

Sayanaki

They left their destroyed plane after supposedly killing their gods, along with their lifelong enemies, the Denarii. Although they are friendly and light-hearted, their history is stained with blood and hatred.



Agile and tough

Sayanaki tend to be quite small and their slender frame makes them seem quite frail. However, their skin is tough and red plates as hard as bones protect their limbs. These plates and their skeleton are very dense, and they are much heavier than one would think. Their face is adorned with bone-white plates on their forehead and running down their cheeks. Their eyes are big and sparkling orbs of solid color and are often dark, although any color can be seen. Their hair grows in unusual colors and is often almost white. On the contrary, their skin is often very dark.

Sayanaki like colorful clothing and accessories. They seem to love wearing hats.

Work Hard and Play Hard

Sayanaki are often described as mischievous. They love to play pranks and will gladly find themselves on the receiving end as well. They tend to be impulsive and even though they often don't mean any harm, their jokes can have unintended consequences. They tend to be highly emotive and often act on these emotions, for better or for worse.

Despite their volatile nature, Sayanaki society is well-organized. As long as they are interested in what they are doing, they are extremely hard-working and can find entertainment in the most menial tasks, and find comfort in having a strict schedule.

Sayanaki give a great importance to favors and paying back debts. They always repay those who help them one way or another but will also expect retribution for doing someone a favor. They always remember who owes them and who they owe to.

Wolf in sheep's clothing

Sayanaki tend to be friendly and extroverted, and they have a lot of contact with the other races. However, they are often regarded with defiance because of their somewhat unstable tempers and the destructive weapons they used during the Greater War. They may seem harmless and easy to trust because of their unassuming build, but they are a people no one wants to have as enemies.

Cities of mockery

The most important Sayanaki cities are built in and around dragon skeletons, or by repurposing dragon lairs. This was originally done to mock and humiliate metallic dragons even after their disappearance. Most of their buildings are made of black and orange stones and metals and imitate the shape of various organic structures. Sayanaki cities are very dense and bustling with life and various

machines. The only exception are the desolate slums where Denari prisoners are held.

Sayanaki Names

Sayanaki only have one name, and unlike Denarii, they do not give any additional names or titles. Their names are usually smooth sounding and a few syllables long and tend to end in vowels.

Female names: Alnaea, Semarine, Namari, Anevaia, Vearelise, Namieru, Malien

Male names: Nefereno, Altanaki, Sumir, Daebi, Areveano, Daneru

Adventure and exploration

The main reason for Sayanaki to leave their home is a thirst for exploration and discovery. Some also venture out for glory and trill, and slaying a dragon is a common aspiration among them. More rarely, Sayanaki leave their homeland to repay a favour that they owe or on order of the Bone Queen.

Sayanaki Traits

Ability score increase: Your constitution score increases by 2.

Age: Sayanaki reach physical maturity around 20 and are regarded as adults around that age. They often live for around 250 years.

Alignment: Sayanaki like to lead well-organized lives and are drawn towards Lawful alignments. However, they also live life very intensely and while they do not tend towards one particular alignment, they often embody the extremes of Good or Evil.

Size: Sayanaki are usually a bit over 4 feet tall and weigh around 150 pounds, with a slender build. Your size is small.

Speed: Your base walking speed is 25 feet.

Natural Armor: Tough, bone-like plates grow over your skin and protect your body. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A

shield's benefits apply as normal while you use your natural armor.

Master Scavenger: You are proficient in the survival skill. You have an advantage on wisdom (survival) checks to harvest resources from a slain creature.

Tough Bones: Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages: You can speak, read and write common and Estrellean. Estrellean is the language spoken by the inhabitants of the Lost Planes. It's a very rough-sounding language with a complex grammar, and it uses celestial script.

Subraces: There are two main Sayanaki subraces: Craftsmen and Grave Robbers. Choose one of these:

Craftsman



Ability score increase: your intelligence score increases by 1.

Cunning artisan: As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Craftsman's expertise: you are proficient with an artisan's tool of your choice.

Grave Robber

Ability score increase: your dexterity score increases by 1.

Morbid familiarity: you have resistance against necrotic damage.