

The Oard



Compilation/Merging BECMI D&D Mystara
Somewhat with Star Trek Borg
By Robin

In 1985, TSR released the adventure “CM6 Where Chaos Reigns”, which features a new race of villains called the Oards, who are a vast galactic empire of time traveling creatures that are half living humanoid and half machine. In 1989, the producers of Star Trek: The Next Generation realized their special effects were not capable for a hive race of insect aliens that had been foreshadowed in earlier episodes and so went to look for other possible concepts. In their original appearance, the Oards were traveling back in time to an alternate reality to change the future of the world of the heroes in preparation for an invasion. So the heroes had to follow them back in time to save their own future. Which was essentially the plot of Star Trek First Contact.

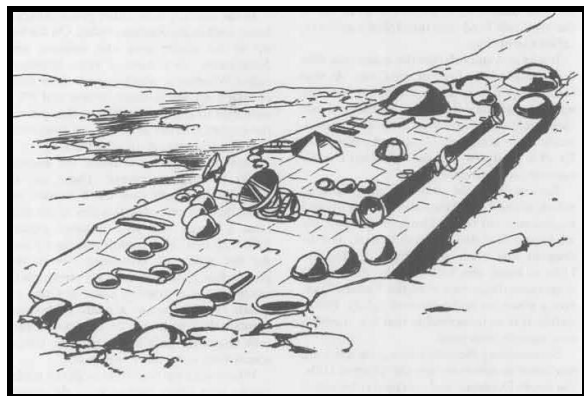


Havard said:

“There is no official connection between these two, but the idea of connecting Oards and the people of the Federation is interesting. It is worth noting that Oards were introduced in CM6 Where Chaos Reigns, which takes place on Aelos rather than Mystara. On the other hand AC7 Creature Catalog seemed to suggest that Oards exist in the future of Mystara as well. Being Time Travellers their exact origins could be hard to pin point. I like an idea suggested by Cthulhuredw decades ago about having an Oard civilization somewhere near Federation Space within Mystara’s Galaxy in AC1000. As many know, Oards have a striking resemblance to Star Trek’s Borg and the D&D race may even have inspired the Star Trek show runners. Regardless of that theory, it would be interesting to have both races existing in Mystara’s Galaxy”.

In this compilation work I merged the Blackmoor DA3 City of the Gods adventure mentioned “Galactic Federation”, the Mystara Blackmoor history, and the Star Trek Federation of Planets, while keeping as close as possible to Mystara BECM I D&D.

The Galactic federation is a loose confederation of planets and peoples dedicated to the preservation of internal order and peace. Within the vast bureaucracy that governs this federation is a small bureau that is a tiny part of a big department that is but a fraction of a huge secretariat. This microscopic organization, the Galactic Survey Bureau (GSB), is charged with the long-term mission of exploring and mapping the galaxy, obtaining specimens of its flora and fauna, and maintaining a comprehensive directory of known planets. One of the ways the bureau accomplishes its mission is by sending forth



hundreds of Federation Survey Ships to visit and catalog the stars and their planets. A little over five years before the events related in this module, one of those survey vessels, the FSS Beagle, suffered a serious malfunction in its drive pod while in orbit around the sole inhabited world in a minor and heretofore uncataloged star system. The accident was not supposed to happen. In fact, the engineers flatly maintained that it was impossible. Nevertheless, a power plant explosion destroyed the ship’s spatial discontinuity field and even damaged its conventional drive. As a result, the crew of FSS Beagle found itself in a decaying orbit around a

primitive world in a ship that was never meant to enter atmosphere. Fortunately, Captain Bork Riesling found what appeared to be a dead sea bottom and managed to bring his ship down on it by badly abusing his conventional drive. Riesling’s maneuver saved both ship and crew, but Beagle’s propulsion pods were so badly damaged that the vessel would never lift again—at least not without a new drive and power plant. Following the standard operating procedure, the captain sealed the ship and sent out survey robots to examine surface conditions. When their data was processed, there could be but one unhappy conclusion.

Beagle was stuck on a Class 9 pre-technological world inhabited by a number of sentient species, of which the dominant species seemed to be genetically related to the principal species on the Federation Board of Governors.

...

There always the chance, though, that some combination of events would delay the rescue. Budget cuts in 2946-2958 had delayed the rescue mission that was to search for FSS Foxglove, and the ship ended up being forgotten for almost 50 years until a minor bureaucrat noted that the vessel was still reported overdue FSS Beagle would adhere to regulations. Most of the crew would be placed in stasis. The robots would utilize the time to gather specimens on this world (thus impressing the superiors who would eventually review Riesling's performance). A watch crew would run the ship until the rescue mission arrived

Origin of the Oard

Oards are man-sized humanoid creatures who derive their power from mundane technology and science. They are not born, but are grown in special 'breeding tanks', or transformed and set with technological parts by nano-creation technology). Furthermore, their bodies are only part flesh and blood, with the remainder being composed of machinery, electronic circuits and so on. As a result, most Oards are nearly identical in appearance. Their similarity is enhanced by the one-piece overalls which they wear. Outside their own era, Oards will usually be disguised by their holographic screens (see below). Details of some Oard devices are given on the next page.

Cyborg (Homo augmentas roboticum)

Cyborgs are alien machines built to perform difficult) often suicidal' tasks that are best performed by a human. The original cyborgs appear to exceptionally well/build male or female humans, indistinguishable from normal human beings. But their flesh was grown over a Duraloy skeleton in big biotanks. And, while all of their organs, except for some sensory organs, are tank/grown clones, most have technological or computer augmentation) a tiny pacesetter that can be used to push the heart to extreme exertion, for example. A set of computer chips in the brain accept programming beamed to the Cyborg via any standard communication device. Thanks to a special hard drive feature, normal cyborgs did even accept self/destroy programming that stops their heart. All programming must be in a special digital code. Like the aliens who made them, cyborgs have a mastoid implant that allows them to use the alien communications network at any time. Cyborgs have infravision at a range of 60' and can breath underwater. They can be harmed only by magic or magical-technological weapons, but are immune to sleep, charm and hold and other mind controlling effects.

In addition, experimental class IV cyborgs have some special characteristics. First, they have better AC, AV and HD and saves. Secondly, the range and acuity of their vision, smell and hearing is four times the human norm. As a consequence they can't be surprised. Cyborg programming normally prevents them from harming humans or humanoids (especially aliens from the city of the gods). However, there exist illegal programs that can circumvent the safeguards build into the cyborgs at the factory. Using these, it is possible to modify an existing Cyborg, so that it becomes a terminator Cyborg, a superlative killing machine feared throughout the galaxy. So acute is Riesling's Paranoia that he has bootleg versions of these programs to turn all of the FSS Beagle's cyborgs into terminators despite the fact that this act is a federation capital offense. Cyborgs always carry 1d4 alien devices or weapons.

After the City of Stars was Plundered 3100 BC, Cyborgs were in use in Blackmoor colonies all over the World, and even in elvish Evergrun on Vulcania (Davanian Continent). The Blackmoorian technomantic Scientists even succeeded to alter the original design and in effect so created the Cyborg Class V, aka the Oards. These versatile and adaptive cyborgs were used extensively in Outer Space, under control by the Blackmoorians using computers.



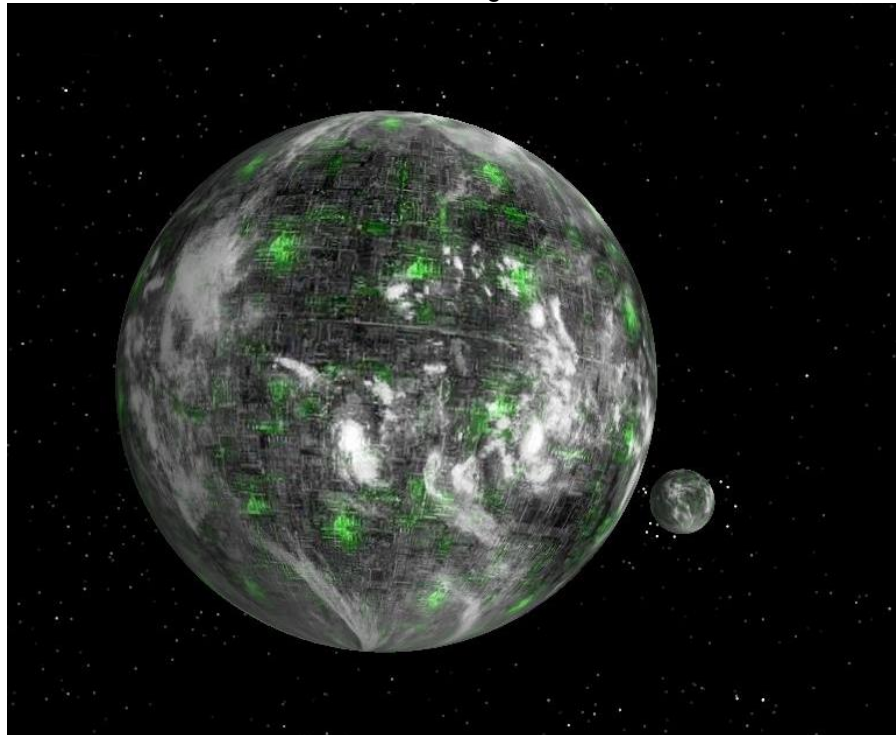
Oard, like Cyborgs, have better AC, AV and HD and senses than general humans. Secondly, the range and acuity of their vision, smell and hearing is four times the human norm. As a consequence they can't be surprised. Their initial Cyborg programming normally prevented them from harming humans or humanoids (especially aliens from the city of the gods), yet they have adapted and rejected this principle. They are, however, still careful and more defensive, while preferring to follow their plans, and often ignore Demi-Human-oids, as long as they do not attack. Their main plans are now; destroy magic, and assimilate all Demi-Human-oids.

