Creatures D6 / Drengir (Sentient Carnivorous



Name: Drengir
Designation: Sentient
Classification: Botanical
Average height: Towering over humans
Skin color: Various hues of green and brown

Dexterity: 3D+1
Brawling Parry: 5D+1, Dodge 4D+1
Perception: 2D+2
Willpower: 5D+2
Strength: 6D
Brawling: 7D

Special Abilities

Damage Resistance / Regeneration: Due to their Plant Based nature, extremely fast growth and Collective Mind, Drengir had few vital spots, and generally grew back from almost nothing, making a Strength based healing roll every round to restore damage. Drengir were even known to grow into two when halved by a Lightsaber.

Array of Teeth: Drengir had a large fanged mouth with which they could speak, and also bite for Str damage.

Tentacles: The vast majority of a Drengir body was made from a cluster of tentacles, which could be used to restrain a target on a Str vs Str roll. A restrained target however would be strangled in tentacles that reached into their bodies through their ears, nostrils, and mouth, and took childrens' vitality, draining away their very life. In use this drains 1D from the targets Strength each round while they are restrained, down to a minimum Strength of 1D, this recovers at a rate of 1D for each multiple of the time period they were restrained. So a character held for 2 rounds, loses 2D Strength, and once freed they recover 1D in 2 rounds, and the second 1D in another 2 rounds. However a character drained of 2D Strength (from 3D to 1D) but held within the Drengirs Tentacles for 3 days, goes back to 2D after 3 days, and back to full strength a full 6 days after they are released.

Poisoned Thorns: Drengir tentacles are covered with a deadly poison, with does 3D damage, making a target sluggish and easier to hit (lowering an effected targets Dexterity by 1D for a number of rounds equal to what they failed the Strength roll to resist the poison by.

Thrived on chaos and imbalance: Although intelligent creatures, Drengir don't form societies or work along with other species, thriving on chaos and imbalance and therefore enjoy causing disruption and descruction.

Bent on consuming other life-forms: Drengir are hungry all the time, and other sentient creatures are just considered food, and they will seek to engulf targets in their tentacles and consume them, draining their life force until they die and then absorbing the remains as nutrients.

Cast a dark aura and gave disturbing visions:The mere presence of the Drengir inspired dread, casting an intent and focused "shadow" that was perceivable by sentients, even those not attuned to the currents of the Force. Plants were also affected by the Drengir's presence; the branches of plants in close proximity to the creatures curled away, tainted and blackened.

Shared a collective mind with Drengir of the same group: The sentients operated in a group, sharing a collective mind with other Drengir of the same group and completing each others' sentences like bond-twins.

Persuaded vulnerable sentients to join their collective consciousness: The creatures persuaded sentient captives to join their collective consciousness, successfully doing so on those who were vulnerable to the influence of the dark side of the Force. This gained them access to their captives skills and bodies, requiring a Willpower vs Willpower roll to take control, although a target entwined in their tentacles would take a penalty to their Willpower roll equal to their Strength penalty, as the captive would give in as joining the collective relieved much of the pain and suffering caused by their life force being drained.

Move: 12
Size: 2.5 meters

Description: The Drengir were a species of sentient, amorphous plant-like carnivores who threatened to reap harvest across the Galactic Frontier in the aftermath of the Great Disaster during the High Republic Era. The Drengir had numerous tentacles as well as an array of teeth. Although they lacked the scheming nature and power structure of the anarchistic Nihil marauders, the Drengir were a danger to the galaxy and the Jedi, and one Jedi had their fate inescapably linked to the creatures.

With an aptitude for healing, the Drengir were largely impervious to the scorches of blasters and singes of lightsabers; when seared in half by the blade of a lightsaber, a Drengir could simply reform with two animated bodies. Reflecting numerous hues of green, the Drengir could corrupt individuals into joining with their collective mind, which was bent on only one purpose: to consume life.

Biology and appearance

An amorphous carnivorous sentient species that resembled plants, the Drengir were born of darkness, hatred, and pain. With color in various hues of green and brown and an array of teeth, they possessed numerous tentacles and thorns. The latter secreted deadly poisons, and the mere presence of the Drengir inspired dread, casting an intent and focused "shadow" that was perceivable by sentients, even those not attuned to the currents of the Force. Plants were also affected by the Drengir's presence; the branches of plants in close proximity to the creatures curled away, tainted and blackened.

