

Trigannitaroes (Trigs)

This is a race originally native to Galatria in the Tern System. They were a rather primitive race of desert dwellers who lived in communities ruled by a dominant female who had borne the most live young. She had power over food dispensation, land grants and marriages. She would assign the next most fertile female to manage farming, administration and judicial rulings. Their society was on the verge of developing simple engineering, agricultural improvements and medicinal advances when a Gren scout ship discovered Galatria.

The Trigs were surprised to discover they were not alone in the universe but far from disturbed about it. When they began to fall ill, it turned in to a full blown plague that they call the Ritigaturiosee, Time of the Failing Sight that Kills Swiftly.

Their belief structure was based on a strong faith in the head female. A social crisis developed that turned into an all out civil war as one tribe turned on the other. The Trigs fell into a dark period where they looked to the old ways. Some turned to ritualistic consumption of fallen enemies. The Gren profited greatly as vast tracks of land were freed up for colonies.

The chaos settled over the years only to rise again as it as discovered that the Gren were terra-forming Galatria. It was too dry for thier species and the adjustments were easily made. Copious amounts of ice could be drawn from the asteroid belts around Tern and funneled to Galatria. The climate and environment began to change. The old crops did not grow and the old herd animals began to die. With some reluctance the Trigs entered into a war with the Gren. The Empire, at this time, had a very agressive expansion policy and did not tolerate the agression of the Trigs lightly. The war that followed was brutal and resulted in the total subjugation of the remaining Trigs on Galatria.

Today the Trigs who do not serve Gren in the Tern System either fight a battle against the Empire or have suunk to the less noble profession of criminal, raider or priate. The Hunters of Light, often just called the Hunters, fight in the only manner they can, strikes against soft military targets or civilian industry. The Hunters are not very feared nor particularly successful. The Trigs concept of war was extremely limited before the Gren came. It amounted to a rather bloodless affair where contests of bravery against the enemy were exhibited until one side surrendered.

To a far greater extent, the raiders and smugglers of the Trigs are much more intimidating. The Trigs seem to have an innate understanding of deception and concealment. They also have a very cold view of what must be done in these situations. A Trig raider will not hesitate to kill the young of another species nor resort to torture to find out what they need to know. They have also returned to the old ways and often devour their enemy in hopes of gaining their strength. All this combines to make the “less civilized” Trig raider and much greater threat.

The largest percentage of Trigs live as servants and slaves to the Gren of the Tern System. They have a reasonably comfortable life and this is often the rationale that the local Gren give for their enslavement of the Trigs, the lack of a truly unified and successful Trig rebellion and the relatively small numbers of Hunters.

Tribes on Rehendi I

If the party interacts with the Trigs in any fashion it will be very important that they keep track of the different tribes they encounter.

Appearance

The Trigs are a descendant from desert burrowers. They are squat and powerfully built, standing only 1.3 m on average. They have a banded armadillo like armor that covers their body that ranges from grey to brown to black mottling. Small black eyes are deep set on a diamond shaped head. They have a short snout with small but sharp teeth. Their ears are hardly noticeable and almost covered by a thick strip of spikes running down their back. Their arms end in a formidable array of claws which are normally kept clean and neatly trimmed. When standing their lack of prominent shoulders makes them appear to be slumping. Their legs are as stout as the rest of them and their wide feet aid them when moving through loose sands of a desert.