With the destruction of Blackmoor in 3000BC, only a single group of extraplanetary Oards survived, without any Blackmoorians. Their programming and their selfawareness led them to create a settlement of their own; Cijal (a derivative of "See All").

And as sort of Leadership, they created the Oard Leaders (replacing the lost Blackmoorians).

There are rumours of other Oard settlements and even a completely Oard Planet (also named Cijal) ruled by an Oard Queen. Yet this is unconfirmed and till now nothing more than a mere rumor.

The Oard deduced magic is the source of Blackmoors destruction (which is partially truth, as the Technological devices of the Alien vessel FSS Beagle was corrupted by magic and crashlanded on Mystara thereby releasing Radiance affecting same said magic, by making it easier to access), and decided it would be their ultimate threat. The fusing of Magic and technology, so called Technomagic, was the main reason of the rise of Blackmoor Empire. Yet the Oard surmised that magic was the chaotic element



that could not be controlled which caused the destruction of the Nuclear reactions and the whole Blackmoor civilization, and as such could exterminate the Oard themselves.

Some pocket elements of Blackmoor in space still exist, yet these are without the Oard. Contact between these are no longer recognized as belonging together, and the Oard now desire al to be Oard.

Oard

Abilities; ST18=+3, IN 14=+1,WI 13=+1, DX 13=+1, CO 20=+4hp/HD, CH 10
AC 9 (with Forcefield 0)
AV 0 (with Forcefield 9)
HD= 7HD***+4/HD
Hp= 1d8+4/HD
General THAC0= 10
General Damage= +3
DM= by weapon (THAC0 melee+3)
or fist 1d4+3
MV/SW = 120'/40'
NA= special,
ML = 11
TT= special,
AL= LN,
XP= 1650
Size= 5+2d12 inch,
Weight= 3000cn+10 cn/inch over 6'
Save as; DR/P=2, MW=3, TS=4, DB=4, SP=3.
Description

Immune to;

Oards are highly magic resistant and have the same saving throws as a dwarf of level 10. Since parts of their brains are artificial, oards are immune to All mind effects, all forms of Charm, All Poisons, Ointments, Potions, Balms, Fog, Gas, Blinding of any kind, Radiation, Lack of Air, Lack of Pressure,

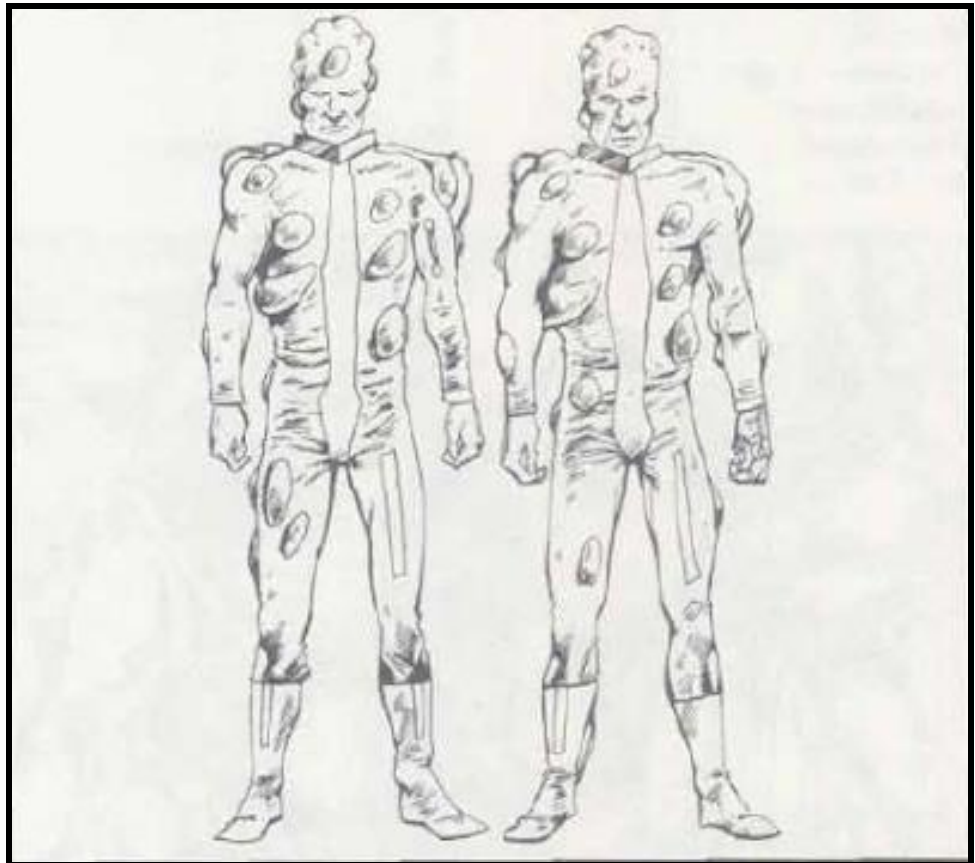
Resist;

Illusions (sv+4) and hold (SV+6),

Adaptable resist;

any 3rd or lower level magical spell or similar used

successfully on any single Oard in THAT specific era will be resisted by ALL Oards after a successful Oard Intelligence check(14) for half effect, and fully Immune after 3 rounds of resisting. DM must list these accordingly. This immunity lasts for 7 days.



Oardization; 25% of all Oards can Infect Unconscious / Paralyzed / KO / Sleeping humanoid/Demihuman/Human targets in 1 full round to become Oard at the rate of 1 hp/r time. All abilities become as an Oard (see above). When ST, DX, CO, are lower than the infected character, that ability will remain however as it is.(IN, WI and CH will be as an oard, always.

Any humanoid larger than 7 feet is immune.

Any elf or similar inherent natural magical demihuman is immune. (This does not include normal mages, wicca, and other spellcasters).

Incomplete Oardization; When a person is still "alive" (ie not fully converted), it will not resist anything (even removing bodyparts) and has no will power. A Remove Poison/ Stone to Flesh or other shape changing magic or otherwise will expel the foreign matter, thereby functioning as a poison effect; lowering STR, and CON for 1d4 maximum for 3 Turns.

When such a treatment fails to be served to the victim, the victim will become an Oard. This is normally irreversible.

To save fully converted person he/she must be killed, and all foreign matter must be removed, whereafter a Raise Dead is required to become alive but CH and CO are permanently lowered by 2d2 due scarring (Only a Raise Dead Fully from a Cleric of 30th level prevents this).

If Oardization is used by an Oard defeating him the XP rises by 400.



Any Oard (including Oard Leaders and Oard Queen)

They can't activate magical effects from items, but can use them as if normal. A magical weapon can thus normally be used with its attack and damage bonuses or penalties, but special powers can't be drawn from it.

Spells:

None - Oards do not use or understand magic. In a pre-modern (and/or magic-heavy) setting, their technology will however be seen as magical to the locals.

Skills:

As per original creature; General; a profession or craft, or science, original class based skills

Handicaps;

Misunderstand Human Subtleties	95%,
Misuse magical Artifacts	99% unable to use beneficial self affecting magic, 35% become affected self with harmful magical effect. 50% chance of causing an 20' radius explosion for 1d8 damage per charge within.
Appear Benevolent	15%.

Oard Leader

Abilities; ST19=+4, IN 15=+1, WI 13=+1, DX 13=+1, CO 20=+5hp/HD, CH 10
HD= 10HD****+5/HD
Hp= 1d8+5/HD
General THAC0= 10
General Damage= +4
DM= by weapon (THAC0 melee+4)
or fist 1d6+4
MV/SW = 120'/40'
NA= special,
Save as; DR/P=2, MW=2, TS=2, DB=4, SP=2.
ML = 12
TT= special,
AL= LN,
XP= 3300
Size= 5+2d12 inch,
Weight= 3000cn+10 cn/inch over 6'
Immune to; All Charm, All
Poisons, Ointments, Potions, Balms, Fog,
Gas, Blinding of any kind, Radiation, Lack of
Air, Lack of Pressure, ESP

Resist; mind effects,
Feeblemind, Confusion, Phantasmal Force,
Mirror Image and any other Illusions or
phantasms (sv+4) and any hold/paralysis
spells (SV+6),

Adaptable resist; see above
under Oard.

Oardization; see above under Oard. All Oard
Leaders can do this.

Incomplete Oardization; see above under
Oard.

