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# OPACUS

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Considered to be children of the twin moons **Alu** and **Lu**.

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### ELDER

Last surviving Elder Lakrii.

### HISTORY

A prosperous colony that committed no outward acts of hostility but it is said by the Scrollsayers of Ra their meddling caused the downfall of several colonies that tried to form. They were destroyed by **Rhakoti**. Very few Opacus remain but small sects hide within **Khylo** territory. They are said to be assassin families now, run by the one remaining elder, Lakrii. Working from the shadows to protect both their people and acting as the dagger of **Sutek**.

### OPACUS ASSASSIN TEMPLE

There are five Assassin temples on the world of Dreyg but there is one led by the last remaining Opacus elder Lakrii within the Khylo lands of Sakihi.

The temple itself is referred to as the Alu Temple in honour of the guiding moon.

The path to joining the greatest assassins within the world of Dreyg is one of peril for the Opacus faced extinction and rose above, those that wish to join their fold or are forcibly recruited will soon understand the gravity of the trials.

Orphans torn from their parents, normally from war, from across the lands of Dreyg are recruited by the Shrouded Blade sect of the Alu Temple, those assassins are considered "retired". If they are unable to serve as Sutek's blade any further (like being unrecoverably wounded) then they can still serve as recruiters.

Once picked they are returned to the temple within the mountains where they will be trained with the basics while being made to learn the ancient history of the Opacus and the servitude to Sutek where the Temple reveres him with honour to an arguably fanatical degree. They will be watched closely by the Trueborn Opacus Assassins.

The Trueborn Opacus Assassins are the eldest within the temple and almost all are pureblooded Opacus, but some outside/hybrids have ascended to such a rank- although rarely.

The young Dreygsin are put through trials that would prove difficult for any trained adult warrior. During the process the young recruits are gathered up and placed within an Ancient Dreyg mine that the temple is upon. There the recruits must survive for one month in complete darkness and the twisting maze that is the dangers of a timelost Dreyg mine and the structures within.

Each young Dreygsin is given only enough food to last for a week which means they will be forced to take down others. It is a vicious time and some choose to look out for each other but sometimes hard choices will need to be made.

At the end of the month the Elder himself will venture down and gather up the surviving recruits, leaving the skulls of the fallen behind.

From there the young recruits are given a full night's rest after a big feast. That will be the last peaceful night for a long time.

The true training begins, every waking hour is spent with endurance training or weaponry. Their bodies will be pushed to the absolute brink of breaking and beyond. This will go on for the next five years, every day with nonstop training which includes learning the art of moving as swiftly and quietly as a shadow.

A common training technique the Trueborn apply here is standing at one side of a great hall with obstacles and creaky rafters, there they will patrol and the Dreygsin hopefuls must sneak by the Trueborn who has already had thousands of years of experience. Getting caught means getting severely lashed.

Tiny devious little Imp Sprites are also used for training, it starts with a Trueborn releasing the small glowing sprite into the forest and telling the recruits to keep tracking the practically untrackable mystical creature. They are no bigger than a pinky finger and claw. When a sprite is captured- well, they can make a fine little snack for the starving Dreygsin or perhaps a new companion, the Trueborn do not care which the recruit picks.

At any point during this time if any young Dreygsin falters they will be killed for only the strongest are permitted to advance further. Many die in this phase, some even try to escape- but each will be hunted down and executed.

After that long training session there is another, focused mostly on endurance, which is about trekking up the largest mountain within Khylo lands, which is Khair. There they will need to survive all the dangers of the wild, hunt and traverse up the highest peak on all of Dreyg and leave a prayer- a prayer that can never be spoken of to anyone, lest they have their tongue cut out by a Trueborn with a blade that will not permit it to regen.

Now the surviving youth will each be given one "easy" target, typically within the Rhakoti. They must bring back the head of their target in order to advance, even more do not pass this phase.

From there the young Dreygsin is gifted several bars of metal, depending on their performance it can vary on what material they are given but the most common is the exceedingly rare Ghostrite.

The assassin hopeful is then tasked to find a weaponsmith to accept their work, there are many talented weapon makers within the Khylo and those are the safest options but some more daring Dreygsin assassin adepts will make an exchange with some talented blacksmiths from outside colonies. As a future Opacus Assassin they give "A Promise" which is one of the highest currencies within Dreygsin culture, for it is bound by the soul.

"A Promise" from a future assassin is a huge investment and many will greedily accept.

From there the young Dreygsin will return and train with their new weaponry will commence, daggers being the most preferred and that is what most will choose.

The anatomy of a Dreygsin is studied extensively and the young assassins will have every muscle, every nerve cluster, every bone memorized. Since Dreygsin can be diverse in their anatomy they will be studying a whole variety of types.

For a hundred more years the adepts will be given "easy" targets and train relentlessly, sleep and food is a luxury and any that take too long on their targets are hunted down by a Trueborn and murdered to keep them from straying from the path, as unlikely as it would be for a recruit to stray when they are this far in.

Those that are still surviving are brought to a final ritual where their early years will be wiped so that they have no more connections to the outside. All they have will be their assassin family. From there they gain the title of Duskblade. They are the servants of Sutek and Elder Lakrii will give their beloved god only the best.

In exchange for their early memories they are given a unique connection directly to Sutek meaning the god can whisper his Will to their ears and they will be compelled to act on it to completion. To have such a connection with a god would normally be maddening but those that have survived this far have steeled their minds and bodies beyond what any regular Dreygsin could achieve, they are the best of the best.

Opacus Assassins are feared for their minds are unbreakable, their will untestable and their blades bathed in years of hardship and blood.

### Rituals of the Opacus

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