

# Sardakk Elf (1<sup>st</sup> draft)

The history of this people cannot be given in full detail until the novels written are published.

However, I will write a brief history of this people:

# The Age of War

The Sardakk people, as a whole, took the blame for their king, to spare the people from a war which would bring down death upon all the land and throw all kingdoms of the Zurkel Mainland into chaos. The specifics have been long skewed and forgotten by the passing of twenty ages (17,000 years), and so the tale cannot be accurately told. Needless to say, the Sardakk loved their king and agreed to admitted to a crime which the king was being accused of. Many kingdoms in those days were striving against Nishane Asmond, a powerful and honorable man, who built up Gaunten, or Wardenoth Keep, as the Sardakk remember it.

The peoples of the land reviled the Sardakk for their treachery, rising up against them, driving them out of the land in defense of their king. In the end, the kingdom remained in tact, and the Sardakk willingly took the blame, many becoming martyrs, for something they did not do. They were slaughtered and driven out of the land by a people they were saving. Driven far into the central part of the continent, the Sardakk fled, refusing to fight back, fleeing in silence. The slaughter ceased when they fled into a dark and ominous region . . . the Wastelands. They were not pursued past the borders of this terrible and desolate region. They were safe from the slaughter . . . yet only briefly.

In the Wastelands, they found themselves challenged by the environment and its natural inhabitants. Again, they were relentlessly attacked, challenged to the brink of extinction. Many of the Sardakk rose up and fought back the horrors which began to hunt and track them by the scent of their won blood that stained the land. The Sardakk were forced to master the Wastelands or be wiped out. They were forced to conquer, or fade away forever from the land. They took up arms and recruited their most brave to stand against the opposition which now plagued them from every angle. Even nature itself seemed against them as Firefall rained down upon their masses, killing many by fire. But there was strength in them, and they managed to build up defenses, throwing down their enemies. They build structures, crude at first, to shelter themselves from the deadly elements. After they has secured a portion of earth, at the center of the Wastelands, they began building more firm structures, which in time were replaced with even more glorious structures. In the end, they built up a citadel and called it Sardakahn Citadel. They were victorious, and now stand as a pillar of strength within a land shunned by all nations of Utaemia.

# The Present Day

Honor and virtue are an unshakable way of life for all Sardakk Elves as they stand fast as one in the Wastelands. From birth, each are taught by their fathers and mothers to hold firmly to honor and the traditions of their own. In a land of unceasing hardships, this incredible people stand for each other, putting aside strife, greed, envyings and any thoughts and actions which would weaken their only stronghold in the Wastelands. The Sardakk are truly one in strength and power within the confines of a deadly and inhospitable land . . . a land those of the outside world avoid fearfully.

There are three circles of The Watch that surrounded Sardakahn, the only Sardakk stronghold in existence: The inner, or third circle, nearest Sardakahn Citadel, the center circle and the outer first. The first circle is manned only by those worthy to stand against the most powerful foes. They are they who have proven themselves in keeping safe the two inner circles of The Watch. If they prove themselves worthy in the protection of their beloved citadel on the two inner circles, they can aspire to be tested for the honor of defending their people upon the outermost First Watch, the most critical defensive position of Sardakahn. This is the highest honor for any who ever seek ascension to power.

# Note

An outsider who survives the journey to Sardakahn are respected for their bravery and strength. When another race requests admittance into Sardakahn Citadel, they are granted entrance. Any non-Sardakk Elf who enter into this citadel are not trusted, but respected. A person with the disposition for evil, or one that would attempt to sway any Sardakk Elf to question the authorities of Sardakahn, if they are found out, will be captured and taken before the masters of the citadel and questioned for their actions. They are then expelled from the citadel forever. If they should return, the outer watch will not allow them past . . . even if it means a battle to the death must occur.