If Oardization is used by the Oardleader
defeating him the XP rises by 700



Oard Technology

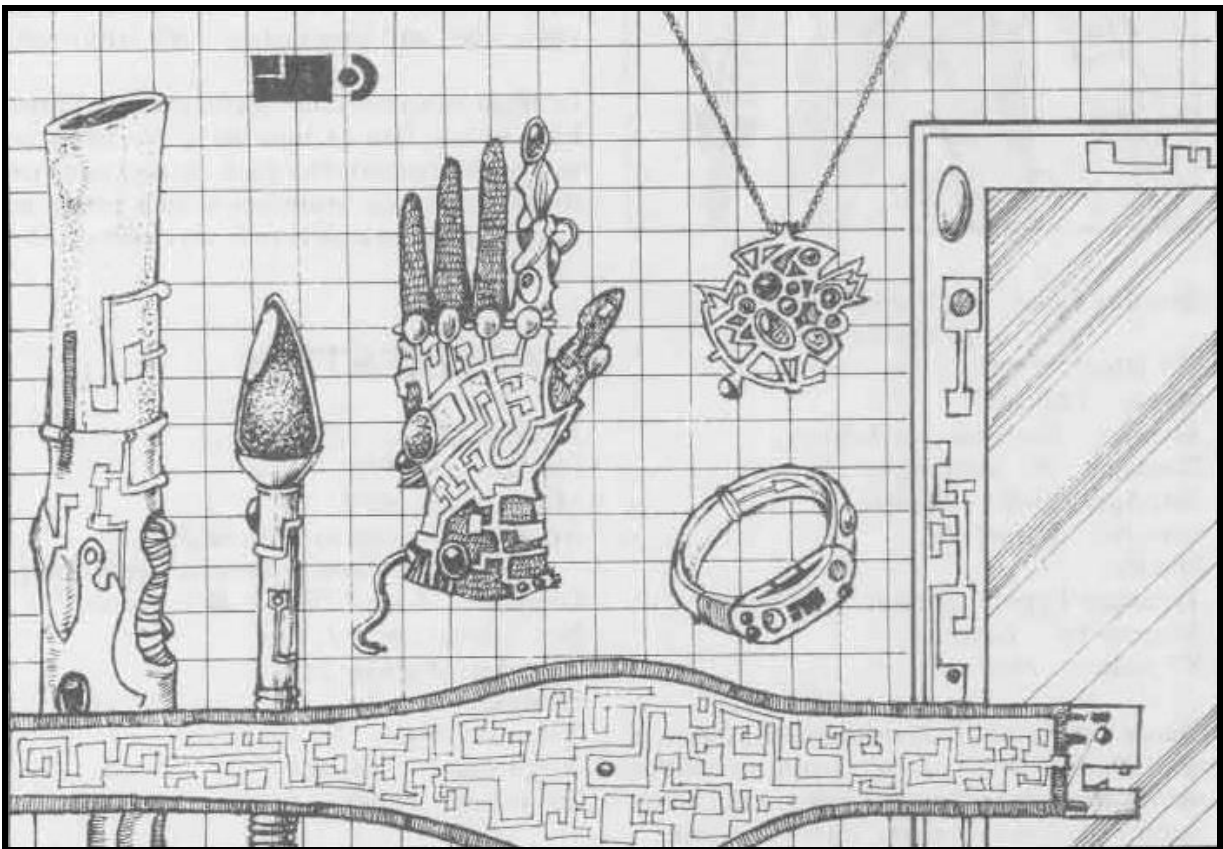
It is important to remember that the adventurers will be able to understand very little of the oards' technology (if any) and that characters will not be able to use or operate any oard devices (except for the doors – see below). In particular, the DM should only use those terms which the characters (as opposed to the players) would understand. Thus, for example, a video screen might be described as “a moving image on a wall” or even “a strange window”. The creatures and robots which inhabit the area with the oards are all products of oard technology. Nevertheless, they have similar game statistics (if not appearances) to creatures from the adventurers' own world.

While these weapons produce effects similar to magical spells, they are not magical and spells, resistances fail. Oards will all have a Ray Glove, Image Amulet, Speech Bracelet and Protection belt, all other items vary on the Oard. If aware of an incoming attack they will have all weapons possible, yet no more than one each (except the Fireball gems which are taken up to 4 maximum).

Some of the many Oard weapons and devices are describe below. Although these pieces of equipment are technological, their properties can be described in terms of similar magical effects. For the puposes of the game, the powers and effects of oard technology should be treated in the same way as the correspondimg spells, except as specified in individual cases.

Oard devices are controlled and powered by means of wires which plug into the oard's bodies, where they interface and are tuned to their individual users. *No magic, nor any other means will give characters full use of these devices, although a wish spell might (DM's ddiscretion) allow 1d4 uses of a single item. Doing so permanently lowers the PC's Charisma by 3 as wires enter the PC's body to interface (if Charisma becomes 0 the character dies in the process). This can be healed by a Cure-All afterwards, if done before Oard Items can't be used anymore.*

Since they are not magical, oard devices will not be shown up by detect magic spells. Unlike the casting of a spell, an Oard's use of a technological power is not ruined by being disturbed. Oards do not have treasure as such, but their devices and equipment are exquisitely made from plastics, metals and crystals. In the adventurers' own world, these objects would be regarded as very fine, unusual jewellery or adornment, and so have corresponding values:



Oard clothes

Oard clothes appear to be made of exceedingly fine but hard-wearing silk, embroidered with minutely detailed patterns in precious metals (apparent value – 200gp per suit).

Air Bow Wand (Not depicted)

180' Smoke- and heat-less, nearly silent, and the ammunition can be either

-envenomed (2 dm/r SV P or 2d6 dm/r),

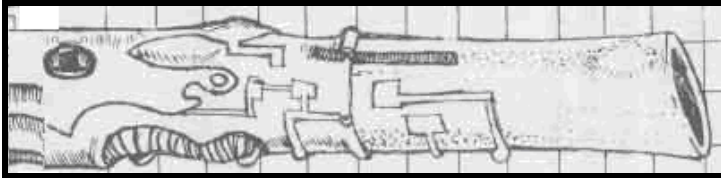
-drugged(confused= delayed Initiative -6, SV TS or see Illusions of foes on nearby persons and moving objects),

-explosive (1d6x4 damage (SV DR for half). 6 shots when fully loaded. reload 1 T

Owned by 20% of Oards.

An Air Bow Wand is a ornately inlaid, transparent cylinder (about 2 inches wide and 10 inches long) open only at one end. It could be used, for example, as a case for storing scrolls (Apparent value 200gp)

Blaster Tube



2 blast/round= 10' wide 120' long
blow of 2d12 impact and shift 120'
(successful save = 1/2 dm +shift 20')
backward

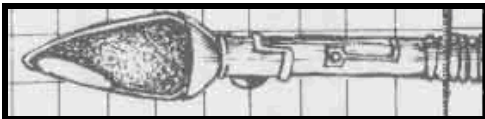
A tubular device which can
fire two blasts of force per round. Each

blast covers an area of 10 feet wide and 120 feet long. Any creature within the area will receive a forceful blow equivalent to a 20 foot fall onto a hard surface (2d6 points of damage). The damage is halved by a successful saving throw vs. Dragon Breath.

Owned by 30% of Oard.

A blaster tube is a ornately inlaid, transparent cylinder (about 3 inches wide and 18 inches long) open only at one end. It could be used, for example, as a case for storing scrolls (Apparent value 500gp)

Fireball Gem

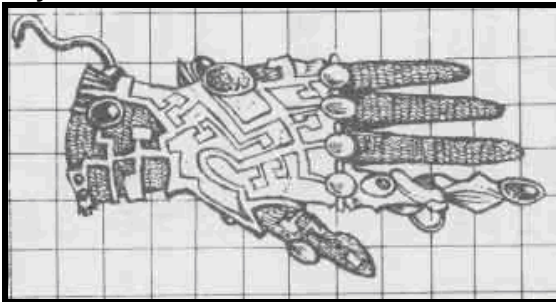


Tiny self-propelled bomb=range 240' 40' diameter 4d8 fire
damage. Will ignite combustibles

Immunity or resistance vs Fire does work normally. Owned
by 50% of Oard.

Fireball gems have the appearance of short, hollow gold wands with large gems mounted at the end (Apparent value - 400gp each).

Ray Glove



3 laser blasts/round= 1d6+1 per blast. THAC0 5,
(50=+1/100/150=-1) Worn by All Oard. Shots fire 1
initiative segment after each other (ie an Oard with
Initiative 4, thus shoots at 4, 3, and 2)

This is a small gun incorporated into a glove. It can
fire three laser blasts per round, each being the
equivalent of a magic missile (range - 150', damage
- 1d6+1 etc.). Unlike magic missiles, the laser blasts
do not hit automatically. The oard must roll to hit as
is using a normal missile weapon (range 50/100/150)

but all targets are treated as armour class 9. The pistol can be used in melee (treat as short-range missile fire). Owned by all Oard.

An oard ray glove looks like a gauntlet of incredibly fine chain mail, decorated with gold filigree and a large, elongated gem on the index finger (Apparent value - 600gp)

Flame Stick:

20' stream of burning gas for 2d6 damage

+ sets fires 5% combustibles/Damage - SV
Spells for half. Fire Immunities count.

Can be continued use for a whole round if Fully
charged, or is good for 6 separate shots.

Owned by 20% of Oards.

An oard ray glove looks like a weird stick with
handle and lots of copper coils, decorated with
gold filigree and three elongated gem on the
wider end (Apparent value - 800gp).



Disintegrate wand



7d10 damage SV
Spells or be
destroyed (no Raise
Dead). (2 shots
only).
Owned only by
leaders and 5% of
other Oards



Image amulet



Take any appearance. The Oard can change its outward appearance including height, weight, facial features, race, sound of voice, hair length, coloration, and distinguishing features as they desire, including mimicking an individual. All Oard items have holographic screen to illusion as anything similar normal in that time. (a blaster Tube for example will reveal as a Club in old times, or as a tool in later era's.) This illusion cannot be looked through, or negated, yet once known, the item underneath can be touched and/or destroyed, negating the illusion.

This device creates a permanent, holographic image around the oard which allows the oard to make itself look like any humanoid up to 10 feet tall. The screen also changes the appearance of the oard's clothes (e.g. to look like furs) and equipment. There is no saving throw for those seeing this

technological illusion, but a truesight spell, for example, would enable the caster to see through it. The screen stops working at once if the oard is killed, revealing the creature in its true form.