As with plants, the Drengir spawned from seeds, taking root and growing to towering masses within only a couple of days of being planted. With a voracious hunger, the ancient and twisted mounds of greenery perceived all other life-forms as food, preferring to consume their preys alive. With innately warlike ways, the plant-like sentients fed life-forms such as wampas directly into their maws. The Drengir also captured sentients, strangling them in tentacles that reached into their bodies through their ears, nostrils, and mouth, and took childrens' vitality, draining away their very life.

To the human Batuuan farmer Menir, the carnivores were monstrous and and hulking figures, with their jaws seen as wicked and their face pale in the moonlight. With manes of leaves and vines and horrific spurs of wood for limbs, the creatures seemed like sentient trees, and were were easily mistaken as such by other sentients. Capable of speaking Galactic Basic, the species were able to heal from most wounds inflicted by blasters or lightsabers quickly, although they were killed when exposed to the vacuum of space. When cut in half by a lightsaber, a single Drengir could survive with two bodies.

The sentients operated in a group, sharing a collective mind with other Drengir of the same group and completing each others' sentences like bond-twins. The creatures persuaded sentient captives to join their collective consciousness, successfully doing so on those who were vulnerable to the influence of the dark side of the Force.

Society and culture

While intelligent, the Drengir acted as a collective, caring primarily about devouring non-botanical lifeforms. Strongly connected to the dark side of the Force, they were evil creatures that thrived off chaos and imbalance. While they lacked the scheming nature and power structure of the anarchistic Nihil marauders, they aimed to reap harvest across the Galactic Frontier during the High Republic Era.

For sentient species such as human and Rodian, the Drengir lurked around their settlements in the shadows, haunting people with eerie sounds before spoiling all of their crops, casting a blight that left grains rotting in the fields, blackened and withered and turning into mulch. Crops soon became ripe with mold, casting a nearly overwhelming reek. The Drengir also set up a den of their own nearby, abducting the target settlement's children to there one-by-one and entangling them in vines before having their vitality, their very life, drained of them. The Drengir then wrecked the settlements of sentients, killing the inhabitants and leaving blackened, withered vines in their wake to spread a terrible clutch over the desolate ruins.

History

Backlash against the Amaxines

Thousands of years before the High Republic Era, before large swathes of the galaxy was unified by the Galactic Republic, the Drengir were encountered on a marshy planet located between Coruscant and the Galactic Frontier by the Amaxine warriors. Seeking to expand their conquest, the warriors built a relay system to the planet to fight the plant-like carnivores and take their world. However, the plan backfired as a number of the Drengir infiltrated the space station at the heart of the Amaxine relay, devouring Amaxine warriors and forcing survivors to retreat in defeat. Later, the station was discovered by the Sith, who put the Drengir there in stasis by binding them to a set of four grandiose and elaborate binding statues, which served as Force dampeners. The other Drengir on the planet below remained unaware of their fellows' fate.

Drenched in chaos

The Amaxine station eventually became a waypoint for Byne Guild pilots during the High Republic Era. The station's central sphere was an arboretum, an exotic jungle where grass, moss, and vines littered the ground. While the station's atrium was dark and shadowy, it boasted a gathering of life forms so great that the station was filled with vitality. An area of the biosphere contained a set of rock stairs that ascended from the ground up to a dark, stone-carved throne, which was guarded by the four binding statues. The station's upper ring stored Byne Guild lockers, which had handwritten symbols that indicated a hyperspace disturbance and suggested a diversion in the hyperspace lanes. Other lockers and bay doors also had handwritten symbols.

