

**Species, Breed:** Elf, Sardakk

**Type:** Not applicable.

**Class:** Monster.

**Align:** Good.

**Gender:** 01-50: Female, 51-00: Male.

**Level:** 1-D30 (roll 1-D10: 1-5 = roll stands as is, 6-10 = +1 to the D-30).

**Number encountered:** 1-D6+1 The number encountered will be outside a Sardakk dwelling place. If within the boundaries of their homeland, the number encountered will be up to 1-D100 x 3, yet no less than 66. To see if a Sardakk Elf dwelling has been discovered roll 99+ (only roll for dwelling if in the Wastelands).

**Experience points:** 3 x level.

**Characteristics:**

Awareness: 26

Charisma: 25

Constitution: 25

Coordination: 25

Dexterity: 25

Intelligence: 20

Mental-strength: 34

Strength: 20

Wisdom: 20

**Movement:**

**Flying:** 30 Can only fly by means of a spell, ability, or magical item.

**Grounded:** 10

**Swimming:** 3

**Luck:** 100

**Oxygen-points:** 102

**Blood-points:** 75

**Attack descriptions:**

3 katana (krakkin-steel): 3-D6 / 1 space (5') / Sharp attack

or:

3 Bow, Recurve (90 Lb.), 20 arrows (krakkin-steel tip, iron-wood shaft) 2-D12 / 40 spaces (200') / sharp attack.

**Defense:** 25

**Offense:** 25

**Damage-Points:** Roll 1-D10 per level.

## Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 2-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 70+ to have 1-D8

Uncommon: 76+ to have 1-D6

Rare: 91+ to have 1

Legendary: 96+ to have 1

# Description:

**Annihilation Strike?:** Yes.

**Description:** Discretion of the G.M.

**Dislikes:** Dishonor.

**Disposition:** In the Wastelands, in a scorched and desolate land, where water and plant life are hard to find, thrive the Sardakk Elves. Some believe the Wastelands are a scourge and punishment, inflicted upon the Sardakk by the Jahtha, for sins long since forgotten. Yet in these lands they dwell and thrive. When all other races have succumbed to the power and terror of the Wastelands, and fled that Jahtha forsaken realm, the Sardakk have thrived and prospered.

Sardakk are extremely war-like and fearsome, yet they honor any and all who dare traverse the wastes of their realm. Sardakk are of the most honorable people of the wilds. They give to the needy and aid and give strength to the weak. Honor is their life, and without it, they are nothing. Any who traverse the Wastelands, and live to tell their tale in the head tribesman's abode, will have respect (unless they do not come in peace).

# Culture

Sardakk Elves are devoted to family and their children. They know that if family and unity crumble, they will fall to the harsh ravages of the Wastelands. Each and every person considers the other in their tribe as family.

When the term: Brother or Sister is used with Caps, it means a member of their tribe. When brother and sister are not in Caps, it mean a member of their immediate family.

Sardakk Elves do not preform the law of execution, for they will not shed the blood of another Sardakk.

The word of a Sardakk is his or her life. A broken oath means the worthlessness of a Sardakk's soul.

# Hair styles and their meanings:

Sardakk Elves have devised a way to communicate between themselves in the form of hair-braids.

They never cut their hair, for it is a means by which they communicate and a symbol of their honor. If an individual cuts his or her hair, that person will be banished to the Living World forever as a traitor.

# Braids:

All hair is braided to the center-point of the back of the head, falling down the back. One smaller braid is woven on the right side of the head, falling down across the ear. This is a common braid.

If a Sardakk is seen in public without a braid, it is the same as stripping ones clothes off in the human world and offending all around. It is immoral.

# Small Braids on the left side of the head at the temple:

## 1st braid:

Means a male Sardakk wishes to be with a female as a companion. It means she has been noticed by a young male that wishes to get to know her better as a friend.

In response, the female must tie a similar braid in her hair in the same fashion if she agrees. This will signify that she has accepted the tying of the first braid by the male. If the braid is not tied, the male Sardakk will have his answer.

## 2nd braid:

After the first braid has been tied, the male will tie a second just behind it, meaning he wishes to be with a female as a companion and close friend. It means he wishes the relationship to deepen into a possible courtship.

In response, the female must tie the second braid in her hair in the same fashion if she agrees. This will signify that she accepted the tying of the second braid by the male and wishes to deepen her relationship with him. If the second braid is not tied, the male Sardakk will know she wishes to remain a friend.



### 3rd braid:

After the second braid has been tied, the male will tie a third just behind the second, meaning he wishes to officially court her in all seriousness. When the male ties the third braid, this will indicate that his heart is half given to the female.

In response, the female must tie the third braid in her hair in the same fashion if she agrees. This will signify that she accepted the tying of the third braid by the male and wishes to be courted by him. If the third braid is not tied, the male Sardakk will know she wishes to remain a close friend, or that she needs more time to think about it. At this point, the male will never tie the third braid, but wait for the female to do so first.

#### 4th braid:

After the third braid has been tied, the male will tie a fourth just behind the third, meaning he wishes to become the female's companion, for he loves her. The 4th braid, if accepted, signifies a pre-engagement.