An image amulet looks like a gem-encrusted, gold filigree amulet on a silver chain (apparent value - 800gp).

Speech Bracelet



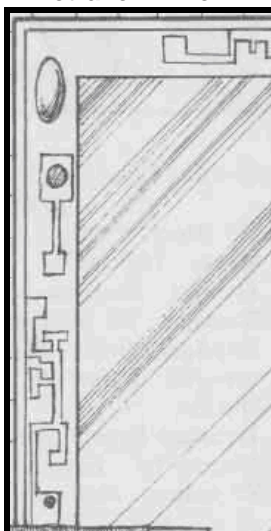
2 way communication 50 miles

This is a two-way communication device with a range of 50 miles.

Owned by All Oard

A speech bracelet looks like a delicately wrought bracelet (apparent value - 400gp)

Timetravel mirror

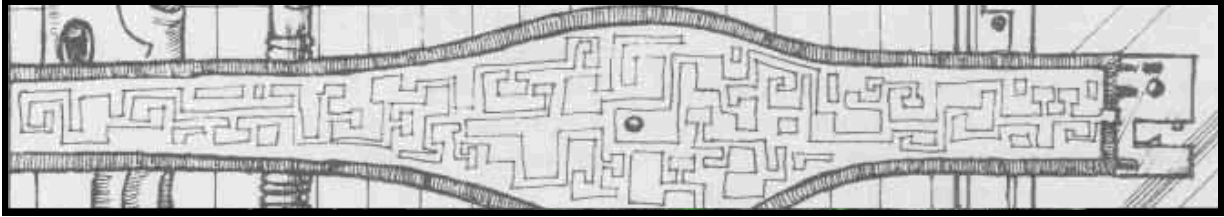


(one way travel to a set time)

These enable the oards to move from their empire back through time into the history of Aelos. The cost in energy is enormous, however, and so only a few oard agents can be sent. Furthermore, the device allows only one-way travel, which means the oards cannot return to their time through the devices. This device has its own holographic screen which may be used to disguise them as something else (A closet, painting closed window, etc). A time travel device's screen ceases to function if all oards who have passed through it are dead (or traveled to another time using a secondary mirror)

A time travel mirror looks like a perfect, full-length mirror set in a gold frame (apparent value - 6000gp).

Protection belt



AC0, AV6, Immune to Missiles, Cold & Fire, = levitate 20'/r for 6T max total/24 hour

This device surrounds the oard with a permanent, protective forcefield. The field is similar to the barrier created by a shield spell except that the oard gains an armor class of 0 against all attacks. In addition, the barrier gives protection equivalent to permanent protection from normal missiles, resist cold, resist fire spells. Finally the field has a limited anti-gravity power, which allows the oard to levitate at will for a total of up to 6 turns per day (1 Hour)

A protection belt looks like a beautifully decorated girdle (apparent value - 600gp).

Energy Screen Mantle



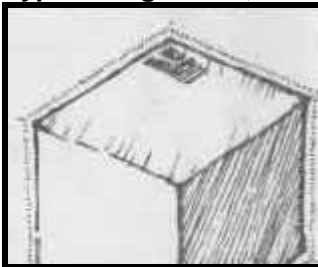
AC-5 AV8 only by Leader Oard. This screen which surrounds his body with a protective field of crackling energy. The energy screen gives an additional armor class bonus of 5 (total AC -5) and a bonus of 5 on all saving throws.

The energy screen also allows him to hurl two energy bolts (range 180') per round. Energy Bolts for 2d6 + SV TS Stun. The bolts treat all targets as AC6 (adjusted for Dexterity if appropriate). Any creature hit by an

energy bolt suffers 2d6 points of damage and must make a successful saving throw vs. Paralysis or be stunned for 1-4 rounds. Any character striking the oard using the energy Screen mantle with a hand-held weapon must similarly make a saving throw or be stunned for 1-4 rounds.

The energy screen mantle looks like a heavy gold collar encrusted with tiny gems. It would have a value of 32,000gp on the adventurers' own world. It cannot be used by the adventurers.

Hypnotising Cubes;

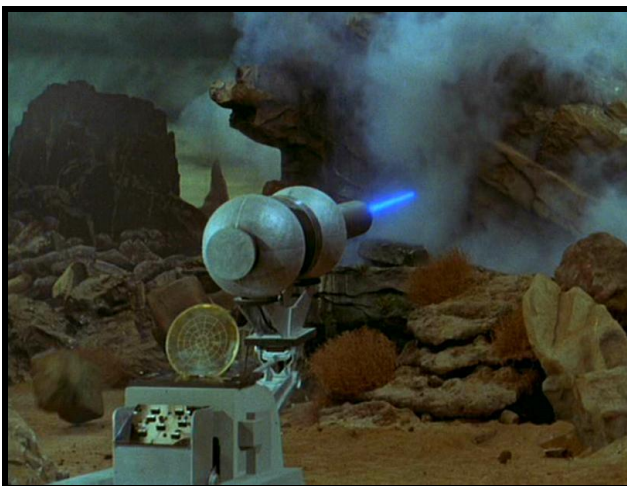


These devices are small, translucent, scintillating cubes. Any intelligent creature peering into one must make a saving throw vs. Spells (at +2) each round or become hypnotised (equivalent of a very powerful charm spell). The hypnosis is not a magical effect and cannot be removed by magical means. And there is no immunity against. Victims are unable to move around without help and remain hypnotised so long as the cube is within their vision. If a cube is removed from view or ceases to function, its victim is no longer hypnotised, but falls into a light trance for 2 turns before recovering fully. The trance will be broken instantly by any

aggressive act against the creature. The oard leader may control any one hypnotised creature at any given time (the others remain immobile). Each cube can only hypnotise one victim. All the cubes will lose their hypnotising power once the oard leader is killed (since they are attuned to the leader).

Only found In Oard Settlements or space faring vessels

Ray cannon



1 shot per round; 2d10+10 points of damage; treats all targets as AC3, negates any magical protection.

Self sentient or controlled by Oard. Programmed to ignore Oard, and/or Talak, and all forms of lowlife and small animals.

Only found In Oard Settlements or space faring vessels

Usable Oard Items

Items found amongst the oard which can be used by PC's, yet Oard are immune to any of it's potential harmful effects.

Plastic Walls and Doors

The plastic from which all oard buildings and devices are made is as tough as steel (AV6) and as impenetrable as lead (no magic will pass). Oard doors slide open automatically when touched. This unknown material feels warm to the touch, can only be affected by fire, acid, electricity or Magic weapons of +5 enchantment or higher. Each 10' section of wall has 100hp.

Flasks of Chemical agent



Throwing range 10/30/50;
inflicts 2d12 points of damage;
Dissolves wood and metal in 1 round (material save -8)
Only found In Oard Settlements or space faring vessels

Purple Chemical of Life



AC always hit;
HD 2**; hp 16 each;
MV 30' (10');
THACO Special (always hits in range 2' or less);
#AT 1; D dissolves cloth, leather instantly, metal and wood in 6 rounds; contact with flesh causes transformation into slime in 1d4 rounds.
Save D10; ML 12; AL N;
xp 5 each;
Note: Only harmed by fire or cold;
Only found In Oard Settlements or space faring vessels
Similar to a Green Slime

Yellow Chemical of Life



AC 6;
HD 10*; hp 60 each;
MV 60' (20');
THACO 10 range 10'
#AT 1; D 3d8;
Save D10; ML 12; AL N;
xp 1600;
; Note: Only killed by fire; other attacks divide it; dissolve wood or metal in 1 turn. Separated sections will remerge the next round.
Only found In Oard Settlements or space faring vessels
Similar to a Black Pudding

Created Oard Servants

All these weigh 300cn/hp

Talak (bred race similar to Trolls):

AC	4
HD	6d8+3*
hp	30minimal
MV	120' (40')
#AT	2 hands 1-6 each 1 bite 1-10
Save	F6
ML	10
AL	N
xp	650
THACO	13

Note: Regenerate 3 hp/round 3 rounds after being injured, cannot regenerate injuries from acid or fire.

The talaks, humanoid slaves of the oards, are



Proto-humanoids):



AC	9
HD	8d8*
hp	40 minimal
MV	90'(30')
#AT	1 hug 2d6 + smothering (2d6 per round thereafter automatic);
Save	D10
ML	12
AL	N
xp	1200
THACO	12

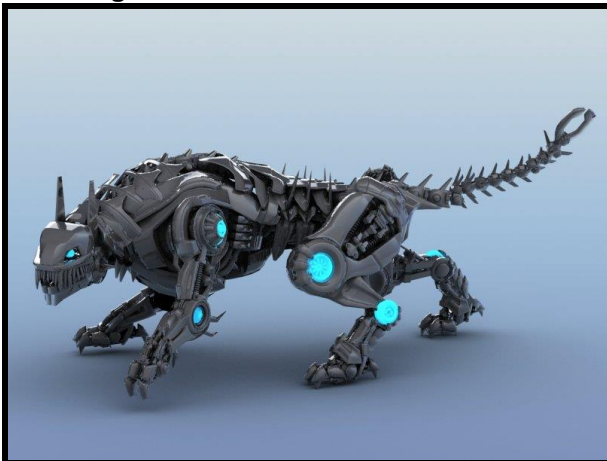
Note: Movement unaffected by chemical in tanks hit only by magical weapons. immune to sleep, charm and hold spells and all gases.

