

Creatures D6 / The Nameless / Shrii-ka-rai [Ea

Name: Nameless
 Skin color: Pale white
 Eye color: Red
 Distinctions: Numerous effects on Force-sensitives

Dexterity: 4D
 Perception: 3D
 Sneak: 4D
 Strength: 4D+2

Special Abilities

Fangs and Claws: The Nameless have a selection of razor sharp weapons available to them, from their claws to their fangs. Each of these allow the creature to do Str+1D damage in combat.

Hallucinations: The Nameless cause hallucinations in Force Sensitives, requiring a Heroic Willpower roll to resist. However Force Users are even in greater disadvantage, subtracting their Sense from their Willpower in this test. If the roll is failed, then the character cannot act, as they cannot see or hear anything but horrifying sanity shredding hallucinations. This test must be made every round while in close proximity to the creature, although an unease can be sensed at slightly greater distances.

Force Draining: The Nameless have the ability to consume the force within force sensitives, this is done in the form of an attack doing 6D damage, which is resisted by Willpower or the Force skill Control, however cannot be reduced below a Stun effect. The form of the damage from these attacks makes the victim appear as if they had aged dramatically and slowing their vital functions alike those of aged individuals. The resulting condition left the victim in what came to be referred to as a "husked state"â€”desiccated and devoid of life, as if they were made of stone. While some instances of husks were more substantial and solid, others disintegrated into ash at the slightest touch. This power has no effect on non-force sensitive characters.

Move: 14

Orneriness: 12D (or 1D if holding the rod of control, an artifact)

Description: The Nameless, also known as the Shrii-ka-rai (Eaters of the Force), were creatures that preyed on Force-sensitive individuals. The beings had an effect on Force users that strengthened with proximity, causing hallucinations, loss of connection to the Force, and in some cases, death, reducing the victim to a lifeless husk. During the High Republic Era, the leader of the Nihil marauders, Eye of the Nihil Marchion Ro, who possessed the means to control the creatures, intended to use the creatures to bring down the Jedi Order and the Galactic Republic; after obtaining and testing the effects of one of the beings, Ro later acquired numerous more. Ro released a number of the Nameless aboard the Starlight Beacon space station at the same time as he dispatched Nihil marauders to orchestrate its destruction, disturbing the Jedi aboard and preventing them from saving the station.



Following the time of the High Republic, the beings remained known to the Jedi. Spoken of alongside other phantasmagoria in stories by Jedi Initiates, the Nameless were also mentioned in a prophecy pertaining to the Chosen One and the supposedly frightening tale known as "The Curse of the Nameless."

Biology and appearance

Abilities

The creatures known as the Nameless were powerful beings that had a strong effect on Force-sensitives. To such individuals, the presence of the Nameless induced madness and hallucinations, overwhelming them and nullifying their connection to the Force. Proximity to the creatures was enough to kill a Force user, petrifying the individual. The resulting condition left the victim in what came to be referred to as a "husked state"—desiccated and devoid of life, as if they were made of stone. While some instances of husks were more substantial and solid, others disintegrated into ash at the slightest touch.

The beings could also seemingly draw the life out of other Force users, making them appear as if they had aged dramatically and slowing their vital functions alike those of aged individuals. Even at a greater distance, the creatures obscured the Force and disturbed Force-sensitives, causing distress and unease—a sense of dread on the edge of one's consciousness that originated from outside of the Force—and magnified existing feelings of fear and exhaustion.

Features

The Nameless were larger than humanoids, possessing four legs and claws. The beings' front limbs, which featured three claws, were long and desiccated, twitching slightly as they moved. They possessed sharp teeth and had tentacles around their mouth. Their skin was pale white and their face featured large red eyes. The creatures' blood was black in color.

However, the hallucinations that the Nameless caused manifested differently to individuals, resulting in various perceptions of the creatures, which included a darkness with hundreds of teeth, claws, and eyes, and a towering, monstrous creature.

Behavior

The creatures were driven by a desperate desire to feed and a hunger that was satiated by drawing upon Force-sensitive individuals. They understood nothing beyond their hunger, and were incapable of comprehending dangers such as radiation. The Nameless would continue to hunt their prey even when wounded. The creatures made sounds that included growling and howling, as well as loud screeches. There was only one way for the Nameless to be controlled—an ancient artifact in the form of a rod that could be twisted in order to command the beings.

History

Ancestors and artifacts

By the time of the High Republic Era, the creatures had become known to some as the Nameless and to others as the Shrii-ka-rai, or Eaters of the Force. The Ros, a family of Evereni who had a history with the Jedi Order that involved conflict and a fate that came about due to both the Jedi and the artifact that controlled the Nameless, were associated with one of the creatures, which the "faithful" revered as the Great Leveler, unaware of its true name. Having been looked upon by one of the family's ancestors, the Leveler came to be frozen in ice in the Shrine underneath the surface of the planet Rystan, guarded by droid attendants and visited by further generations of the family.