In the time of the High Republic, the star of the star system that contained the station entered its last millennia before going supernova, giving off violent solar flares. Around 232 BBY, Jedi Wayseeker Orla Jareni, Jedi Knight Dez Rydan, Jedi Padawan Reath Silas, and Jedi Master Cohmac Vitus, as well as the cargo ship Vessel's Captain Leox Gyasi, co-pilot Affie Hollow, and the navigator Geode, came to be stranded aboard the space station due to hyperspace debris that were sent hurling across the galaxy during the Great Disaster as well as the threat of solar flares. Several other ships were stranded as well, and they were coordinated by the Vessel's crew and passengers to make landing on the station. Having landed at a docking bay located in the central

ring of the Amaxine station, the Vessel's passengers began to explore the ancient construct. They found that the station's sytems were fully operational, and Dez Rydan and Reath Silas found the station's central globe to be filled with an abundance of plant life, which were managed by dedicated 8-T gardening droids. The two Jedi also found artifacts and jewelry laying on the ground, as well as ancient glyphs, and Affie Hollow spotted wrenches and other spacers' equipment that she deduced, judging by the lack of vines on them, were recently left on the ground. While Hollow decided to keep that knowledge to herself, the two Jedi sensed a shadow in the Force.

Rydan and Silas rejoined Orla Jareni and Cohmac Vitus and shared their findings, prompting Jareni and Vitus to venture further out into the central sphere themselves. Meanwhile, the Vessel assisted the crew of a smaller ship that they had rescued from the solar flares to alight. The crew, which was a Zabrak named Hague and his young ward, Nan, met with the Vessel's crew and the Jedi. A curious Nan engaged in conversation with Silas, and the two proceeded to greet the passengers of the other ships after Leox Gyasi announced that the last of them were boarding. With the Jedi occupied, Affie Hollow traveled to the upper rings, knowing that spacers would likely have used the top and bottom rings as storage bays. As she trekked, Hollow suspected the lower ring to have larger bays for more dangerous subtances and that the upper ring would provide a vantage point to better survey the station's layout. In the upper ring, which was unlit and required Hollow to switch on a glow rod, the co-pilot discovered that the ring's lockers had dates ranging from thirty-two to six years ago, and her pleasant mood was interrupted when she found the crest of the Byne Guild on one of the lockers.

In the central sphere, Jareni and Vitus discovered the binding statues. As they explored the surrounding area, they were struck by a cold shadow that gave them a terrible sensation of darkness. Vitus saw the vision as a warning, and the Jedi returned to the Vessel, its crew and other passengers, as well as newly-docked passengers of the other ships. Aboard the Vessel, Vitus described his experience to Dez Rydan. Vitus stated that his consciousness had been transported before a terrible abyss, pained in the dark, and his soul was anguished to the extent of potentially tearing into two. The Jedi had also sensed that, unlike his experience with dark side–imbued trees, there was intelligence behind the shadow; focused and targeted. Speculating that the idols he and Jareni discovered were warning beacons that conveyed an intelligent message, Vitus expressed his thought that they should keep away from the darkness within the idols.

Routinely sensing feelings of impending doom linked to the Drengir, and believing that the artifacts contained a powerful influence of the dark side that haunted them, the four statues were wrapped in a Force shield by the Jedi and brought to the Jedi Temple on Coruscant, the capital world of the Galactic Republic, to be purified in the Shrine in the Depths. However, while performing the ritual to neutralize the artifacts of the dark side, the Jedi realized that there was nothing to neutralize. The true purpose of the Sith binding statues had been misinterpreted; the Force dampeners served to contain something else, and the Vessel's crew had taken the statues away.

The crew of the Vessel thus returned to the Amaxine station to make things right. Jedi Knights Jareni and Vitus repositioned the statues in their original configurement aboard the station, ensuring that the Drengir returned to stasis. However, the arrival of a group of Nihil marauders forced the Jedi to defend themselves by unleashing the Drengir. After damaging the statues to release the dark side carnivores, the Jedi and their allies escaped amidst the chaos which ensued. During the process, an explosive decompression struck the station, which was speculated to have sucked pieces of the statues into space.

Later, Silas joined Rydan on the Drengir marsh world, where they aimed to further investigate the Amaxine station. Deducing that the station remained intact after witnessing the two visitors

traveling down to their world using the relay system, the Drengir pursued the off-worlders. While the two Jedi escaped the marsh planet with a transport pod to the Amaxine station, they were trailed by several Drengir in another pod. When the Drengir arrived at the station with their pod, Silas used the Force to shove it backwards, hurling it into hyperspace and letting the vacuum of space kill the Drengir who had emerged.

Further emergences
In the aftermath of the Great Disaster, Jedi Knight Keeve Trennis had to face the Drengir on the pastoral moon of Sedri Minor.

