

Creatures From the Cauldron IV

By Michael Berry

Orkarian

Armor Class: 7

Hit Dice: 3

Move: 60' (20')

Attacks: 2 fists

Damage: 1-4/1-4

No. Appearing: 1d6 (4d6)

Save As: F6

Morale: 6

Treasure Type: (V) B

Alignment: Lawful

XP Value: 30



The Orkarians are a race alien to Mystara of fungi-like bipedal beings that were stranded upon Mystara after the defeat of the Overlord in 512 AC. The Orkarians home world was enslaved by the Overlord and not being suitable for use as warriors were used as Servants by the Overlords primary lieutenants, the gemstone dragons in their fortresses. After the Overlord's defeat they decided to remain on this new biologically vibrant world which they found themselves. The Orkarians and their

cerebral nature were well known to the Flaem via their years as slaves under mental control of the Overlord and were invited to settle in the western foothills of the Colossus Mountains. However, they had already discovered the largely unsettled forests of the Areste (Isoile) River Valley and politely refused and settled in those unclaimed lands and proceeded to carve a happy and peaceful existence in harmony with nature.

When the Averoignians arrived through their gate right among the Orkarians the two groups quickly adjusted to each and found mutual acceptance then respect to the point that the Orkarians agreed to be subjects of the Averoignian King Edoard d'Ambreville asked and to this day are still mainly found in the Averoignian lands they settled 500 years ago.

The Orkarians are respected were their work habits, respect for nature, and their calm nonviolent temperaments. They are highly intelligent (I -> 10+d8) yet the talent for spellcasting is rarely found among the Orkarians with approximately .05% testing positive for magical ability. They have often been employed by the Averoignians, and occasionally the Flaemish as advisors, sages, and teachers. Orkarians have long natural life spans and can live as long as 250 years. Though completely peaceful they can easily scare those who are unfamiliar with them as they are very large with males averaging 8' in height and females nearly 9'. They are vegetarian and do require a great deal of water to survive thus are rarely found in dry climates or barren lands. Orkarians do not like direct sunlight and prefer to be in shade and thus generally live in wooded areas.

Orkarians live in clans with the elders being the leaders of Orkarian communities. As one might suspect with such a long-lived race the Orkarians have a low birthrate and a female Orkarian might only reproduce once during her whole life. According to the last Glantrian census of AC 1000 there are 12,450 Orkarians in Glantri and make up nearly 80% of the population of the heavily wooded Viscounty of Fausseflammas and are also found in large numbers in Nouvelle Averoigne and the Moulins Free Province. Only one Orkarian has ever been a noble in Glantri and few Orkarians are found outside the Averoignian regions of western Glantri, but several have taken offers of employment elsewhere in Glantri and the most noted Orkarian today is Yylid who has been the highest ranked member of the Glantrian government for 150 years and has been the Subminister of Record since its establishment in 868.