

Sarr

These noble felinoids are scarce on the continent of Terna. They have neither major established communities nor political ties of note. What few can be found are often solitary explorers or tradesfolk, dealing almost exclusively with their Wylderkin cousins and disdaining most other nations. There are rumors that Sarr once controlled most of the southern ocean and many of the islands surrounding Terna. These days, most of the islands are lost to civilization, and few Sarr speak of those times when their people flourished. What few Sarr loremasters and elders remain guard their privacy fiercely, and more than few nosey scholars have been sent to the Earth Circle for pressing their suit too impatiently. Almost in memory of these forgotten days, many Sarr are still masterful seamen and live nomadic lives on the seas.

In general, most Sarr are a close-mouthed and taciturn lot. Their small numbers make them wary of trusting outsiders, and what few who do choose to live among the “cow races” (as Sarr call them in private) do so on a temporary and tentative basis, unless lasting friendships are forged through battle, solidifying the ties of loyalty and trust between a Sarr and members of another race. While not strictly mean, most Sarr are curt with others and tend to come off as arrogant, though these descriptions often come from the mouths of those Sarr have bested or spurned. Although they shy away from dealings with the smooth-skinned races, Sarr often ally with Wylderkin, High Ogres, and High Orcs as these “savage” races are more accepting of the Sarr’s predatory nature and their warrior’s pride. Most often, a Sarr prefers to live in the background, away from the noise and commotion of the groups they work with and, more often than not, they will venture off on their own acting as scouts rather than clinging to the safety of a large group. The one near-universal characteristic of all Ternian Sarr is an unwillingness to speak of their history and their legends – it is seen as a betrayal among Sarr to reveal their personal past to those outside the race, and it is forbidden to speak of the race’s legends and secrets.

Lost Pride

It is known that at one time the Sarr were great in number, but a series of events near the end of the Time of Dragons has led to their demise. According to the legends, they once had several great cities and a network of islands that they controlled. But in a night their greatest city, Eaglesclaw, was destroyed by a dragon. Why this tragedy took place is unknown, but what is remembered is that the Sarr began a great war to end all dragons after the loss of their home. After many bloody battles, two dragons--a Red and a Black-- agreed to help them seek vengeance. Once the dragon who had destroyed Eaglesclaw was defeated, however, the Red and the Black demanded payment. In a night, the final two great cities of the Sarr vanished, and have not been seen again. Since then, only scattered individuals and a couple prides remain, and to this day the Sarr do not like to talk about their lost past.

Right of Challenge

No Sarr will decline the challenge of another Sarr, or he will be branded a coward. These duels need not be to the resurrection or even to the death, but must always be fought with blade or claw. Challenges are offered over many things, including honor, leadership, property, or even

just a grudge. As a side effect of this a Sarr takes challenges and duels extremely seriously when they are issued by someone of another race, and will always strive for duels to be done fairly with no interference. They do not, however, feel obligated to accept a challenge by a non-Sarr.

Current Lesser Prides

-Snow Leopard Sarr live in the high mountains on the border between Wayside and the Northlunds, and are often hired as scouts for the Stone Elves and Dwarves.

-Ice Cat Sarr hunt in the frozen tundra in the far North of the continent. They are very insular and wary of outsiders, even for Sarr, and often find themselves in conflict with the Walker Elves. However, they have been known to rescue stranded wanderers who find themselves lost in the ice.

-Black Panther Sarr are often employed as elite bodyguards by some Dark Elves.

-Lion Sarr form a small patrol on the edge of Wayside. The current leader of this pride, a warrior who has defeated many challengers without yet being made to bleed, leads the Lions in search of a King worthy of their service.

Current Grand Prides

Originally from one of the islands to the South, the Louen Pride millennia ago crossed the ocean and roamed the continent as mercenaries without equal. As they wandered, they encountered Emperor Ternius, who forged an agreement with them, and the Pride moved into the Imperial Palace. Although the details of that original meeting are lost to history, the Louen still serve the Ternian Empire as warriors and bodyguards for Ternian nobility, and twenty Louen guards still accompany the Emperor when he ventures outside his palace.

The Indiesie Pride, who herald from the Isle of Thonesh or Ca La Dorn, are trackers beyond measure, whose hunting skills provide food for the civilized races on the Isle. Now that the Isle is situated permanently off the coast of Wayside, they have begun to venture onto the mainland for new hunting experiences.

Skulks are a Pride who herald from the Southern Islands, and are pirates without equal in the Southern and Western Seas. Although few who encounter them live to tell the tale, they are rumored to live on a ship so large that it can be mistaken for a small Isle.

Finally, legend tells of a Grand Pride that hides beyond the Mists, waiting for the day it is needed. On the day it returns, so will return the strength and unity to the Sarr people.