Compounding the galaxy's troubles alongside the Great Disaster, the Emergences, and the Nihil raids around 232 BBY, the Drengir represented a new threat to the Jedi and the galaxy at large, aiming to reap harvest across the Galactic Frontier. Soon after the dedication of the Starlight Beacon in 232 BBY, the Drengir began abducting children on Sedri Minor, an arable planet located in the galaxy's Periphery. The Drengir brought their captives to their dwelling in a cavern underground, which was accessible by an abnormally large sinkhole. In the fields above, the local produce, a barley named vratixia renanicus, began to rot, though a shipment of the grains were sold to a trader of the Hutt Clans, whose transport flew through the Kazlin system in violation of Republic law.

While investigating a Nihil raid on the Hutt freighter, the Jedi Kotabi bond-twins, Ceret and Terec, the Trandoshan Jedi Master Sskeer, and the human Jedi Knight Keeve Trennis traced the shipment of barley to Sedri Minor. Ceret and Sskeer made contact with the locals, though as Ceret explored the fields, the Jedi was abducted by the Drengir. With his fellow Jedi missing, Sskeer was joined by the human Master Avar Kriss, Terec, and Trennis, who arrived aboard the Ataraxia after Trennis informed Kriss that Sskeer had been acting strangely after the battle at Kur&mdsah;where the Trandoshan lost his left arm and felt responsible for his Jedi colleague Jora Malli's death—and that he brutally murdered a Nihil in a bout of rage while exploring the Hutt ship. Sskeer also hid a devastating secret that was tearing him apart, drawing a private emotional outburst from him soon after the dedication ceremony aboard the Starlight Beacon. Once the Kriss, Sskeer, and Trennis gathered aboard the Ataraxia on Sedri Minor, Terec had become crazed, succumbing to the influence of the dark side; Terec's bond-twin, Ceret, who was captured by the Drengir, had been broken and fell to the carnivores' control.

Standing guard outside the Ataraxia, Keeve Trennis was led away to the Drengir's sinkhole den by a local boy named Bartol. Trennis was overwhelmed by the shadow cast by the Drengir, and sensed their expectation that she would come to them. Meanwhile, aboard the Ataraxia, Avar Kriss restrained Terec's crazed behaviour, stopping them from attacking Sskeer as Terec—under the influence of the Drengir—exclaimed that the darkness must be allowed to consume, and that the Jedi have already lost. After Terec passed out, Kriss was contacted by Speaker Kalo Sulman, the local leader, and was told that Jedi Trennis had disappeared. Kriss thus set out to look for Trennis, but not before ordering Sskeer remain on the Ataraxia to care for Terec.

Within the Drengir den, Trennis and Bartol cut through a wall of vines and found Ceret and Julus—a local Rodian boy—strangled by tentacles. While Trennis freed the two captives using the Force, Bartol found his friend, Julus, to be dead. However, Ceret remained alive, and warned Trennis that no meat was safe from the Drengir. While Trennis saved Bartol from a close call with a Drengir, Terec, aboard the Ataraxia, succumbed to a defeatist state, refusing Sskeer's advice to center themself. When Sskeer attempted to show Terec that the Force would offer strength and refuge, Terec furiously rejected with violence, spreading dark essence to the Trandoshan. The latter thus despaired at his inability to help, falling onto his knees as Terec, who had fully embraced

the Drengir's shadow, invited him to escape from his loneliness by joining the Drengir's collective mind.

Meanwhile, Ceret, also under the shadow of the Drengir, captured Bartol and refused to let him go. With Trennis all alone, the Drengir that had previously attempted to capture Bartol advanced on the Jedi Knight, delivering the ultimatum that she must choose to either nourish the Drengir or be one with them. While Trennis remained adamant on taking the position of neither, her Drengir predator moved to claim the Jedi as food. Before that could happen, however, Avar Kriss broke through the cavern ceilings with her lightsaber, searing the Drengir into two while dropping down before Trennis. Kriss then spoke to the possessed Ceret, convincing them that together, as Jedi, they were one. Kriss also demanded that Ceret release Bartol from their grip and return to the light. Ceret was moved by Kriss' sway and became free of the Drengir's collective mind, explaining meekly that they could not resist for the Drengir were too strong.

