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FALKIDHA

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Considered by many to have originally been exterminated by the Coerth, Falkidha has long been subject to numerous incursions by the nearby colony. Despite attempts in the past to protect themselves, Falkidha had been slaughtered during the event called "The Great Betrayal" as Survivors called it.

But contrary to what the Coerth may tell other colonies, the determination of the survivors and deserters outweighed the Coerth need to exterminate their people. Leading to an unexpected revival after the thousand-year war with the assistance of the Derveni and Zann-ak volunteers.

The Falkidha are worshipers of Ere, but unlike the Coerth, their rituals and lifestyles are much more modest, tame, and sanitized. Which goes further and influences how they treat other colonies, giving them their reputation of being a "Colony of Kindness".

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BIOLOGY

The Falkidha are unique in terms of biology. As being a Falkidha does not mean you have to be born in the colony, which allows outsiders to become part of the colony. This means that, physically, they can be a very diverse but united colony, with dreygsins from all over the landscape. But for the most part, they are very similar to the Coerth. Spiritually though, becoming a Falkidha means being part of the land, your soul is bound to the ancestors and beyond. It is an important part of their culture as this allows them to talk to past ones and even seek guidance from long dead heroes.

A very hidden fact is that Falkidha goes back thousand of years. With evidence suggesting that they are part of the oldest colonies of Dreyg, though not the oldest by any means.

The most important part of Falkidha biology is the power known as "Hikari". Every dreyg that swears the oath, goes through another ritual to gain this power. They are blessed by Yaretzumi itself to gain it, allowing them to heal others and spread their kindness and mercy wherever they go, should they find someone in need.

CULTURE

While their culture has seen great change ever since the great betrayal, Falkidha has a unique culture that values tradition and honor. With every member of the colony pledging an oath to the Goddess Ere and the Colony. The oath is a soul binding act that will tie the Dreyg to the land, and will ensure they are fully loyal to it. betraying the colony after this ritual means a sudden but quick death, the skull of the traitor becoming cracked with a yellow light, which bursts it into a fine dust. Falkidha values the acts of mercy, kindness and honor. It is largely shamed to ever act dishonorably to an opponent or to not offer mercy to them at least once. Exceptions may be made by Yaretzumi and High Ranking Falkidha should a situation require it though. Such as Traitors or Dishonorable Foes.

When it comes to Young Falkidha, they are always given opportunities to train as several roles. Knights, Footmen, Priestesses/Priests, Workers and what not.

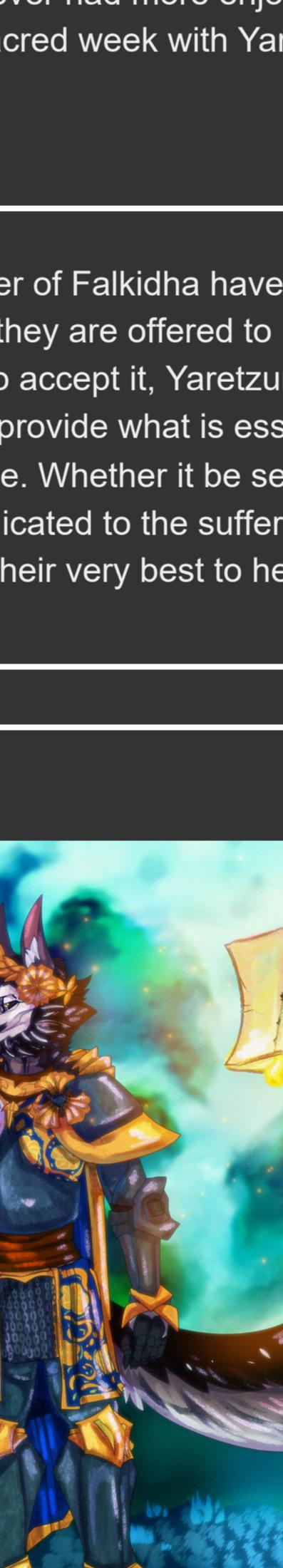
Each role is valued by the colony and are given an equal treatment. No member of this colony is considered lower or beneath one another, it is merely a choice of path, which can be changed or altered should a more suitable path be found for a young one.

