

## Simple info description

Name: Dark

Gender: Male

Species: Xenomorph

Xenomorph type: Rare hybrid

**Decedent from:** Umbrals(Shadow dragon)

Element Primary: Shadow

**Element Secondary:** Fire (Environmental Dependent past stage 3)

**Age:** Stage 1: 0-50, Stage 2: 50-100, Stage 3: 100-150, Stage 4: 150-200

Homeworld/Born world: Earth

**Orientation**: Bisexual

Food: Carnivore

Homes: Dark and remote locations; Caves, Sewers, hives. Temples, and sometimes houses in cities.

**Loyalties**: Queens > Empress/matriarch > Queen Mother

Associations: Shadow cult, Xenomorph Cult

#### The 4 Stages of Dark

Like all xenomorphs, dark was born from an egg. Inside that egg lay a face-hugger. He was laid within a research facility, and upon being extracted from his facehugger carrier, he was implanted into the body of an Umbral fire Dragon. After half a year of incubation within his host, he emerges, killing his host.

#### Chestburster (Link goes to Chestburster Wiki)



As a chestburster, he focused on eating and collecting some food so he could evolve. Fortunately, those who held him captive fed him daily until he developed into his first stage as a Stalker. As a chestburster, Dark lacks intelligence and is unable to protect himself. All he can do is flee and attack smaller creatures until he evolves.

Dark Stage 1(Drone) Wiki Presentation



#### Alignment: True Neutral

In his first stage, Dark is a silent, calculating predator who operates alone as a scout, hunter, and guardian of his species. He spends most of his time outside hives, patrolling the wilds and maintaining control over surrounding territory. His focus is simple—secure land, eliminate external threats, and protect the growth of nearby hives.

His methods are efficient and deliberate. He hunts with patience, studying prey before striking, using fear and misdirection to weaken them long before the kill. He thrives on control, ensuring his targets feel hunted and cornered even in their own territory. Though driven by duty, he takes quiet pleasure in the fear and suffering of his prey when it aligns with his efficiency.

Dark does not threaten or discipline his own kind. All xenomorphs are family to him, each with a role in the hive's survival. He avoids internal conflict, never judging or punishing, and obeys any queen's command without hesitation. Power, leadership, and recognition hold no meaning for him—only function and purpose.

While his hunts are ruthless, they are not driven by mindless cruelty. Every kill serves the hive's survival. Yet, if efficiency allows, he indulges in drawn-out hunts, savoring the fear, despair, and gradual collapse of his prey before delivering the final strike.





Stage 2 Enforcer(Lawful Neutral)

In his second stage, Dark is no longer just a silent hunter; he becomes an enforcer of order and discipline. His intelligence has sharpened, allowing him to manipulate, intimidate, and control with deliberate precision. He now acts not only as a predator but as a regulator—ensuring every member of the hive fulfills their role without failure.

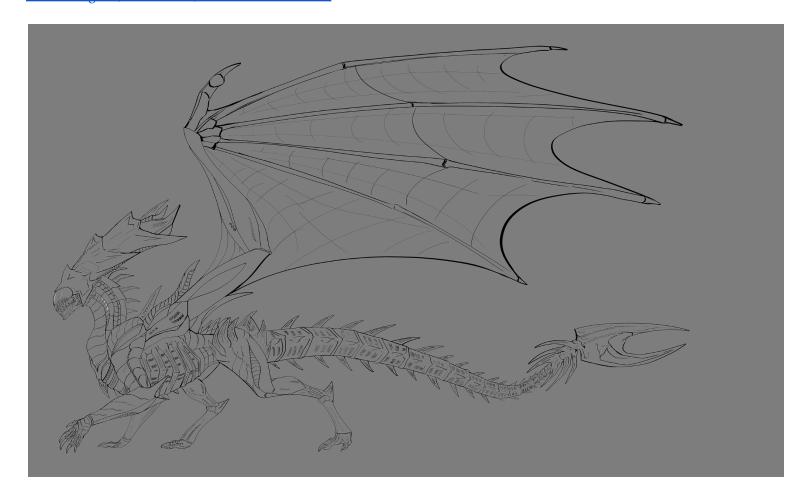
He continues to use fear as both weapon and tool, mastering it as a means of maintaining structure. Those who falter are corrected, humiliated, or removed depending on the gravity of their failure. He observes

patterns in behavior, learning to anticipate disobedience before it occurs, and applies punishment preemptively when needed.

Dark's emotional capacity has expanded. He now experiences anger, hatred, satisfaction, and pleasure, and expresses them through movement, posture, and presence. Yet emotion never clouds his purpose—it sharpens it. Though rare, mercy can occur when it serves the hive's stability or long-term efficiency.

His loyalty remains to the hierarchy itself. He enforces its laws with brutal precision, understanding that structure and fear are the foundation of survival.

