

Sárkány

"Perhaps I cannot make my people good, she told herself, but I should at least try to make them a little less bad."

A Dance with Dragons — George R.R. Martin,

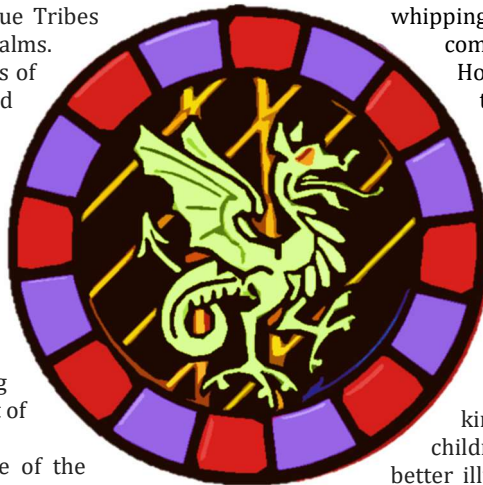
Quotes: Dragons bad? Not so! Why look at all the great Draconian creatures throughout mythology that aided mortal man... Uhm.... Asia has good ones, right?

There are a plethora of Dragon-esque Tribes from across the varied Dreaming realms. Each Tribe has their own self-narratives of glory and greed, great powers and greater still hungers. Their Sárkány do too. Their name means "Dragon serpent" and they were instrumental in aiding the wizards of old in conquering the forests, dashing through the stormy skies and unleashing havoc on the world below. The modern Sárkány of the Lands Beyond the Forest, however, seek to change these stories- allowing the Dragons of antiquity to play the part of the hero.

This Draconian Válvă (Kith) is one of the misunderstood of all the Vântoase (Changeling), and one of the most Sanziene (Seelie), they hold themselves to strict codes of nobility and altruism. If their stories are to be changed, then they must live up to those changes in their daily lives. From the moment of their Saining, their Fae lives are spent creating a better life for themselves and those around them. However, there are those who will always come into their life.

In an ancient pact forged by the Dreaming and those clever naming mortals among the mages, the Sárkány will forever "serve" as loyal steeds of the Garabonciás. Of course, the Sárkány are under no compulsion to aid just any Wizard, and certain criterion must be met by both parties before such relationships can be fruitful. If such a Garabonciás is good of heart and can help craft a better picture of the modern dragons, then they have an ally in the fight against evil.

Appearance: Every Sárkány is attractive, no matter what mien worn. Their Om Scoarță (Mortal Mien) has the statuesque bearing of a model or actor, with shapely faces and lean bodies. Their Feeric Scoarță (Fae Mien) is decidedly reptilian, with a long



whipping tails, and beautiful glistening scales, that come in any and all colors of the rainbow.

However, they also have their draconic form, that of a serpentine and finned dragon, complete with large bat-like wings and sharp horns all across their brow.

Lifestyle: Traditionally the Sárkány would live inside hollow tree trunks, underground dens, or abandoned mountain caves. Nowadays, they habituate anywhere the mortals do. Much of their time amongst the mortals is promoting the good history of dragon-kind. Many seek out occupations of children's writers or work on cartoons to better illustrate the range of dragon-benevolence so important to their kind. Their Vântoase lives are equally important, though they don't have to work as hard to showcase the goodness of dragons- their own actions provide the proof of that. An important reminder must be placed on their relationship with the Garabonciás.

