



***TRAVELLER***

**DROYNE COYNS**

*“Long after Grandfather uplifted the great races of Charted Space. Long after the Final War, when the Ancients fought one another with weapons of existential threat. Long after the Droyne began to separate their younglings into different castes...*

*Though the exact origins of the Coyns are unknown, their ritual import cannot be understated. Elders claim them as the single most accurate method of determining caste, and the willing speak of their prowess divination.*

*You, Traveller! Seek your oracle and cast the Coyns!”*

# INCLUDED

## CONTENTS

- ◆ x36 ..... Droyne Coyns
- ◆ x36 ..... Revelation Cards
- ◆ x4 ..... Rules Cards
- ◆ x1 ..... Tuck Box
- ◆ x1 ..... Draw Bag
- ◆ x1 ..... Digital Reference



# BACKSTORY



## WHO ARE THE DROYNE?

The Droyne are a Major Race, occupying systems scattered throughout Charted Space. Though stories speak of their planet of origin — Eskayloyt — scholars have found little evidence of its exact location. The distribution of Droyne society, as well as other flora and fauna from Eskayloyt, indicate that the mysterious planet may be in the Spinward March, or even Trojan Reach. Given the tenuous connection between the Droyne and the Ancients, this displacement of biomes isn't entirely unexpected.

Physically the Droyne are typically thought of as quite small in stature, though the truth is more nuanced than outsiders realize. While the bulk of Droyne stand at approximately one meter tall, those of the worker and warrior castes can grow to be as tall as any individual from humaniti. Vestigial wings give some Droyne the illusion of additional height, though mechanical assistance is often required for actual flight. Droyne society recognizes three separate genders, each with a distinct role to play in regards to eggs of the species.

# THE COYNS

## WHAT ARE COYNS?

Coins are rare artifacts, most commonly recovered from Ancient sites throughout Charted Space. Though often minted in precious metals, and thought of as currency, Sophontologists have found that these Coins were more likely used as divination tools by the psionically imbued Droyne castes.

The Coins are typically seen as sets, although varying types and numbers of Coins leave only a rough consensus as to what a typical set may have looked like. The set presented within this document is referred to as the "modern" style, due to the thirty-six different symbols therein.



# THE CARDS

## WHAT IS THE DECK OF REVELATIONS?

Elders within Droyne society are quite comfortable interpreting Coyns simply by sight, touch, and even sound. Affixed with innate psionic abilities, these Elders are arguably just as likely to coerce a draw as they are to provide an unembellished reading.

The proliferation of wonder for Ancient artifacts has led to modern sets being developed for a variety of demographics. The so-called Deck of Revelations caters to the uninitiated, providing guidance for those less experienced — or less capable — in ritual sortition.

The cards from the Deck of Revelations may be used in conjunction with the Coyns themselves, providing a quick means of reference. The cards may also be used independently, replacing the Coyns altogether for a drastically more portable divination tool.



# HOW TO USE

- ◆ Place all of the Coyns into the provided bag.
- ◆ Select one Coyn at random from the bag — This becomes your **Major Revelation**.
- ◆ Select five more Coyns at random — These become your **Minor Revelations**.
- ◆ Major Revelations will be the focus of the Divination, while Minor Revelations will help to interpret the surrounding events.
- ◆ Each Minor & Major Revelation will correspond to an image and description from the Deck of Revelations, as well as the chart on pages 7-9.



- ◆ Flip each Minor Revelation upon the ground, until they land face up. Do not touch them after this point!
- ◆ The direction of each Minor Revelation will be determined based on its facing in relation to the individual performing the Divination.
- ◆ A Coyn canted more to the **left** means the Minor Revelation is weaker in the Divination. If canted to the **right**, then the Revelation is stronger in the Divination.
- ◆ If the Coyn is facing straight ahead, or its orientation cannot be determined, then both sides are used equally in the context of the Divination.

# HOW TO USE

## DETERMINING CASTE

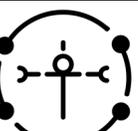
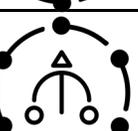
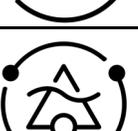
Elders often use a subsection of Coyns to help guide young Droyne in determining their future caste.

- ◆ Fill the provided bag with only the five Caste Coyns — **Worker, Warrior, Drone, Technician, Sport, and Leader.**
- ◆ The youngling in question may choose freely from the bag, learning of their destined place in society with a single pull.

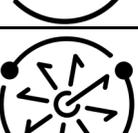
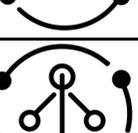
## IDEAS FOR REFEREES

While Droyne Coyns make for great divination tools, and even petty currency, they really shine when integrated into your tabletop Traveller adventures!