In response, the female must tie the fourth braid in her hair in the same fashion if she agrees. This will signify that she accepted the tying of the fourth braid by the male and wishes to be seriously courted by him. If the fourth braid is not tied, the male Sardakk will know she wishes him to continue courting her, or that she needs more time to think about it. At this point, the male will never tie the fourth braid, but wait for the female to do so first.

## 5th braid:

After the fourth braid has been tied, the male will tie a fifth just behind the fourth, meaning he wishes to be joined (married) to her. The 5th braid, if accepted, signifies a full engagement. At this point the female will never be offered this by another Sardakk, so respectful are they within this culture.

In response, the female must tie the fifth braid in her hair in the same fashion if she agrees. This will signify that she accepted him as a lifelong companion. If the fifth braid is not tied, the male Sardakk will know she wishes him to continue courting her, or that she needs more time to think about it. At this point, the male will never tie the fifth braid, but wait for the female to do so first.

## 6th braid:

After the fifth braid has been tied, the male will tie a sixth just behind the fifth, meaning he wishes to be joined (married) to her soon. The 6th braid, if accepted, signifies a pre-vow of marriage. At this point the female will never be offered this by another Sardakk, so respectful are they within this culture.

In response, the female must tie the sixth braid in her hair in the same fashion if she agrees. This will signify that she will marry him. At this point the two will seek out and ask for head Shamans blessing.

If the sixth braid is not tied, the male Sardakk will know she wishes him to continue courting her; she wishes more time before the wedding. At this point, the male will never speak of this again, but rather wait for the female to do so first.

## Note:

The male will always tie the braid(s) in his hair first. Then he will let the female see. The braid(s) will be left in permanently if she also ties the same braid (matching his). If she does not, he will loose the braid.

In this, there are no words spoken, and it is done in uttermost respect and silence. Sardakk Elves do not compete in this part of their culture in any way.

## Escort-Braid:

When a Sardakk wishes to escort and protect another, he or she will approach the one to be escorted and stand silently before him or her. This offer is very seriously taken by all Sardakk Elves. If this offer is ignored, the head tribesman will met out punishment according to his wisdom. It can be rejected by the other merely shaking the head once.

The Escort-Braid is two braids woven at either side of the temple, and attached at the back of the head. The remainder of the hair falls loose down the back. The ends of the hair are then braided together into many small braids and then inter-woven so that the hair does not fall loose (but stays fixed at the back).

## War-Braid:

The hair is braided with many long, small braids. All braids are then wound around the head and then folded under in the back. The remaining braids hanging in the back are shortened or lengthened by either folding or tightening the braids. The War-Braid will hang no more than shoulder length. The hanging braids are then gathered and loosely braided together so as not to impair vision, or strike the eyes, when battle occurs.

# Greetings

The following are the culturalistic greetings Sardakk use:

## Greetings between friends:

Sardakk takes the hand of the one being greeted with both hands and places the knuckles of the one being greeted against his or her forehead as he or she bows.



**Greetings between a Sardakk and another race:**

Sardakk places his or her hand, palm downward, over the heart and slightly bows.

## Greetings between a Sardakk and his or her enemy:

Sardakk makes a fist and firmly, and quickly, strikes his or her chest. Then a weapon is drawn or readied. This salute is not mandatory like the others. This formal greeting merely acknowledges an enemy and gives respect to him or her before a confrontation.

**Fears:** Unknown.

**Habitat:** Wastelands.

**Immunities:** None.

**Life-span:** 7,000 years.

**Likes:** Honor.

**Needs:** None.

**Note:** None.

**Special Abilities: Cloak:** A Sardakk Elf can merge with darkness, leaving no scent nor trace of his or her presence. This incredible ability can even fool a hunting dog or wolf (even as he or she stands concealed not an arms reach away. For the roll needed to successfully Cloak take 101 minus Sardakk's Dex., Coord. and ¼ Mental-Str. (rounded up). Best roll chance if surprised = 41+, and if prepared 10+. When cloaked, a Sardakk cannot attack. But a Sardakk cannot be attacked. By performing this Cloaking ability a Sardakk Elf is actually stepping into what is known in the Sardakk tongue as, "Arsia", the blackness within (one's soul). Down through the ages, the Sardakk have come to this place finding refuge from danger and the inner turmoil of the soul.

**Modification-points:** Each will have a 100% chance of having modification-points as follows: 2-D6 +1 per 2 levels advanced.

These points can be used to learn any spell or ability from the Adventurer Abilities. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn spells directly from the Adventurer charts).

G.M.: You may also choose to pick the spells and abilities quickly without rolling up modification-points (it is up to you).

**Night-vision:** after being subjected to total darkness for more than 1 turn (5 seconds).

**ShadowMind:** This ability will take a Sardakk Elf, and whoever he or she is holding close, into a darkness born of the mind. Once there, none can cause a Sardakk physical or mental pain. Sardakks feel great comfort in this darkness. For the roll needed to successfully slip into ShadowMind, take 101 minus Sardakk's Dexterity and Coordination + and ¼ Mental-Strength (rounded up). Best roll chance if surprised = 41+, and if prepared 10+.

**Special defenses:** Due to their upbringing in the fearsome Wastelands, Sardakk Elves do not feel the fear effects that normally beset people. Sardakk Elves will have the best of three avoidance-rolls vs. "Fear".

**Special offenses:** None.

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-0 (or better) weapon to harm.