Knights and Footmen are usually trained in Derveni or in their own territory, with the help of local villages that have been for centuries allied with them. They are put through hardships in these areas and trained to fight under sun and night, to use their environment against a foe and to always be vigilant when out in the field. It is not uncommon for these training Falkidha to help these villages with hunting, fishing and labor work.

Scholars and Priestesses are almost entirely trained under the hidden city's protection, but they are also given escort to practice their knowledge in Derveni, Zann-ak and as far as... Both Roles are trained in the uses of Hikari, and use it to help wounded beings, no matter their appearance or colony. This has led to them being largely respected in several regions. And has made them able to earn the respect and help needed to survive.

An example of this respect, is the relation between Zann-ak and Falkidha. Although both do not share the same feelings towards gods, Falkidha is always willing to help the Travelling Villages and Groups, whether it be hunting or healing a sick member of their sect. Even providing some food should they be able to carry it along the way and not be overburdened by the harsh desert.

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Workers are a unique role, as they encompass various smaller roles that can have masters of such trade. Farming, Fishing, Hunting, Trapping, Building and many others, all of these have masters who take apprentices that learn the trade and have it perfected by the time a Falkidha becomes an adult. A Falkidha can also learn these trades by themselves, which takes significantly longer, but it is within their mind to choose a path.

A very important factor into Falkidha society is the unconditional appreciation and value to Sexual Activities. Although taking mates is dependent on the person, Falkidha has a very open mind when it comes to it. With clothes, armor and even public spaces reflecting this attitude. It has made sex a largely casual but still private affair, but there are public building where these are allowed to be in the open, such as bathing houses or taverns.

The colony does not go down the hole though, and these sexual acts rarely get to the same level as the Coerth who have a similar stance on such acts. For example, more often than not, acts of self flagellation or self-injury are taken with extreme prejudice. Even disgust by some members of this colony, as they value the pure look of a being. Even if the Falkidha is disfigured by birth or such, they are treated as an equal and are considered beautiful no matter the damage.

Like various other colonies, Falkidha also does not care much for the gender of the member, for example, priestesses and priests have taken great care to take into account the sexuality or preference of a wounded member or someone they are with. It is not uncommon for a male priest to be willing to treat a male dreyg if they prefer, as Falkidha believes that, being comfortable is paramount to helping them heal.

Priests and Priestess are trained to also use Hikari on themselves to help them change their physical form should they wish. Whether it be to more appealing to a certain type, or to simply have them be the perfect selves in which they can be comfortable in. This does take a century of training though.

RITUALS

Rituals of Falkidha are very important to the colony, as they dictate who becomes a Falkidha. Spiritually help members after any Battle, give rewards and more. And the blessings of Yaretzumi may also be given through a ritual. These can range from being tame, to being outright sexual in nature.

THE OATH

Although its name is simple, The Oath is how a Dreyg is able to become part of Falkidha, they must be trusted and allowed into the hidden city, where they are judged by a council of High Ranking Falkidha. Including the current elders. If they are seen as trustworthy, they are brought to the sacred temple of Tatskawa, where the essence of Hikari is at its strongest. There, the chosen dreyg is told their oath, of which they must repeat before being slowly laid under the water in a sacred pool. Once in, they are met by Yaretzumi herself in their mind, who talks to them. No one is allowed to talk about what was said, but it is told that, Yaretzumi is able to know all the Dreygs sins, mistakes and faults once in the water. Where they are deconstructed and rebuilt with mere words, and given a new chance at a new life under Falkidha.

Once they are done, the Dreyg is to raise from the water and a celebration is done, for a new member of Falkidha has been born.