Escape smothering; Strength check on 2d20 for succes Only found In Oard Settlements or space faring vessels. (similar to mud golems

Robots used

Blackmoor Ubots, Dbots, Ebots, Sbots and other are known to the Oard, yet do not reside within their midst. The Oard created other Robots, these have similar characteristics to living statues, golems and droloms. All these weigh 300cn/hp

Robot Tigers:



AC	6
AV	6
HD	10**
Hp	56 minimal;
MV	180'(60')
#AT	2 claws 2d6, Bite 1d20
Save	F5
ML	12
AL	N
xp	1600
THACO	10

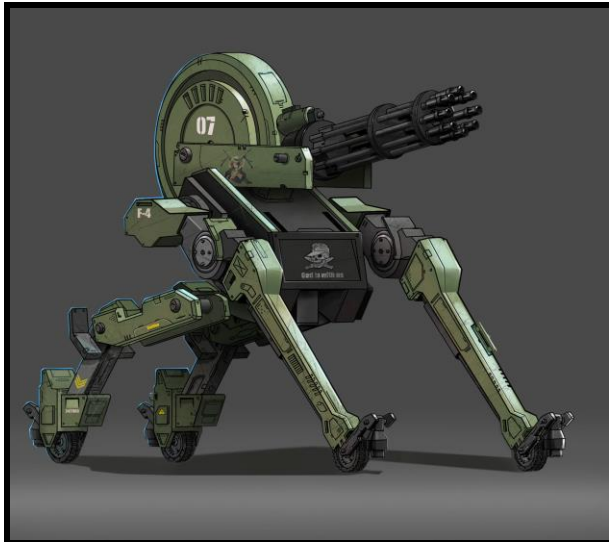
Note: Hit only by magical weapons immune to sleep, charm etc., and all gases Detect invisible (range .. 60') Tracking 0-15 on 20 success

Iron Man=Security Robot:



AC 6
 AV 6
 HD 10d10*
 hp 56 minimal
 MV 180' (60')
 AT 2 fist 2d10,
 1 Smash 2d10; or Kick
 1d12 and same in feet kicked
 backwards+falling dame over 10'
 Save F5
 ML 12
 AL N
 xp 1600
 THACO 10
 Note: Hit only by magical
 weapons
 immune to sleep, charm, hold and all gases
 Detect Invisible (60' range).
 Only found In Oard Settlements or space
 faring vessels

Steel Walker=Combat Robot:



AC -2;
 AV 6
 HD 16d10****
 hp 80 minimal
 MV 120' (40')
 #AT 2 claws=1d10+5
 bite (d10+10)+ poison(1/r for 10
 (svp or 5/rfor 10)
 Special Attack breath cloud 20' X 20' X 20' -
 7d10 damage, Sv DB or die instantly
 Save F8
 ML 12
 AL N
 Xp 5150
 THACO 7
 Notes: See invisible (60')
 immune to mindaffecting spells (sleep, hold,
 charm etc.),cold, all gases and spells of 3rd

level ox less.
 only harmed by +1 or better weapons:

Foundry Robot:



AC 0
 AV 6;
 HD 20d10*;
 hp 100 minimal;
 MV 240' (80');
 AT 1 fist + heat; D 3-30 + 1-10;
 Save F10;
 ML 12;
 AL N;
 xp 4300;
 THACO 5

Note: Hit only by magical weapons; immune to all gases, fire and sleep, charm and hold spells;
 Special defense; anyone hitting the robot suffers 1d12 points of damage from spurting hot lubricant (negated by a saving throw vs. Death Ray).

Only found In Oard Settlements or space faring vessels

Iron Dragon=Battle Robot:

AC -2;
 AV 6
 HD 16d10****;
 Hp 80minimal;
 MV 120' (40');
 #AT 2 claws=1d10+5
 bite (d10+10)+ poison



Special attack; cloud (20'x20'x20')3 times/day - 7d10 damage, Sv DB or die instantly

Save F8;
 ML 12;
 AL N;
 xp 6100;
 THACO 7;

Note: see invisible (range - 60'); immune to mind-affecting spells (sleep, hold, charm etc.)

Immune to spells of 3rd level or less; only harmed by +1 or better weapons; breath

The Entropy Bubble

The oards created a refuge where they could gather their strength before ravaging some other world. This refuge, called the Entropy Bubble (although it has no connection with the Sphere of Entropy) is the greatest creation of their technology and encloses a pocket of reality which is cut off from the rest of the multiverse.

The Entropy Bubble is a dome-shaped field of energy 30 miles in diameter . It is completely opaque, and it is impossible for creatures inside the bubble to pass through it by physical or magical means. Some dangerous creatures occasionally break in from the chaos outside, however. Outside is the Astral Plane, and the time is Thousands of years later.

The Land Within the Bubble



The land within the bubble - the last bastion remaining of the Oards' empire - is devoid of any beauty, being the ultimate expression of their mundane ideal. It is stark and barren - a windless desert whose only features are a few oard outposts spaced around the perimeter, and the underground city of Cijal at the centre. The only inhabitants are the oards and the minions which their technology has created. The bubble's energy field is pale green in color, and casts a pale light of the same, sickly color - adding to the oppressive atmosphere of this place. Since the field glows continuously, there is neither day nor night.

There is no relief from the starkness inside the oards' buildings. The rooms are undecorated, and the smooth plastic from which the walls, floors and ceilings are made glows with the same pale green light as the bubble's energy field.

The DM should convey to the players how alien the oards' realm is to the adventurers. The oppressively austere atmosphere of this land will be repellent and disgusting to them - particularly after the beauties of other worlds - and the presence of so much technology will tend to baffle and disorient characters accustomed to the power of magic rather than that of machines. The mission of the party here is one of destruction, and the characters should be left in no doubt that the oards are abhorrent to them.

The oards within the bubble know only anything of the PC's they travelled back in time to and met. Even as the area is in the Astral Plane, at the end of Oard time, it resets itself to the time just before the PC's enter the Entropy Bubble. (this happens only due Immortals or major artifacts able to transport through time and space). Each visit here is always new, and the PC's will never know of earlier visits, but do know their latest encounters with the Oards.

There are several Oard adventures capable to end here; http://www.pandius.com/oard_adv.html, <http://www.pandius.com/oard7.html>

Cijal Outpost

in a stark, square, windowless chamber. It is not a pleasant place, for the room is bathed in sickly, pale green light, and the air is tainted by an acrid scent like burning hair. The sources of the light are the walls, floor and ceiling, which are smooth as marble. They are spotlessly clean, almost unnaturally so and, apart from what you take to be a door, show no cracks or joins. Set into one wall is a panel decorated with a jumbled pattern of brightly-coloured shapes. The shapes are in constant motion, changing form and colour in time with the jangling music which fills the chamber. On a shelf which protrudes from an alcove below the panel are a dozen or so coloured rods and a crystal beaker of liquid. Suddenly, the music stops and the coloured pattern on the panel clears to become a window through which you can see a glaring humanoid face. The panel is actually a video communication screen, linked to a similar panel in the other room of the outpost (1b) where there is a squad of 6 oards (armed with ray gloves and 1 fireball gem each) who will see the party through it. After only a second or two, the creatures will react to the intruders: the screen will go blank and the oards will burst in through the door and attack.

The alcove is a food dispenser, and the rods and liquid in it oard food and drink. The rods are waxy and tasteless, and the liquid is oily. They are harmless but distasteful. The second chamber of the outpost (room 1 b) is as sparse as the first and, except for a map (which the characters will be able to understand) on the wall showing the positions of Cijal and the other outposts (areas 2-8), contains nothing of value or of use to the adventurers.

The other oard outposts are similar to the first, and are similarly manned. The video screens allow the oards in the outposts to spot any creatures within 500 yards.

Cijal; City of the Oards

Cijal is an underground complex, located at the centre of the plain enclosed by the bubble. It is more like an industrial installation than a city, and most of the larger chambers are filled with machinery, power generators, chemical tanks and so on. Only a few of the chambers are given individual descriptions, the remainder being covered by the general descriptions (see Standard Features - page 23). Although it is underground, and the sloping lamp entrance is not conspicuous, the adventurers will be able to find Cijal easily if they follow any of the tracks which lead from the outposts.

Inhabitants of Cijal

Apart from those creatures detailed in specific room descriptions, inhabitants of Cijal will be met as Random Encounters (see below). The city's alarm (a monotonous throbbing sound) will automatically be set off during the first encounter between the adventurers and city inhabitants, but the oards do not have any specific plans for dealing with attacks since they believe themselves to be securely isolated from the rest of the multiverse. Their system of video communication screens, however, will allow Qartanaq (the oard master) to concentrate the oard forces in the parts of the city where the adventurers are. This will be reflected by the probability of random encounters.

Every room in Cijal has a video communication screen and, once the alarm is raised, the adventurers will see an Oard Leader glaring at them from a screen whenever they enter a room. So long as Qartanaq can see the party, the DM should use 1d8 then checking for random encounters (below).

The video screens are destroyed by 10 points of damage (treat as AC9, but save as Dwarf 10 against magic), and for each screen destroyed there is a 10% (cumulative) chance that the video system will break down. Thereafter, the DM should use 1d20 when checking for random encounters.