#### Dark Stage 3(Praetorian) Wiki Presentation



Stage 3 Praetorian(Lawful Evil)

In his third stage, Dark becomes a measured and deliberate force—no longer a simple enforcer but a calculated guardian of order and purpose. When unassigned, he roams freely to secure territory, eliminate threats, and aid hive expansion. Within hives, he acts as protector and stabilizer, ensuring the queen's rule

endures without weakness or disorder. His instincts now operate alongside intelligence and intent, blending loyalty with efficiency.

His methods of control are precise and methodical. Violence is no longer his first tool; he favors observation, psychological pressure, and targeted correction. Every decision is weighed for long-term stability. Failure is met not with rage, but with calm, deliberate consequence. To him, discipline is maintenance—an act of preservation rather than dominance.

Dark's intelligence and emotional awareness have matured greatly. He speaks when needed, using language to command, mislead, or persuade. His cruelty is purposeful, his restraint strategic. Each move is calculated, each silence intentional.

He now forms selective attachments. Those who prove themselves through loyalty or strength may earn his trust and are treated as equals rather than subordinates. These bonds are rare but genuine, rooted in mutual respect rather than emotion.

Reproduction becomes a controlled process guided by choice and design. Dark selects broodmothers with intent, valuing their strength and potential. Some are kept close as personal possessions—protected, conditioned, and shaped to his standards. What was once instinctive breeding is now deliberate creation, serving both hive continuity and his own ideals of perfection.

#### Xenomorph Dragon Elder Praetorian (Slides under visual WIP)



Stage 4 Elder Praetorian: Lawful Evil

Once Dark reaches his 4th stage, his superiority complex has solidified—he sees all non-xenomorphs as lesser beings, insignificant compared to his species. He does not outwardly flaunt this belief unless necessary, but it dictates how he interacts with the world.

Dark fully embraces the desire to indulge in his desires and pleasures. He takes great satisfaction in hoarding personal possessions, ensuring that those he claims remain his forever. Whether it be broodmothers, captured prey, devoted cultists, or broken enemies, he enjoys reinforcing their servitude, ensuring they know they belong to him.

Dark now relishes in worship and devotion. He enjoys the desperation of his followers, the blind loyalty of his cult, and the helpless submission of those who once defied him. While he does not seek worship as a need, he finds great satisfaction in the reverence and fear he instills in others.

Death

Once Dark has lived his full lifespan, spanning 200 years. He will die from old age, in which his body will wither away, leaving only his bones behind. He will return to life 100 years after his death. However, this can be reduced by half every 10 years if a small group of people performs a ritual involving one of his bones, the blood of a dragon, and the body of a praetorian at night during a new moon inside a pot full of magma.

Afterlife: Whenever Dark dies, his soul goes to Nyvharra. This is the heavenly afterlife of all Umbral Dragons, created and controlled by Nyssatra, the Progenitor of all Umbral Dragons. Despite being an Umbral dragon himself to an extent, Dark's soul is abused and used ruthlessly by Nyssatra and the other souls within the realm, tortured until his rebirth.

# **Body Composition**

- Exoskeleton/ Chitin armor: Dark's exoskeleton covers the majority of his body except for his face, underside of his neck, belly, groin, and his joints. With its bioengineered design just as other Xenos, it provides him with strong, resistant armor while still being flexible enough to give him agility throughout all his stages
- Leather hide: Dark has a leathery hide along the underside of his neck, underbelly, and around his joints. His hide helps him resist extreme climates and weather while also acting as a shock absorber.
- Scales: The dark exoskeleton is covered in a thin layer of scales, providing an additional layer of protection against heat and stab wounds. His scales also darken his exoskeleton, making it harder to see in the dark.
- Protective mucus: Darks exoskeleton and face are covered in a protective layer of mucus, providing moisture to his face and his exoskeleton, keeping it from cracking or growing brittle. This mucus also helps him regulate his external temperature, allowing him to adapt to any climate. However, because of his host DNA, his mucus adapts to warmer climates far faster than colder.

### <u>Senses</u>

• Sight: Unlike many of his species, Dark can see. With his vision, he can see in color and has a similar vision level as humans. However, he is very much near-sighted, only being able to see 10 meters in front of him before everything beyond that turns black.

- Darkvision: Building off his vision. Dark has an easier time seeing in darkness. His field of view is
  increased from 10 meters to 50 meters in dark spaces.
- Echolocation: Like others of his species, he can use the sounds of his environment to see what he can not visually see, including temperature changes.
- Pionic sensory perception: For as long as dark is within 30 miles of a hive. He can mentally connect with that hive, allowing him to communicate with them mentally. In addition, senses the emotions of those around him.
- Chemical sensory: Like snakes, Dark can taste the scents and pheromones in the air using his tongue.
- Fear sense: Dark can taste the fear of others, similar to Chemical senses, as if fear is a physical trail.