SACRED LIGHT

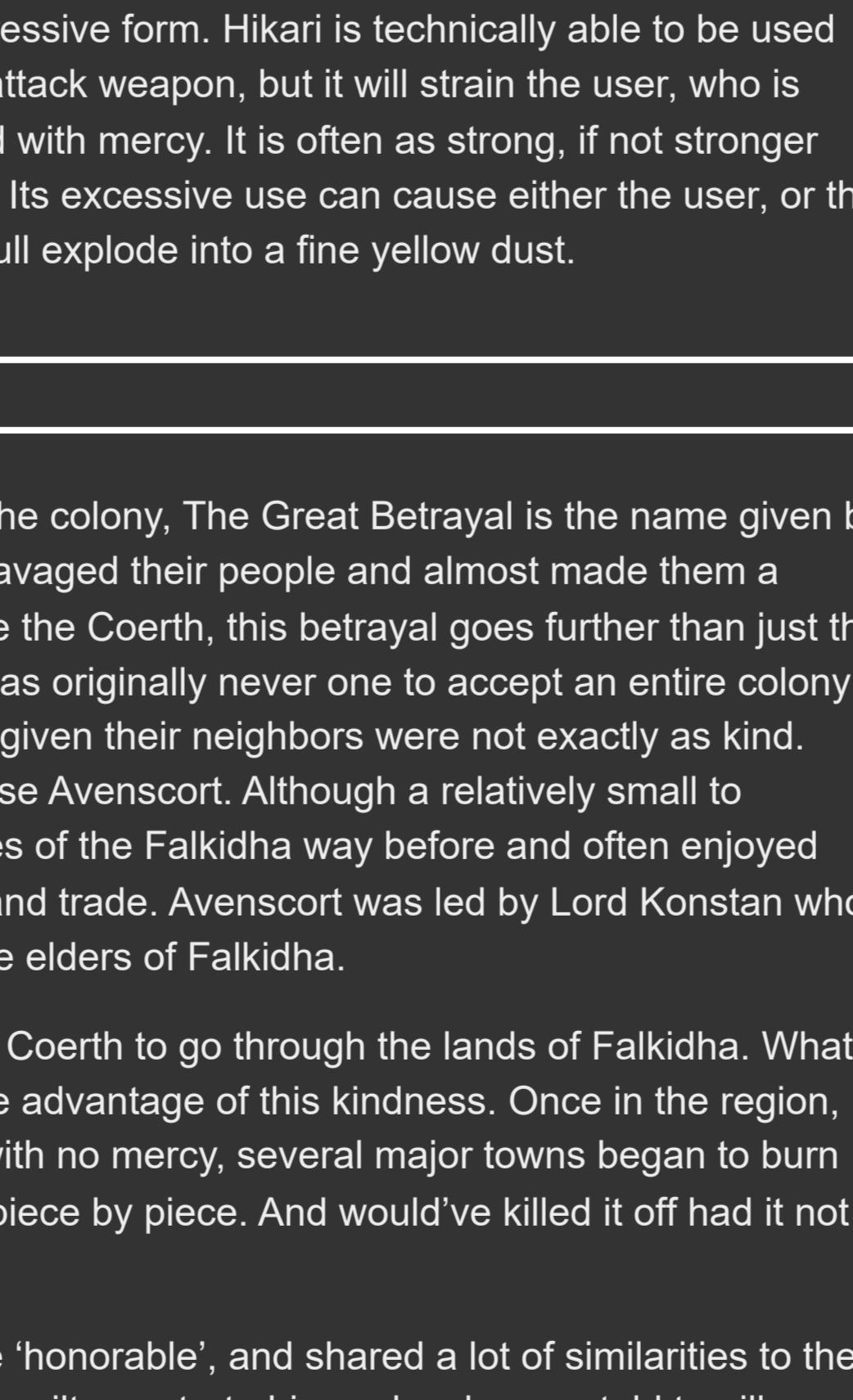
The "Sacred Light" Ritual is one that is done to newly arrived priests or priestesses. This involves meeting Yaretzumi herself in person. Rarely do many have this honor, and becoming a priest is seen as an immense honor. The chosen one is to be sent into a hidden area of the Temple, where they spend up to more than a week with Yaretzumi, alone. Although a lot of this time is spent meditating and just contemplating, Yaretzumi is not a boring being. Priestesses often come out saying they had never had more enjoyable days than those spent with her. One can only imagine how this sacred week with Yaretzumi must feel to a Dreyg.

YARETZUMI'S LOVE

"Yaretzumi's love" is a unique ritual. Where, should a member of Falkidha have a noticeable lack of any emotion, happiness or even sex in some cases, they are offered to participate in this ritual. You are given a choice to deny it, but to those who accept it, Yaretzumi herself will call upon a selected number of her priests or priestesses to provide what is essentially a week of unconditional kindness in the inner part of the temple. Whether it be sexual acts, cuddling, psychological help or more, this entire week is dedicated to the suffering Dreyg to help them heal spiritually. The priests or priestesses will do their very best to help them.