The Trandoshan Jedi Sskeer succumbed to the shadow cast by the Drengir, joining their collective mind that focused on a singular purpose: to consume and reap harvest.

Yet before the three Jedi and Bartol could leave the cavern, the Drengir that had been cut into two reformed as two organisms sharing the same collective mind, stating that there was no escape. They were then joined by another Drengir as well as Sskeer, who had joined with the Drengir's mind and had his left arm regrown as a botanical construct. Sskeer stated that the Drengir's harvest would be bountiful and pure, igniting his lightsaber to face Bartol, Ceret, Avar Kriss, and Keeve Trennis.

Kriss' group were held in the clutches of Sskeer and the Drengir, being hung from the cavern's ceiling with vines that grew from Sskeer's botanical arm. As Starlight Beacon was threatened by an age-old enemy, the secret history of the Drengir was revealed.

During the High Republic Era, the Drengir, hungry for Jedi, also arrived at a serene and remote Jedi outpost that the Jedi Lily Tora-Asi lived in.

Black harvest

A written legend in the galaxy told of a "Bitter Harvest," illustrating the threat of the dark side and the Drengir: During the era of the High Republic, with the galaxy at peace, the traveler Iren visited the village Skirl on the distant planet Batuu. Located not far from Black Spire Outpost, Skirl was a small village surrounded by ancient woodland that marked the area as one of the most fertile and beautiful part of Batuu. In Skirl, Iren was invited by Elise to take food and shelter at her house while her beloved husband Menir, a Wild Space mercenary who settled for a quiet life, sold grain at Black Spire. When Menir returned, he became enraged that a stranger sat within his house, and, having grown protective of his steadfast way of living and unwilling to accept any change, threw Iren out of his house. As Iren left, he declared that as Menir had wronged him, all that shall follow would be because of Menir. When a shocked Elise pointed out that the poor traveler left his sole property—a leather pouch containing a few seeds—within their house, Menir stormed out of the dwelling with the pouch and hurled it out in anger into the soft, damp ground of the trees.

After Elise went through a sleepless night, Menir told her that he was to return with more profts to ease her worries. Although Elise stated that she felt oppressed by a "terrible weight," Menir dismissed it as simple fear that resulted from Iren's parting words. While making his way to Black Spire Outpost to sell his grains to slavers for them to feed their slaves, Menir became lost in the morning mists, sensing a dark and foreboding presence stalking him before detecting movement around him, glimpsing the movement of a gnarled tree branch that pointed at him accusingly. While

he eventually made his way out of the fog and journeyed to Black Spire Outpost and back to Skirl, Menir was told by a neighbour that there was talk in the village of a strange, angular figure who visited in the morning mists, creeping amongst the houses and peering into their windows before retreating into the woods. While Menir denied seeing anything of the sort, the farmer remained sleepless that night, hearing sounds of knocking and glimpsing a phantom branch tapping on the window glass.

In the morning, Menir was notified by his neighbour, Nanuth, that the crops throughout the village had suffered from a blight. And a boy, Cleeve, had gone missing. Menir became worried for the loss of grain profits, but even more so for the stranger, Iren, and his parting words: "All that follows is because of you." After an entire day's search for young Cleeve without success, the villagers were forced to end the search and return to their dwellings. Anger took hold of Menir, who blamed Iren for all of Skirl's suffering. Increasingly agitated, Menir remained awake on his bed, thinking that to welcome strangers into the community was to invite poison into their lives. As he served himself a cup of blue milk in his kitchen, Menir caught sight of movement out in his garden.

Concluding in rage that it must have been Iren, Menir snatched a torch and marched out of his house to confront the stranger. His fear driven away by anger, Menir cursed and struggled through the vegetation of his garden, forcing his way through branches that tugged at his clothes and scratched his skin. Driven by his strong will to protect his village from any change, Menir pursued the movement up ahead and reached a small grove illuminated by the soft beams of Batuu's twin moons. Sheer terror struck Menir, who sighted hulking figures of roots and branches with jutting, stark jaws, seemingly erupting from the moss-covered ground. As the human entered the grove, gnarled branches reached out and disturbed the air, casting a dark presence that Menir sensed intinctively. Thier sizes varying from that of children to men, eight Drengir, still rooted to their ground, rose up from the soil. Whimpering, Menir saw the lifeless body of Cleeve at the feet of one of the Drengir, and further sighted that three spots of upturned soil remained empty.

