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ARACH

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The smallest statured of the [Dreygsin](#), once a peaceful nation that thrived within their loose borders, were driven to near termination. Thanks to [SET](#) they were saved from the brink and their numbers have been bolstered beyond what they were before. This is the first Dreygsin race to embrace and develop technology from off realm.

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BIOLOGY + APPEARANCE

Arach Dreygsin are very small, less than half the height of the average Dreygsin. They generally sport giant fluffy ears and bone tails. They tend to the Dreyg tree, keeping branches pruned, fruit plucked, and all rot carefully removed. It is the eternal duty of the Arach to garden and cultivate the lands around the tree, so while individual Arach may worship other gods or even multiple, the first love will generally be [The Great Dreyg Tree](#).

ELDERS

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

CULTURE

The Arach take good care of their tree, slowly over thousands of years mending it back to half strength while raising their families within hollowed-out parts of the tree that had formed in the great battle. Many small homes are built on the outside as well and plenty near the roots. The Arach have small family units, because of their small size they have a lot of trouble during childbirth, most times the poor small Dreygsin look almost comical with how swollen with pups they can get.

During the time of carrying pups and raising them the Arach family does not have to work their gardening duties should they wish not to. Some are very stubborn and work until the very end. Two to four pups are common, any more and it becomes dangerous. Family from all over the lands of the [The Great Dreyg Tree](#) come to help and take care of the pup carrier, after they are had then as a family the little ones are raised, their fragile bones well protected - it is an old time grand matron type of ritual but leaves from [The Great Dreyg Tree](#) are turned into a paste that is put upon the new pup's fragile bone skull, giving them healing and strength.

Many little ones are raised in love. There are NO pups within this war-wrought land that have no parents, if something tragic happens to a Dreygsin unit where pups are left behind then they will be immediately scooped up and protected, caring for them as if they are their own because it is the teachings of [The Great Dreyg Tree](#) that we are all connected in spirit and soul- Take care of the seeds for it is from them that new trees will be grown.

Hybrids are very possible, though if the womb-bearer is an Arach then it will be dangerous. But very possible. Single pup births are royally spoiled beyond belief with plenty of love and care.

Hybrids are still welcome within [The Great Dreyg Tree](#), there is no hatred there. There are always members in each community that is either a hybrid or someone that fled conflict. They are renowned for their golden hearts (literally) and green thumb touch.

RITUALS

Rituals of the Arach

HISTORY

CHLYUS ATTACK

It was in the early years that the [Chlyus](#) army snuck within the Arach lands and began their attack on the magical tree. Many roots were severed, many rifts formed of the golden honied sap were lost until only one remained.

This was the only time all the other colonies would interfere in Arach's affairs, decimating the Chlyus numbers with their combined might and driven back to their own lands where the [Rhakoti](#) finished it off.

THE RHAKOTI

Arach border the [Ra Fallen](#) and gladly accept any help given, though the ruling class of the colony do not offer any aid, individual adventurers have been known to go out and do it themselves.

The help was not enough, and the pleading from the Arach to the other colonies was never answered. Promises made but never acted upon. Many individuals from colonies around the world volunteered to help save them, if not for the Dreygsin living there but for the tree. Because to let the Rhakoti through [The Great Dreyg Tree](#) would be to unleash their madness across countless realities. Many Elders wanted to finally be free of the bloodthirsty tribe and this was a grand opportunity at a potentially great cost.

The Arach were within their final wave of soldiers when through the massive Dreyg tree did [SET](#) arrive.

From then on, the Arach has embraced the technology of this strange world, many of them getting synthetic devices attached to them. They demand respect from the other colonies now who are still in the process of trying to understand this alternate reality tech. The Arach seized back their lands and drove the rampaging Rhakoti back who still very much try to push the borders. This has allowed [SET](#) to move freely through their borders and capture other Dreygsin which [SET](#) brings back to their world, they share their knowledge and lore with [SET](#) and point them in the correct direction.

This created a big divide within the Arach, many were against the actions of their elder and [SET](#) so they were forcibly exiled. These ones rejected the technology, sticking to more traditional roots.

So thusly began the Future the [Chlyus](#) warned every other Dreygsin elder of.

WILD LIFE

SWARMER SPRITE

Swarmer sprites are small insectoids that form sizeable colonies within the husks of fallen Dreygsin. These insect folk can get quite big, with up to six inches for the more massive guards of the species and a lower average of four inches for the common worker.

Swarmer sprites are just as intelligent as any other fae creature. They have a buzzing language for themselves but find ways to communicate with outside species through interpretive movements.

They've grown fond of the taste of Dreygsin lifeblood and every rancid drop is sucked out when they fly bits and pieces up into the tall coniferous forest surrounding the Dreyg tree.

The Arach do not find this act disturbing as this is a great way for those bodies to return to Dreyg. However, Arach tending to the tree will be on the lookout for Swarmer Sprite hives just to make sure that they have not brought any skulls up in the branches as those can be recovered if they are not too badly damaged.

Any Dreygsin who have their skull in the possession of swarmer sprites while they are locked in the dream will return to their form marked in the scent of that specific swarmer colony and considered an honourary Big member.

Since these mostly-friendly insects use corpses as their main food source their honey has taken a red tone but it holds its sugaryness from the addition of nectar from flowers that the Arach tend to.

Some Arach choose to become Swarmerkeepers, exchanging and trading with the sprites to get the extra blood honey from them. Most swarmers will prefer buckets of new strange flowers- which will also influence the taste of their honey. Tastes incredible with tea.

Talented swarmerkeepers are on the hunt for corpses that suit their needs, finding certain blood types and then cultivating particular flower types to make the sweetest honey. It is an art that is thousands of years old and greatly respected among the Arach.

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