Creatures From the Cauldron III

By Michael Berry

Rzechian -----

Armor Class: 3

Hit Dice: 2

Move: 90' (30')

Attacks: 1 Weapon

Damage: By Weapon

No. Appearing: 1d6 (4d6)

Save As: F4

Morale: 6

Treasure Type: (V) B

Alignment: Lawful

XP Value: 20



The Rzechians are a race alien to Mystara of reptilian-like bipedal beings that were stranded upon Mystara after the defeat of the Overlord in 512 AC. The Rzechians were enslaved by the Overlord and after a failed rebellion saw their home world completely and utterly destroyed. After the Overlord's defeat, with no world to return to, they remained in the new world which they found themselves. Rejecting entreaties to move to Alphatia they decided to remain in the Highlands but did not want to become a part of the Republic of the Highlands, so they choose to settle around the present day Sablestone region of Glantri. The Rzechians settled close to a creek that flowed through the heart of the region and eked out a living the dry arid conditions of Sablestone.

The Rzechians remained the sole settlers of the region for several centuries and had very few ties with the Orkarians to the east, who were also were stranded on Mystara after the defeat of the Overlord but had extensive ties with the Averoignians and to a lesser extent the Flaem. Negotiations with the Rzechians in 898 when Glantri formally annexed the Sablestone region codified their place as citizens in Glantri. The Rzechians would be considered citizens and responsible for paying taxes and in return would have the same protections as human citizens do under Glantrian law. While not as militantly pacifistic as the Orkarians the Rzechians did not believe in violence and after some tense negotiations exacted a concession from the Council of Princes that Rzechians would not be subject to drafts or mandatory service in the Glantrian Army. The Rzechians today still inhabit the far western areas of Glantri in the grasslands between the Adri Varma Plateau and the mountains ranges to the east and south. Their society is agrarian with few Rzechians found in human settlements and is matriarchal in nature with the eldest and wisest leading the various clans.

Rzechians in general are slightly taller than the average human with females standing about around 7' tall and males averaging 6.5'. They are heavily scaled giving an inherit protection to plate mail and have no cultural norms of wearing armor. They have 4 arms, 2 extending from their shoulders as human have but two smaller arms extending from their hips. Though able to use all of their limbs for everyday activities and for working they have no system of weapon training to take advantage of their multiple limbs and thus can only use weapons as humans can. The Rzechians are a non-violent race and will only fight to protect themselves or their clans from dangerous monsters or wildlife. In their culture there is no weapons training, so they only use basic weaponry like axes or spears that mimic tools they are familiar with using and never advance past basic weapon mastery in the use of any weapon. The Rzechians are different from Mystarans due to their alien nature and do not have the Maga-Chromagamoron in their blood and thus have an extremely low level of magical affinity, estimated by scholars at the Great School of Magic to be one in every 2000 Rzechians.

The Rzechians are agrarian in nature and tend to eat only the vegetables they grow and occasionally will eat fish taken from the streams and creeks of western Glantri. Only a handful of Rzechians have been known to have left their lands for other parts of Glantri and only two Rzechians are known to have ever left Glantri for the outside world. The notion of adventuring or seeking fame and fortune are foreign to their culture and most Rzechians will spend the entirety of their 200 years lifespans within miles of where they were born. Any Rzechians a Glantrian might meet will meet will be unable to communicate with other Glantrians as the Rzechians have their own language which the vast majority will only know. Only clan leaders will have learned the common language of Glantri, Thyatian Common, and will be summoned to communicate with Glantrians who come to their settlements. The Rzechians keep to themselves and to their clans and do not interact with humans beyond the necessities of dealing with Bureaucrats. The last census of Glantri done in AC 1000 put the Rzechian population in Glantri at 17,570 with all but a 1000 or so living in the Sablestone Free Province (later Principality of Sablestone and West End Free Province).