Random Encounters

Encounter	Corridor	Oard chamber	Talak pen	Mechanical plant	Power plant	Chemical plant
No. creatures	7-20	5-20	7-20	6-20	5-20	5-20
Oard artifacts	6,8	all	8	2,4,7,8	4,7,8	3,7,8
Oards (1-6)	1,6	2,3,4	6	4,5	3,4	3,4
Talaks (2-8)	1,5	4	3,4,5,6	1,4	3	2,3
Robots:						
security (1-3)	1,2,3,4	1,4	1	3,5	2,3	1,3
power (3-6)	3,5	3	2	2,3	1,2,3	4
maintenance (3-6)	1,4,6	1,2,3	1,2,5,6	1,2,4	1,4	1,2,4

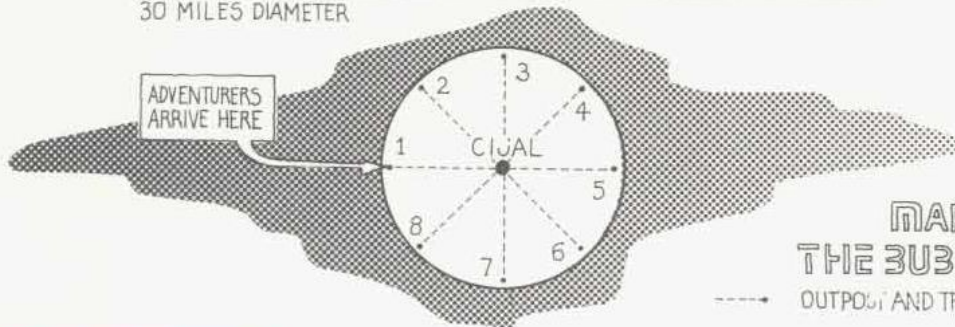
The DM should check for a random encounter if:

- the party enters a previously unexplored chamber
- the party remains in a chamber for over a turn (or over 6 turns if the video system is inoperative - see above)
- the adventurers enter an unexplored corridor area or return to a corridor after an absence of 1 turn or longer (n.b. longer corridors are divided into separate areas by doors - see Map E3)
- the adventurers remain in a corridor area for over a turn (one roll per turn)

To check for a random encounter, the DM should roll the appropriate die (see above) once and look for the result in the appropriate column in Table 2 to see which creatures, if any, are present. If a number appears more than once in a column, then a mixed group of the creatures indicated is present. Oards will be armed with ray gloves, and 25% will have 1-2 fireball gems. Also included in Table 2 is a row labeled "oard artifacts" which indicates the presence of portable oard objects (in addition to those which any oards may be carrying) which could be sold as ornaments or curios on the characters' own world. There will 1d6 objects, each worth d10x30gp with an encumbrance of 5d6cn. The characters may be able to guess at the purposes of some objects but most will be a complete mystery. None will be usable. Random encounters can occur any number of times, but oard artifacts, once removed from an area, are not replenished.

ENTROPY BUBBLE

30 MILES DIAMETER

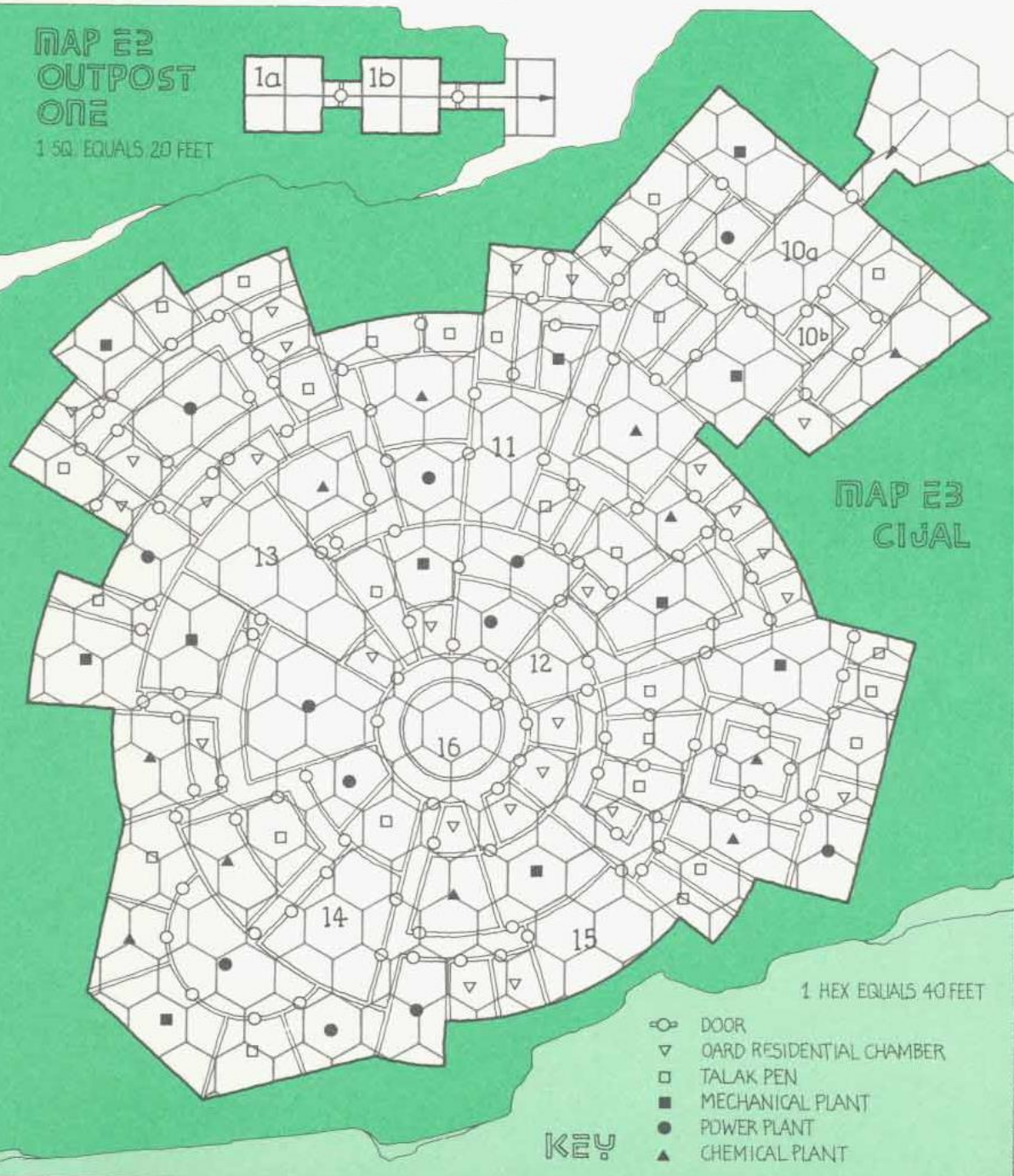
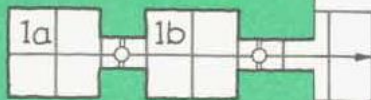


MAP E1
THE BUBBLE

----- OUTPOST AND TRACK

MAP E2
OUTPOST
ONE

1 SQ. EQUALS 20 FEET



MAP E3
CIJAL

1 HEX EQUALS 40 FEET

KEY

- DOOR
- ▽ OARD RESIDENTIAL CHAMBER
- TALAK PEN
- MECHANICAL PLANT
- POWER PLANT
- ▲ CHEMICAL PLANT



The Oard typical space vessel. It holds 100 Oards, and is used to scout, and attack. It holds all Oard Robots and several Ray Cannons. All types of Oard and Blackmoor weaponry is found in this vessel.

Other Robot Implements and Alien Weaponry

The alien technology used on the FSS Beagle and by their robots (later also used by Blackmoor, and the Oards) includes many powerful devices that can be acquired and used by the PCs. While you, the DM, know that these items are simple tools or mechanical devices, most Mystara residents, perceive them to be magic items and treat them accordingly, giving each a name that expresses its power in understandable terms. They perceived all technology as magic, and with the plunder and take over of this technology, they thus automatically merged technology with magic.

This section lists all of the common alien devices corresponding to magic items. Each item is listed by its proper name, followed in parentheses by the name by which the item is known to non-aliens. Each listing has a short description of how the item appears to non-aliens, followed by a discussion of its functions. Alien devices are made from super tough ceramics and acrylics and from other exotic substances unless otherwise noted, they can't be harmed by non-magical weapons or tools.

Also, unless otherwise noted, all items that use a power pack are powered by the same type of 1" x 2" x 1" pack, and all power packs are fully charged when discovered (minus any charges used during the encounter or melee in which the PCs discover them); all standard power packs are interchangeable. Used power packs can be recharged in FSS Beagle's, Blackmoorians or Oard power plant (which is in a high security area not open to the PC's. Also the method doing so is unknown to them.

In some cases, alien devices are activated or controlled by voice command. Generally, these devices understand only Galactica (The language of the Galactic Federation) and the coded battle languages of the Federation Fleet. They do not respond to any Mystara languages unless specially programmed to do so, or after 3100 BC when they were taken over by Blackmoor. Often, items respond only to special codes given in a battle language.

