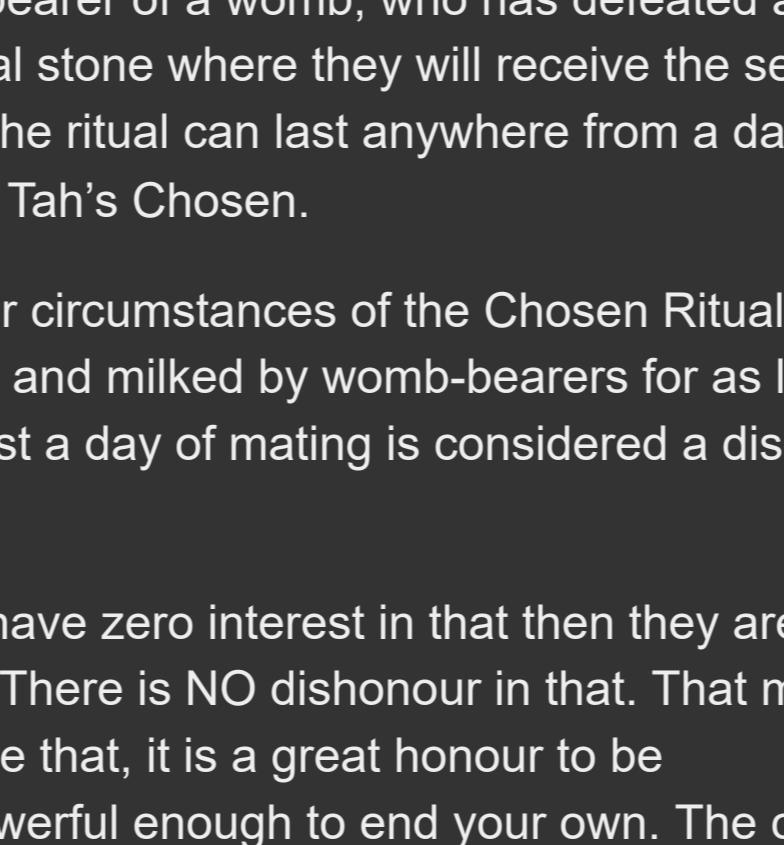
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## RHAKOTI (RA - KO - TEE)

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War is how this Colony survives. The elders from this Colony were the most bloodthirsty and have thus steered the rest of them down the path of destruction. These [Dreygsin](#) are known for cutting pieces of their most worthy foes and attaching it to themselves. It is said they were cursed by [Sutek](#) for their violence, causing them to forever be unsatisfied by victory but the Rhakoti do not see it as a curse but merely a challenge. The greatest of Rhakoti do manage to defiantly break the curse of their god and those that have earned that become Warlords, having gained the wisdom of a lifetime of strife- it is their duty to shepherd the others of their colony to the same destiny. (Some reaching enlightenment become despondent and are promptly exiled.) Rhakoti believe the strong must be all that stand should [Anuneph](#) truly return.

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### BIOLOGY + APPEARANCE

The Rhakoti are a complex people, still fighting among each other as well as neighbouring colonies. The Warlords all have differing opinions on how to lead so that will cause many incidents between the sects but they all have the same mission and that is to ascend every single Rhakoti. And if it must be done in the blood of others? So be it.

Every single Rhakoti has the curse, including hybrids. Hybrids must be ten times removed from their original Dreygsin relative in order for the cycle to be broken. The curse is powerful so any children born from the union of a Rhakoti must be given the care and love of an entire community for them to get those inner demons under control. It is not uncommon for non-Rhakoti mothers to be slain before the time their child turns 6.

### ELDERS

The current and past Elders of the colony, there should be three active at all time. Not all are figured out.

### RITUALS

When it comes to choosing a mate it is the Rhakoti way to fight for the right to breed, that goes for any gender. To carry the seed of an unskilled fighter is to forever weaken your lineage. Multiple mates is the norm.