Beside one such empty patch lay a leather pouch. In throwing the stranger's pouch away in anger, Menir realized, he had unleashed the Drengir upon Skirl. Recalling the earlier tapping of his windows and the breaths which fogged them, Menir cried out in terror, charging back to his house to find that the entire village had been ransacked. Skirl was no more, and his house was but a disfigured shell held in the clutch of a bough. Crying the name of his love, Elise, Menir flinched as movement approached him from behind. Iren stood close by, smiling sadly. The traveler suggested that Menir might have profited from showing a little kindness, and stated that in offering hatred and fear in his bitterness, Menir would have to harvest the resultant bitter fruits. Such was the case of his seeds, Iren said, and then strolled away into the dark woods. Menir slowly returned home, hearing something rapping on the kitchen window. He knew that it was time to answer.

Legacy

While pulling the strings behind the First Order through General Brendol Hux, Snoke, a dark side strand-cast created by Darth Sidious who became the First Order's Supreme Leader, took abode at the Amaxine station. From there, he maintained communication through the Force with Ben Solo, the nephew and pupil of the Jedi legend Luke Skywalker who saw Snoke as a mentor, goading him towards the dark side. After Solo was nearly killed by a fearful Skywalker who was confused about Solo's potential destiny, Snoke beckoned the youth to his hermitage abode. At the time, the Amaxine station was partially enveloped by dark, withered tendrils which had broken out of a part of the station's transparent central biosphere. The station's interior was verdant with a variety of plants, some thriving and some withered.

Snoke took abode at the Drengir station, manipulating Ben Solo into embracing the dark side

through the example of the Drengir, claiming that reality was darkness and chaos.

Aboard the space station, Snoke shared his teachings: a sentient became its truest self when it fully embraced the dark side; he was not born as the Snoke he was, but instead became that Snoke of that moment. He thus encouraged Ben Solo to stop denying "the shadow"—the dark side of the Force and the true nature of reality—and liberate himself from the rules and constraints of the Jedi path. While revealing humanoid skeletons that had been engulfed by the withered plants, Snoke further explained that the station, which he expressed fondness for, was a beacon of light that was built in an ill-fated attempt to resist the dark.

Snoke's words, coupled with his own frustration of all the expectations that were placed upon him by his family as the legacy of legends who saved the galaxy, led Ben Solo to seek out the fabled Knights of Ren, a group of morally-apathetic marauders who, instead of considering what they destroyed or what goals they might achieve, cared only about being; living in the present and consuming without apology, bathing in "the shadow" and allowing oneself to be consumed by the dark side. Snoke's pupil also rejected his own name and considered taking on the name "Kylo," a name which he thought of as a child, to Snoke's approval. Toying with a skeleton captured within a Drengir's withered tendrils, Snoke elaborated that childrens' thoughts were pure for they practised no self-deception, and sent his pupil to seek out the Knights.

Traveling with the Knights, the pupil remembered Snoke, who was surrounded by plant-life and the withered vines on his station, saying that unlike the Jedi who rigidly followed rules, practicised self-control, and were thus easily broken, the Knights of Ren did what they wanted, lending them fluidity as they did whatever was needed to survive and triumph. As the Jedi attacked the Knights in the hope of bringing Ben Solo back to the light, Snoke's pupil believed that he must walk the dark path for had no choice; both the light and the dark claimed him for their own and neither Luke Skywalker nor Snoke saw him as a person, only a legacy and a set of expectations. As Jedi Tai said that there was always hope and encouraged Ben Solo to simply be himself, the Jedi was killed by Ren, the Knights' leader. Ren saw that Snoke's pupil did not want to live in the shadow, and the pupil agreed, claiming that he was the shadow. The former Jedi attacked Ren in anger to the approval of Snoke aboard his station and Darth Sidious on Exegol. After giving Ren what the Knight deemed a "good death," the fallen Jedi took charge of the remaining Knights and embraced his dark persona as Kylo Ren.

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