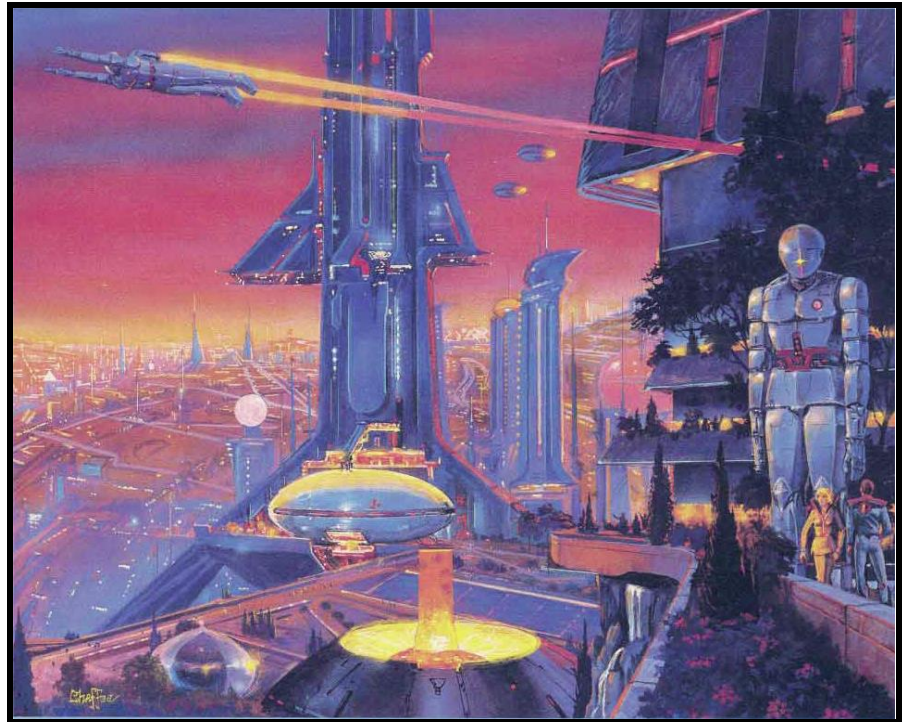
[The Oard know all the following items, yet prefer their own. Within their settlements, however, these items can be found, and will be used if required.](#)

Alien devices aren't intended for use by nontechnological species. It is especially easy for those not trained in their use (e.g. the PCs) to improperly insert a power pack, thus damaging the item. Each time one of the PCs tries to change a power pack, there is a 50% chance that he damages it so that it no longer functions.

3100 BC till 3000 BC

The strange items, if functional can have an average value, this can be of up to double the given value if the characters try to bargain. If they try to refuse to sell the items in Blackmoor, they will be revoked from any services within the city. About 5 years after the initial plundering the City of the Gods, these items are more regularly available and have a value as given.

Each standard power or ammo pack is valued at 100gp if charged, if empty valued only 1 gp. Any propellant pack is also 100 gp valued, and a functioning scout 20.000 gp.



Battle Armor (Godsuit)

Description: This item looks like a smooth, wondrously light and thin stocking-but one that has been knit with arms and legs to cover the entire body. Woven into the stocking's neck is a small oblong box. The Blackmoor and Soldiers of the Frog used version with relief details on it to give it a reptilian appearance.

Size; fits any humanoid normal fitness size between 4 feet and 7 feet comfortable. Reduce maximum height if fat by 1 foot and increase by 1 foot if skinny. 50 cn (0 if worn)

Functioning: All aliens and Soldiers of the Frog wear this tough battle armor, a type of form-fitting, light-weight acrylic mesh. A sensor in the "oblong box" tells the wearer when the power pack is near to empty. A powerful cushion field that gives the wearer AC 0, and AV of 1 without adding to his encumbrance. The "oblong box" contains a standard power pack. Squeezing the box in the palm of the hand causes it to eject its power pack. A new pack can then be slid into the box. Each new pack powers the armor for 4 months. Power packs already in suits discovered by the PCs are good for 1d4 months.

Battle Armor 1200 gp average value



Communicator (Talk Box)

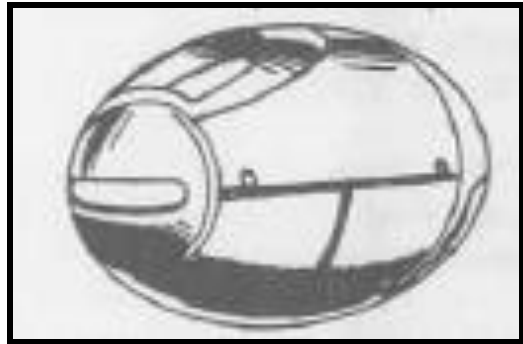
Description: This item is a gray egg shaped device that fits in the palm of the hand. A retractable metal clip extrudes from one end.

Size; 2.5 inch diameter by 3 inch diameter. 5 cn

Functioning: This communicator lets the user have a two-way conversation with anyone who has an implant or communicator or with any device that is plugged into the alien communications network (a computer, for example). Communicators have a range of 48 miles from the character or any transmit pole within this range—making the area of effect nearly limitless along as there exist transmitting poles. They can always receive anything being transmitted on their band. When in transmit mode, they transmit all sounds within 12”

inches. A character activates a communicator by giving the transmit signal (a verbally communicated alphanumeric code, in most cases). The small clip is a belt clip that can be thumbed out for carrying or thumped out of the way when the device is in use. If the user tells the communicator to “translate,” it automatically translates everything that it receives into whatever language the user is speaking. His own words are not translated. Squeezing the base of the device causes it to eject its power pack. A new power pack can then be slid into the base. Each pack can power the device for six hours of continuous use (about 24 conversations).

Communicator 800 gp average value.



Glow Wand (Magic Torch)

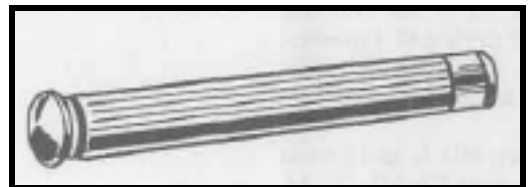
Description: This item is a gray metal tube with a translucent cap of some smooth dense material at one end. The tube has parallel ridges running along its length.

Size; Six-inch long, one-inch diameter 10 cn

Functioning: The item is a sophisticated portable Light source. The “Cap” is actually a combination light source. To make it emit light, the user twists it clockwise. The lens

immediately begins to cast a diffused glow. The further it is turned, the brighter and more focused the light becomes. Tweaking the lens in the opposite direction decreases and diffuses the light. Turning it all the way in the opposite direction shuts the light off. The glow wand is powered by a standard power pack inside the tube. The pack can be removed or replaced by pressing against one of the tube’s ridges, causing an access panel to spring open. The panel snaps shut when pressed back into place. Each power pack is good for 24 hours of operation.

Glow Wand 200 gp average value.



Grenade (Death Egg)

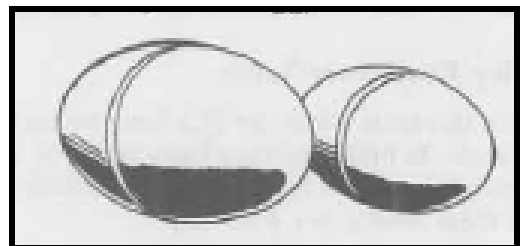
Description: This item is a smooth, heavy, egg-shaped ball, no more than an inch thick at its widest end. There is a small seam in the middle of the ball. The ball comes in six colors: red, yellow, black, blue, green, and gray.

Size; 1 inch diameter by 1.5 inch diameter. 5cn

Functioning: Each grenade can be thrown (up to 60 feet) or fired from a grenade launcher. However, if the grenade is inactive (its normal state), it can be thrown or fired all day, and nothing will happen. Before it can explode, it must first

be active (or live, as the aliens say). To make a grenade active, it is necessary to twist the two ends in opposite directions until there is a click. The grenade then explodes five initiative segments later. The effect of the explosion depends on the grenade’s type. The different colors indicate different types. These include:

Gamma (red): This type emits a powerful blast of radiation, All entities within 30 feet must save vs. Death Ray. Those who fail their saving throw sustain 8d6 points of damage. Those who make their saving throw sustain no damage. Gamma grenades do no damage to the surrounding area. But the area is radioactive for 1 day per point of damage and has a 5% chance to cause slight corrupting mutations in animal or plant life.



Light (yellow): This type creates a globe of light 60 feet across. It is similar that created by the magic user spell continual Light, but it Lasts only one turn. Those who are looking directly at the grenade when it first explodes must make a saving throw vs. spells. Those who fail their save are blinded for one round and colorblind for 6 thereafter. Those who make their saves are unaffected, but their initiative is reduced by 1 directly after the blast in the same round.

Opacity (Black):This type creates a globe of Darkness 60' across. It is similar to that created by the Continual Darkness spell, but lasts only one Turn and is not dispelled by any continual light. Opacity grenades can't be used to blind characters, but those within the area of effect are blinded until the effect ends or they leave the affected area.

Sonic (Blue): This type emits a destructive, but focused, blast of sound. All entities within 5 feet must save vs. paralysis. Those who fail their saving throw sustain 4d12 points of damage and are paralyzed (KO) for 6 Turns. Those who make their saving throws are unaffected. The effects lose a dice per 5 feet distance over 5 feet and also its duration and even the save is increased by 1 the blast has no effect beyond 25 feet. The blast will not penetrate walls but curves around it, recalculate distances to depict effects and saves.

Sonic grenades destroy all furniture and fragile items within range if they fail a saving throw vs. disintegration. If and only if they explode while wedged against a wall or floor, they blow a hole in the surface (one foot thick, if the surface is stone or metal, three feet thick if it is earth or wood.

Neuron (green): This type emits a cloud of mild nerve gas. All entities within 30 feet who aren't wearing a functioning pressure suit (or are otherwise immune to airless circumstances) must make a save vs. breath weapon. Those that fail it sustain 1d4 points of damage and are paralyzed for the next 6 Turns (1 hour). Those who are making their saves are unaffected. The cloud dissipates with wind in 5 round minus 1 round for each wind strength stronger than 4. Otherwise it lasts no more than 10 rounds, with equal effects and saves at -1 cumulative each round must be made each round remaining within the gas, and can be smelled for 1 turn thereafter without effects. Neuron grenades don't affect non-living creatures or inanimate objects. The gas needs not to be breathed to be effective—it just has to touch an exposed surface. However, armor and clothing offer no protection for the gas.