"Tah's Chosen Ritual" is a Rhakoti ritual where a bearer of a womb, who has defeated a great enemy or conquered land is laid upon a ritual stone where they will receive the seed of the strongest that helped them in that conquest. The ritual can last anywhere from a day to a few weeks of debauchery with the focus solely on Tah's Chosen.

"Tah's Seed Ritual" is a Rhakoti ritual under similar circumstances of the Chosen Ritual. Here this is where the bearer of full seed is bound and milked by womb-bearers for as long as there is something to give. Not being able to last a day of mating is considered a disgrace to the ritual and the Rhakoti victor is slain instead.

The rituals are for breeding but should a Rhakoti have zero interest in that then they are called "Sudda's End" which is a Lineage Breaker. There is NO dishonour in that. That merely means that the Rhakoti believes themselves above that, it is a great honour to be considered the most powerful in your Lineage, powerful enough to end your own. The cost of being a Lineage Breaker is one must be the most ferocious. This does not necessarily mean they are Asexual. (They can be if they want!)

[Rituals of the Rhakoti](#)

### MOTHERHOOD

The complications that come with raising Rhakoti pups is the curse of [Selsin](#) that runs through their veins.

The average Rhakoti litter is 5-8. That is considered a blessing and high chance of survival for their offspring. Having less than that is... heart-breaking but that won't stop a Rhakoti mother from trying to teach their young as much as possible before the exile.

Many Rhakoti mothers know that after a certain age their young will need to be exiled from the adult pack so even in their maddened state they pray for large litters so that their offspring have a higher chance if they stick together.

Eventually, packs will merge with others.

There are cases of ascended Rhakoti mothers being able to KEEP some of their children, though the job ahead of them will not be easy.

They will need the strength and wisdom of someone with a lifetime of hardship past them and the clarity to fight their own tricklings of the curse threatening to well up from the stress. Though each case has proven that the Rhakoti from ascended mothers have a much better defence against the curse.

There are also multiple tales of Rhakoti mothers finding bonds with other expectant mothers and raising their children together. Most of the time both parties will be ascended. Spirits guided to each other. (Known as [Hutet](#)'s love, soulmates finding each other. It became so popular that it earned that name in honour of the fallen goddess.)

That is not the tale for all though.

Their children fight with a violence that has been known to take down even larger adults. Their youth is challenging, one of survival and abandonment. Many will have been old enough to form memories of their parents so in their young state they are left with that confusion of why they were sent off.

The packs are formed and eventually the worst of the bullies rise up and lead their packs but only those with flashes of clarity and strength combined will make it to adulthood. As soon as a Rhakoti enters their teenage years they are cast out from the child pack, brutally forced out and left to fend for themselves as no adult packs would accept someone so young.

The growing years of a young Rhakoti are referred to as the Sut's Path. The tale is derived from an Ancient Warrior God taking the sun mother upon his shoulder and carrying her across the desert and through the mountains, all while he was consumed by the fire for he loved the sun and her sadness had kept her from rising one day. It is a tale that encourages growth, fighting through unbearable pains and getting through to the other side. Because your sun will not rise until you carry it past each hardship.

Rhakoti enter adulthood with a final burst of violence. They either fight their way into an existing pack by impressing the Warlord in some form through challenging them, their finest warriors or offering up a gift (like the head of a great monster).

When challenging a Rhakoti Warlord it is near impossible to win, only a couple of tales have proved otherwise. But the now-adult Rhakoti will either be spared or slaughtered- though if they can impress a Warlord that means favoritism and in a pack-led society like this, that is more valued than any god's boon.

Though there are some packs that have been formed when the newly adult Rhakoti round up other lone members, most of the time able to track down lost litter siblings.

New packs will need to be on the move constantly as the older ones have been known to hunt them down, kill the weak and take in the strong.

Rhakoti life is Violence.

