



SPECIES

SADOR

"The Sador chieftain Varusk, yes, yes, popped up from his, uh, beddy-place of leaves, his big, strong body all covered in twisty-turny doodles. He walked through his village all puffed up and stuff, his wide shoulders and, ooh, fancy antlers making everyone go "wow!" Among the Ironscales, a stabby-stabby warrior was, uh, liked lots for their growly stick-to-itiveness. Their big, scary lizard faces just made them all buddy-buddy, creating a, um, friend-circle of super strong defenders and friends-forever loyalty. A Sador's big-time power isn't just in their muscle-muscle but in their smarty-pants way of beating the super mean things their world threw at them!"

— Grex, Antix Diplomat

Summary

The Sadors are known for their exceptional strength and endurance, making them valuable assets in various forms of industry within the Hegemony. While they do make skilled warriors; their more recent induction to the Hegemony and their inherent lack of loyalty outside of their own

species limits their current ability to climb military ranks. Instead, they have carved out a prominent role in the Hegemony through their enormous labor value.

A Bond with Sador

A fierce pride in their cultural identity unites the Sador, setting them apart from the other Hegemony peoples. Their spiritual bond with their home-world is so deep that many undertake annual pilgrimages to return to their hatching waters.

Sador Traits

Exceptional Strength: With their large frames and great strength, Sadors can lift and carry heavier loads than others.

Toughness: Sadors have a hardy exterior and greater resilience to damage.

Susceptible to Cold: Sadors are not well-suited for cold environments. Exposure to cold will often slow them and result in damage.