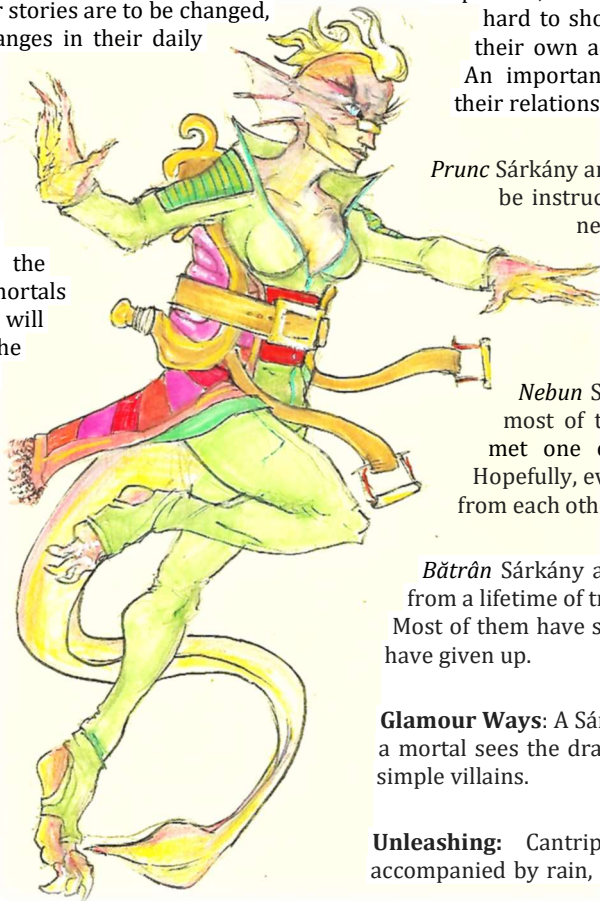
Prunc Sárkány are kept behind a little, as to better be instructed in a better narrative. All the negative stories about their kind can be held in the real world, let the Dreaming and the Elders show something better.

Nebun Sárkány have met and befriended most of the other Válvă. Many have also met one or two Garabonciás or Strigoi. Hopefully, everyone has learned good lessons from each other.

Bătrân Sárkány are old and tired. They are bitter from a lifetime of trying to change hearts and minds. Most of them have sore-backs. Still yet, none of them have given up.

Glamour Ways: A Sárkány regains De Basm whenever a mortal sees the dragons, any dragons, as more than simple villains.

Unleashing: Cantrips cast by the Sárkány are accompanied by rain, thunder, rolling storm clouds, all



of that dark and heavy weather synonymous with those dark Carpathian Mountains swarming with dragons...

Affinity: Fae

Birthrights:

Flying Serpent (*Șarpe Înaripat*): The Sárkány are dragons, first and foremost, though they may limit their greatness to better suit their needs amongst the mortals and other Fae. The Attributes at character Creation reflect their frail human body. But with a point of De Basm spent, they are no longer limited with such a prison, and their true form is revealed. They grow into a mighty dragon of antiquity, scales any and all the colors of the rainbow, flight, and mighty physical prowess. While in this form, all their physical attributes are doubled, all perception rolls are made at a -2 difficulty, and they can fly at a speed of 3 times their running speed. They can maintain this form for one scene, before the Waking World slowly starts to assert itself, and the Sárkány finds themselves getting too tired to continue.

Frailties:

Magnanimity (*Bunăvoie*): Every Sárkány has to live up to the best they can be personally and take great pains to show the world the goodness of dragons. Each has not only a strict code of honor, one they must enforce amongst their own, but also need observe strict codes of etiquette when amongst others (not so much with their own, but especially amongst mortals). To breach any of these codes may mean that the whole of their Tribe will convene on how to best fix the situation. This may mean lessons on how to best serve coffee, or it may mean removal from the world of the living... depending on severity of breach.

Mounts (*Armăsar*): The Wizards of the Land beyond the forests (only the good ones mind, at least in the eyes of each Sárkány) have had a long-standing relationship with the dragons. The Wizards help protect the land and the people, and the dragons for their part serve as steeds if there is need for it.

If at any time, a Garabonciás offers proper protocol and chiminage, the Sárkány must acquiesce and serve as a mount in the wizard's adventure. To deny the wizard thusly is a breach of etiquette. What counts as proper protocol or chiminage varies, but it usually involves a gift special gift given (and procured without magic) and nicely worded request. "Please" is always a must.

Desislava, out of breath from helping somebody move, stretches her back a bit and begins...

Căpcăun: Pitiful slaves with no master to guide them, no heart to drive them, and no clue as how to better save themselves.

Chuhaister: Never let their size trick you into thinking them slow, they are every bit as fast as our fastest flyers, simply on the ground.

Dinsele: Demon cats, yes, but far more trustworthy than many of our own.

Fext: They should have stayed in the next world. It is a shame that any of us should carry so much hate.

Illyes: Far bloodier than you'd surmise, regardless of how clean they keep their outfits.

Keshalyi: There are fewer fates that I pity.

Loçolico: Demons, the whole evil stinking lot of them.

Zburător: No, not dragons.

Wise Ones: Do not think us slaves. Our arrangement is mutual, and we have just as much to gain as the wizards. It is we that allow them to ride with us, and we decide where and how far.