### HISTORY

The greatest mistake of Sutek was stopping the god Selsin from exacting his vengeance. The blinded god had fought the grieving Selsin whose screams of despair rumbled the lands of the Rhakoti who could only stand by and watch as the sins of their hunt bared their fangs. The Rhakoti, led by all three of their elders, had hunted down the seven great wolves that roamed the land. Selsin had left the world of Dreyg to fight the World Devouring Worm above, for many months he clashed with the great beast and wrought pain across the heavens, during this battle the night sky was crimson.

The sons of Selsin were not kind lesser gods, they hungered and did their own hunts which led to many Rhakoti dying. The wolf gods were vicious and ravenous in their hunger. It was with great conflict within their own ranks did the Rhakoti lead a hunting party to finally end it all now that the eyes of Selsin were not upon their people.

Sutek was unable to see as he had already made his oath, how the god above had learned of Selsin's return and subsequently the start of brutally murdering many Rhakoti is unknown- though many suggest it is because the cries of Selsin reached the heavens.

It took all of Sutek's power and nearly all of his lifeforce to stop Selsin while under the effects of an oath. Thus was a deal struck, a curse made.

Sutek fell into the lands of Amal after Selsin returned to the mountains, never being heard from again as he wore the pelts of his fallen sons.

The untamed rage of a god was too much for any Dreygsin, it drove the Rhakoti into teeth-gnawing madness. Many turned on each other, cannibalizing their own beloveds in an insane haze. They were drunk on the rage that scoured their minds and sank into the deepest cores of their bone. Packs within the Rhakoti were formed and from there they spread out across the world. Thus the Thousand Year War had begun and the pure rage of a god was felt across the land, killing so many more than Sutek had ever thought possible.

Entire colonies fell, cities razed. Many of the Rhakoti Dreygsin ran on all fours like a wild feral beasts, they reproduced in massive numbers and from birth, the children were cursed, already driven mad in angry scared shrieks. During this time many Rhakoti abandoned their children, those children forming their own packs- which, when one became too old they would have to leave or they would be cannibalized by the much younger Rhakoti children.

They were cursed to know the grief Selsin felt, they were cursed to never know the satisfaction of victory. Which became the greatest challenge of all. For a thousand years they fought, the final years of that... several Rhakoti ascended beyond their curse, finding peace, finding the satisfaction and their own hearts healed of the rage.

These Rhakoti became warlords, they act as shepherds for their people. While war is all they know, it will be what they continue- the Warlords understand how awful the curse is and they have helped many others ascend, from there a Rhakoti can decide if they want to keep living or if they want to know the great sleep. As more and more become ascended they regain some sense of civility, villages are able to be formed and roaming feral Rhakoti are constantly shepherded back to places that can care for them.

The elders of the Rhakoti were among the first Warlords. Each current Warlord has a set of giant wings, stolen from the Chylus. Many Rhakoti steal trophies from their greatest foes and attach it to their bodies. To enter the lands of Rhakoti is to enter a land of body horror and brutality as it is a tradition still continued. At the heart of their land which once belonged to the Chylus is the skull of Hutet. They would defend the skull with their lives, easily to their last man. Hutet's grace was still appreciated and loved even in the darkest moments of madness. Many offerings are left near the skull of Hutet in hopes that one day she will return should an offering be worthy enough.

Many Rhakoti are brutal warriors but many take up the dark arts, choosing to be the flesh crafters for their people. They are Nekromancers, able to raise their own kind to continue fighting. Their own bloodlust sated by watching the violence before them or through torture. Those that ascend as a Nekromancer are truly among the most dangerous, sticking close to Warlords and offering them wisdom. Every Nekromancer that becomes ascended is given a cursed book which is bound in the dried flesh scraps of Tefar. Each book has the power to drive the Nekro Rhakoti back into madness should they fall victim to the whispers. It takes incredible will and a stubborn broken mind to be able to wield the magic each book is drenched in. To look at the last page of the book is to find out how one will die. To continue looking at the last page of the book is to find out a new brutal way you are going to die but sooner.

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