- ◆ Player characters may carry a set of Coyns to help make major decisions or to find a path forward in the plot. This might even randomly generate NPCs!
- ◆ Use the numbered suites from the chart (pg. 7-9) to play games of chance with the Deck of Revelation.
- ◆ Individual Coyns could be handed out to players to keep track of temporary bonuses and penalties to dice rolls.

COYN	TITLE	MAJOR REVELATION	MINOR REVELATION
	<b>WORKER</b> 1 1	mundane, dull, routine	the worker caste is involved
	<b>WARRIOR</b> 1 2	power, authority, lawfulness	the warrior caste is involved
	<b>DRONE</b> 1 3	family, caregiver, health	the drone caste is involved
	<b>TECHNICIAN</b> 1 4	repair, tradesperson, tool	the technician caste is involved
	<b>SPORT</b> 1 5	individuality, alternative, unconventional	the sport caste is involved
	<b>LEADER</b> 1 6	organization, dominant, guidance	the leader caster is involved
	<b>VOID</b> 2 1	now, occurring in the present	a closed path, a different way
	<b>SOIL</b> 2 2	action, the power to manifest	a slow decline, a welcome end
	<b>AIR</b> 2 3	cycles, change, ups and downs	remains the same for the foreseeable future
	<b>GAS</b> 2 4	abundance, nurturing, fertility	loss, focusing on oneself
	<b>WATER</b> 2 5	movement, progress, integration	stationary, one location
	<b>FIRE</b> 2 6	addiction, abdicate, destructive patterns	things will be revealed

COYN	TITLE	MAJOR REVELATION	MINOR REVELATION
	<b>DARKNESS</b> 3 1	inaction, going within, the mystical	openness
	<b>COLD</b> 3 2	alone, singular	taking advice, listening to others
	<b>NOISE</b> 3 3	release, collapse of stable structures	rapidly, with force
	<b>SIGNAL</b> 3 4	balance, moderation, being sensible	a protracted journey
	<b>HEAT</b> 3 5	success, happiness, all will be well	sadness, a slight loss
	<b>LIGHT</b> 3 6	meditation, solitude, consciousness	sudden insight
	<b>HUMANITI</b> 4 1	familiar, the place of origin	a human is involved somehow
	<b>VARGR</b> 4 2	loyalty, honor, pride	a vargr is involved somehow
	<b>ASLAN</b> 4 3	ornate, brave, protective	an aslan is involved somehow
	<b>DOYNE</b> 4 4	completion, wholeness, attainment	others, non-family, aliens
	<b>HIVER</b> 4 5	symmetry, alien, one from far away	a hiver is involved somehow
	<b>K'KREE</b> 4 6	teamwork, hospitality, ethical	the k'kree are involved somehow

COYN	TITLE	MAJOR REVELATION	MINOR REVELATION
	<b>GENESIS</b> 5 1	optimism, new beginnings, trust in life	the past
	<b>ASPIRATION</b> 5 2	hope, calm, a good omen	movement in some manner
	<b>SACRIFICE</b> 5 3	traditions, institutions, societal rules	individualism, anarchy, freedom
	<b>DEFEAT</b> 5 4	enlightenment, surrender, a new perspective	gains, some more and some less
	<b>DEATH</b> 5 5	the end, change, the impermeability things	some is to be restored
	<b>ACHIEVMENT</b> 5 6	a plan forms, chaos is ended	fruition of a plan, finally the result
	<b>BEAST</b> 6 1	subtle power, integration of animal self	weakness, in hiding
	<b>MERCENARY</b> 6 2	choice, passion, sexuality, unity	a sign is revealed, omens abound
	<b>VOYAGES</b> 6 3	now, occurring in the present	a closed path, a different route
	<b>JUTICE</b> 6 4	balance, equality, fairness	one-sided, out of balance
	<b>CHANCE</b> 6 5	stability, structure, rules and power	inaction, sleep, powerlessness
	<b>PHOENIX</b> 6 6	Rebirth, inner calling, a new phase	more of the same, continuance

## CREDITS

### TRAVELLER SETTING

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### ART DIRECTION

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## SPECIAL THANKS

### PLAYTESTERS

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### KICKSTARTER BACKERS

A very special acknowledgement to all of the Travellers who pledged during our crowdfunding campaign — without your support, we would not have been able to make this dream a reality. Thank you!

## TO HONOR GRANDFATHER

TRAVELLER



Compete as a young Droyne trying to honor the legendary figure, Grandfather. Visit various systems throughout the Regina Subsector, exploring the terrain of each, and overcoming challenging encounters.

COMING SOON TO  
KICKSTARTER