVANTAGES

Poor Sense of Smell/Taste
-2 points

Shriekers have substandard senses of smell and taste. They suffer a -4 on rolls relating to these senses.

Reduced Move see p. B29

Shriekers have very clumsy legs. They suffer a -3 to Move and Dodge and suffer a -3 penalty to use any physical skill that requires walking or running. Missile weapon skills are unimpaired, but any hand-to-hand combat skill is affected, as are any skills that involve ground movement.

SPECIAL ADVANTAGES

Neither of these is a new advantage; both are “package deals.”

Acute Vision (Infrared Eyes)
1 point/level

Shriekers can improve their IR vision with practice. They may purchase additional Acute Vision after creation, but it applies only to the infrared-vision eyes (a -50% limitation).

Elder 20 points plus Status

A Shrieker who becomes an Elder buys off the racial Short Lifespan [-10] and adds Extended Lifespan 4 [20] and Sterile [-3]. Self-Destruct remains, on a new timetable. Any Shrieker who survives his Second Crisis must immediately buy this advantage. It can be paid for with earned experience points, or with points made up from reduced attributes (a side effect of the physically draining experience).

Becoming an Elder also requires purchase of increased status at 5 points per level: +1 to +3 levels, depending on the Shrieker’s previous status (see below). Even a “weak-souled” serf, if he survives his Second Crisis, will have the same status as any other nonpriest Elder; the stigma is gone. Obviously, say the Shriekers, the life of the former serf strengthened his soul to allow him to survive, and others should learn from his virtuous example!

Psionics see pp. B165-176

Shriekers have no history of psionic power, but their legends contain stories of sorcerers and powerful magic. At the GM’s option, Shriekers can have access to psionics under the same rules governing psionics for Humaniti.

Of course, the Humans in-system are relatively safe. The virus is harmless until it passes through a jump field, so the crew of the IISS base I-SM-082, and the Naasirka-7 station are unlikely to be stricken while they remain in the system. The smugglers who frequent the system are less fortunate. The mysterious disease that strikes apparently at random throughout the spinward areas of the Imperium has no clear center, no known focus, and has infected an undetermined number of people.

The medical personnel at Naasirka-7 might hold the key to saving Humanity – after all, they are the one group best acquainted with the Shriekers. The symptoms of the early stages are subtle and not distinctive, so diagnosing a victim before he becomes infectious is troublesome, at best. Can they develop a cure before things get out of hand?



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