ELDERS

- **High Priestess Taizumi**
Taizumi is one of the many survivors of the Great Betrayal, having managed to survive the slaughter of her village, she helped with the defense of Naradaka and took on duties as a priestess at a relatively young age for a Falkidha. She was rewarded for her service by Yaretzumi and appointed as High Priestess, The formal and religious leader of the Falkidha Priests and Priestesses, which also allowed her to be one of the chosen to become an elder for Falkidha.
- **Lord Konstan, The Reformed**
Konstan Avensort, or known now as Lord Konstan, is a former Coerth leader of a Congregation named after his family. Having served as their Vanguard during several campaigns, Konstan was valued as the Coerth's most efficient, and he was considered to be one of the more experienced in combat compared to other Congregations. This relationship quickly turned once Konstan learned of the lies behind his back and the order to kill the innocent, which he did not stand for. Betraying the Saints of Coerth and declaring himself a member of Falkidha, Konstan now lives as an Elder, fighting and ruling alongside the rest of Falkidha while trying to free his soul from the guilt of the honor he had lost.
- **Lord Tatskumu, Father of the Falkidha**
Tatskumu is one of the founding members of Falkidha, having witnessed the moment the colony was first blessed by the goddess Ere, he is one of the oldest dreygins in Falkidha, and his skills in all manners has yet to be matched by even Konstan. He was captured during the Great Betrayal and spent the entire period of the Thousand-Year war under the Coerth as an unwilling prisoner until his fortunate rescue later on.



NOTABLE SETTLEMENTS

- Tatskawa, The Hidden City
- Naradaka

CHAPTERS OF FALKIDHA

Due to the union between the rogue Coerth House and the remaining members of Falkidha, Falkidha's military is divided into chapters. Although these do not affect status or a member's worth, they determine the appearance of certain armor pieces and equipment handed out to the foot soldiers of Falkidha. The Chapter of Avensort, currently led by the elder Lord Konstan, is the Chapter representing all soldiers from outside origins. They are often given armor and equipment similar to the coerth but with additions to make it separate, such as Falkidha head pieces, heraldry, battle banners and cloth.

The Chapter of Naradaki on the other hand, is mostly made up of Falkidha born members, but foreigners are often included whenever possible. This Chapter receives traditional equipment of Falkidha, including its armor which rarely finds itself outside the region. The armor is often considered to be blessed due to its considerable durability, and the masking it requires precision and patience. Hence, the low number of foreigners in this chapter, but there have been attempts to speed up the process to allow both chapters to become equal in manpower.

HIKARI

"Hikari" as the Falkidha call it, is a branch of a divine magic that had been gifted by the goddess Ere to the colony during its early phases. It is directly related to "Divinus" but it functions in a manner different. As it does not burn nor affect an individual in a negative form. Hikari is a pure magic, powered by the kindness of Falkidha, it is able to heal wounds and restore minds back to normality, even when long gone and all hope is lost. Falkidha harnesses this magic by using it for good, it's uses going far and wide, while also being often confused for more common forms of magic.

To have Hikari, a member of the colony must go through a Ritual, pledging an oath to the Avatar of Ere, Yaretzumi. This ritual involves exploring the mind of the Attendee, seeing through and looking at their past sins, their guilts. And forgiving them. Should a Falkidha's fingers glow a bright yellow light, the ritual has been successful. Only certain members have ever been denied this power, and even spies are unable to escape the truth of their role once inside the ritual.

A highly unknown part of Hikari is its aggressive form. Hikari is technically able to be used offensively, and may act as a temporary attack weapon, but it will strain the user, who is using the ability for means not intended with mercy. It is often as strong, if not stronger than Divinus, but much harder to control. Its excessive use can cause either the user, or Dreygin being attacked, to have their skull explode into a fine yellow dust.

THE GREAT BETRAYAL

An important event during the History of the colony, The Great Betrayal is the name given by the Falkidha to the Coerth Invasion that ravaged their people and almost made them a footnote in the history of Dreyg. But unlike the Coerth, this betrayal goes further than just the destruction of all major towns. Falkidha was originally never one to accept an entire colony moving through its lands. It was too risky given their neighbors were not exactly as kind. That is, until they were convinced by House Avensort. Although a relatively small to medium-sized house, they were fond allies of the Falkidha way before and often enjoyed special access through its land for visits and trade. Avensort was led by Lord Konstan who was a close friend of Tatskumu, one of the elders of Falkidha.

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ARTICLES UNDER FALKIDHA

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Dreygsin Colonies

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