The Elders of the Path, a group who strongly opposed the Jedi and Force-sensitives, came into the possession of the artifact that could control the Nameless. Aware of the danger the artifact posed

as a weapon, the Elders divided it in two and hid both pieces, swearing to never reveal the locations. One of the two halves was hidden in the Kharvashark Ruins on the moon Vrant Tarnum, in the Stygmarn system. The other half of the rod was eventually recovered by the Ros.

An individual who was once a Jedi of the Jedi Order wrote about the creatures in a script that was also present in the Vrant Tarnum's Kharvashark Ruins. The beings were associated with a nursery rhyme song—the words of which could also be found in the ruins—that began with the line "shrii ka rai ka rai"; the words of the song claimed that the listener would be "taken away," and that when they were found all that would be left was dust.

Lying in wait

The nursery rhyme associated with the creatures was sung by Ruusstha Vidyarvrikt, an Ongree nursemaid from Dalna who cared for Jedi younglings during the High Republic Era. Among those who heard the song as younglings were future Jedi Masters Stellan Gios and Emerick Capthor. On Rystan, the Leveler came to be neglected by those whose ancestors had revered it, unvisited and forgotten.

The Ros eventually became aligned with the Nihil, a marauder group that arose from the Elders of the Path and was created by a member of the family as a weapon to wield against the Republic and the Jedi. Asgar Ro, who established himself as the Eye of the Nihil after killing his mother, came to possess the Ros' half of the artifact as well as a number of associated texts that he kept in his collection aboard his flagship, the Gaze Electric. After Asgar Ro's death, his son, Marchion, took his place. Inheriting Asgar's goal of revenge, Marchion Ro took possession of the artifact as well as the texts, which he studied extensively, seeking to achieve what he believed his father had been too afraid to try.

Ro and the Leveler

Around the year 232 BBY, Ro orchestrated the Great Hyperspace Disaster, bringing the Nihil to the attention of the Republic and the Jedi. Having searched for the other half of the artifact for years, Ro learned its location, recovering it from Vrant Tarnum in the wake of the Great Disaster.

Ro set out to retrieve the Leveler around a year later, traveling to Rystan in the starship Squall Spider. Along with him, he brought the Nihil member Udi Dis, a Force-sensitive Talortai navigator, in order to test the power that the creature had on Force users; Dis, however, was unaware of Ro's intentions. Ro and Dis met with the former's "cousin," Kufa—who herself had not visited the Shrine in a decade—in order to be led to the Leveler.

Approaching its location, Dis began to feel its effects, feeling as if something was missing when he reached out to the Force. As they arrived at the Shrine, Dis was overwhelmed by the Leveler, losing his senses and seeing hallucinations of his past. The group fought through the droid attendants that guarded the Shrine, during which Dis was fatally injured, having been unable to sense the attack coming. In awe of the Leveler's power and satisfied with his test, Ro killed both Kufa and Dis, setting a beacon for the Leveler to be collected.

Keeping the Leveler encased in ice, Ro brought it with him to the Nihil's base on the planetoid Grizal. The creature was transported to the laboratory of the Chadra-Fan doctor Kisma Uttersond aboard the Gaze Electric, where Uttersond fabricated a heating rig to defrost it so that the creature could be tested on their subject, the Jedi Master Loden Greatstorm, who Ro had taken prisoner around a year earlier.

Legacy and legend

In the time following the High Republic Era, the Nameless remained known to the Jedi Order through various tales. After their lessons, clan-mates of Jedi Initiate Dooku often swapped tales of the Nameless, among other phantasmagoria. However, Dooku himself did not engage in the stories, distancing himself from the "overactive imagination" of his peers. After becoming a Sith Lord later in his life, Dooku mentioned his fellow Initiates' tales of the Nameless while recounting his past to his apprentice Asajj Ventress.

According to a holocron that contained the prophecy of the Chosen One, a sin was done to the nameless that required the sacrifice of many Jedi to be cleared away by the Order. The holocron further stated that dangers of the past only remained dormant, and the entire galaxy would be at threat once the darkness was released. Thus, when the Force itself falls to corruption, a Chosen One would come, fatherless, and ultimately restore balance to the Force. While training his Padawan, Obi-Wan Kenobi, Jedi Master Qui-Gon Jinn continued to study the holocron and its ancient prophecies, having become facinated with them as a Padawan himself under Dooku's tutelage.

While detained in the castle of the Sith Lord Darth Vader on the planet Mustafar during the war between the Galactic Empire and the Rebel Alliance, Alliance lieutenant Thom Hudd spoke of knowing "the Curse of the Nameless." Hudd claimed that the tale was frightening enough to keep one awake at night, and mentioned other dark tales such as "The Silent Circle." While Hudd had brought up the tales in an attempt to stall a bored Vane's the horror-loving aide of Vader in the castle from executing him, Vane nonetheless expressed his disinterest in Hudd's stories and prepared to kill the rebel. Despite Vane's efforts, Hudd was rescued by Lina Graf, a fellow rebel.

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