Tangler (Gray): This type emits a dense monofilament web that twists itself around whatever it encounters. All objects and entities within 10 feet must save vs. wands. Those who fail their saves sustain 1d4 points of damage and are entangled in the web. They can't move (thus no skills or spell casting) but can 25% chance speak until they are cut free. Those who make their saving throws are unaffected. It is necessary to inflict 3d6 points of damage on the web in order to free each entangled character or object. Only magical blades and acid affect the web. Since the web responds to resistance by tightening around its source, characters who try to struggle free of the web sustain an additional 1d4 points of damage-AV from the cutting effect of the monofilament during each round in which they struggle.

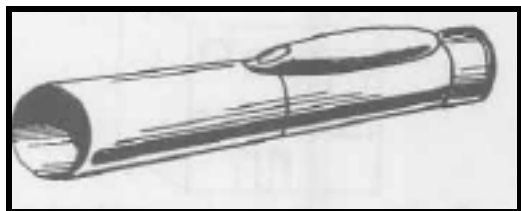
Grenade 200 gp average value.

Grenade Launcher (Wand of Death Eggs)

Description; This dark, grey, foot-long inch, thick tube is open on one end and closed at the other. There is a red bump on one side.

Size; 2.5" diameter, 12 -13" long. 150 cn

Functioning; The closed end holds a standard power pack, a propellant pack, and all of the micro circuitry needed to fire the grenade launcher. The cap can be removed by simply unscrewing it. The red bump is the firing button. To use the launcher, drop a live



grenade in it (or any similar sized solid object), aim it where you want the grenade to go, and press the firing button. With a soft plop, the grenade flies towards the aiming point. It takes one round to arm the grenade, load and fire. The launcher has a maximum range horizontally of 300 feet, but is inaccurate above 120 feet (+5 to the hit roll). Otherwise a missed hit will fall 1d3x10 feet left or right (even or uneven on a dice).

Each new propellant and power pack inserted in the launcher is good for 24 uses. Those packs already inside a launcher when it is discovered are good for 2d12 uses. If the device is triggered while it contains more than one grenade, it explodes, doing 3d6 points of damage to the user and those within 10 feet plus any damage of the grenades, which also explode. Any unloaded launcher simply will not shoot and thus does not release a charge.

Grenade Launcher 600 average value.

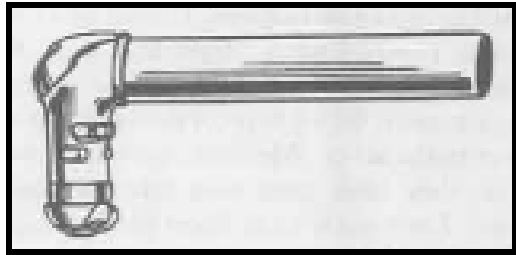
Hand Blaster (Wand of Sunflame)

Description; This dark, grey, I-shaped device is made from some smooth, dense substance and is molded to fit the human hand. The part that fits most comfortably in the palm is studded with tiny button gems and protrusions. The other part ends in a thin tube.

Size; 1.5" diameter, grip 4.5" long, 10" long other end. 35 cn

Functioning; This small, easily concealed weapon works like a wand of Magic missiles (ding 6d6 points of damage at a range of 240 feet whenever a small stud in the front of the grip is pressed. The weapon has a standard power pack in the grip. Moving a slide on the grip causes the weapon to eject its power pack; it can then be reloaded by simply sliding a fresh power pack into the bottom of the grip and closing it. Thumbing open a panel in the back of the grip causes a vertical gauge whose red indicator lines shows how many charges are left. The panel snaps shut when released. Each new power pack inserted in the weapon is good for 24 uses. The power pack already in a weapon when it is discovered is good for 5d4 uses.

Hand Blaster 800 gp of average value.



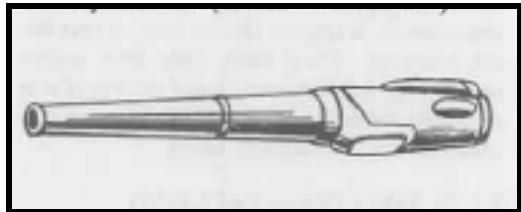
Heavy Blaster (Staff of Sunflame)

Description; This device actually looks more like an unwieldy club (it can even be used as one) than a staff. The smooth, dense, dark gray substance from which it is manufactured is studded with arcane bumps and bulges and it is broader and heavier at one end, tapering to a thin tube at the other.

Size; 3'6" long, 4" diameter at thicker end and 1.5" diameter at small end. 100cn

Functioning; This shoulder-fired weapon works exactly like a wand of Fireballs, but it does 8d6 points of damage at 360 feet whenever a small stud in the underside of the stock is pressed. The weapon has a standard power pack in the stock. Moving a slide on the stock causes the weapon to eject its power pack. It can be reloaded by simply sliding a fresh power pack into the butt-end of the stock. Thumbing open a panel in the top of the stock exposes vertical gauge whose red indicator line shows how many charges are left. The panel snaps shut when released. Each new power pack is good for 24 uses. The power pack already in the weapon when it is discovered is good for 5d4 uses.

Heavy Blaster 1600 gp of average value.



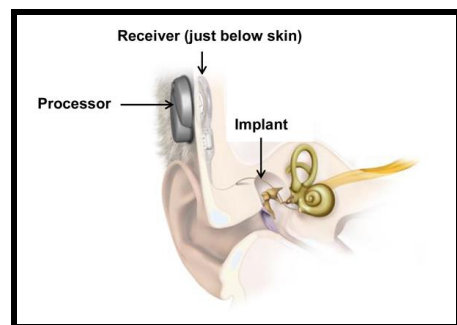
Implant (Talk Spell)

Description; This item is a small and ceramic in the back of the skull, just above the ear. This button is normally hidden under the skin, but may be revealed by a wound or a sufficient healing skill (at -8).

Size; 1" x 0.5" x 0.1" 0cn

Functioning; all aliens (and after 3100 BC all officials and about 10% of the overall population in the first decades, and after 3070 BC about 90% of all population of adult age have a miniature transmitter-receiver implanted in their mastoid bone. The implant lets the user have a two-way communication with any other character who has an implant or a communicator or with any device that is plugged into a communications network (a computer, for example). Implants have a range of just four miles from the character or any transmit pole within this range—making the area of effect nearly limitless along as there exist transmitting poles. They can receive anything being transmitted on their band. They only transmit the sounds made by the character in which they are implanted when he gives the mental transmit signal. Non-aliens commonly interpret the receipt and transmission of signals in this way as some arcane spell, especially since the aliens usually communicate using their own galactic language, which is not understandable by non-aliens. Unlike communicators, implants do not have a translator function. They have their own power source. An implant ceases to function if it is removed from the person in whom it is implanted or if that person is killed. It cannot be implanted in another person without the sufficient surgical and technological skills.

Implant 250 gp purchase value only.



Light saber (Sword of Light)



Description; This item is a gray metal tube with a red lens of some sort at one end. The tube is based with ridges of metal and contains a small plate near the lens. The plate is inset with a variety of studs and small flashing lights.

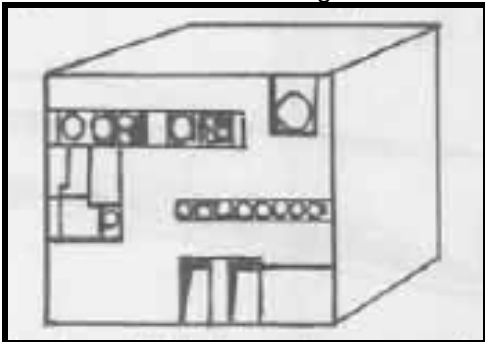
Size; Six inches long by one inch diameter. 25 cn

Functioning; This is a light saber, a weapon designed for deep-space combat where it is desirable that pressure hulls not be damaged by casual blaster fire. The end with the lens emits a three foot long by two inch diameter controlled beam of laser light bent to form a lethal blade. Treat this weapon like a Sword +4 in all respects. It is activated by pressing one of the studs in the control plate of the lens. The other studs are used to regulate the blades width and length (only smaller sizes than those given are possible) to personal tastes and its color (all of the 12 colors—yellow, white, red, orange, light blue, light green, Dark Green, blue, purple, violet, and black) are used as a sign of alliance to a specific group. The flashing lights are used to monitor its status and are for diagnostic purposes only. The light saber is powered by a standard power pack inside the tube. The pack can be removed or replaced by pressing against one of the tube's ridges, causing an access panel to spring open. The panel snaps shut when presses back into place. Each power pack is good for 12 minutes (72 rounds) of continuous operation. Light Saber 600 gp of average value.



Medkit (Cube of Healing)

Description; This item is a smooth, 4 inch white cube. One side is covered with flashing lights and strange symbols. There is a small stud in one corner. The opposite side has dozens of shallow indentations. The remaining other sides are blank. 10cn.



Functioning; When the side with the shallow indentations is placed next to a character's (humanoid, demihuman or human species only) and the Medkit is turned on by twisting the stud, the item performs a medical exam on the character exposed to and displays the results (any non humanoid species will give faulty results) (including its diagnosis, if any) by flashing lights and changing the symbols displayed. The results include a readout (which can be printed on something like a cashier check) listing any treatment that it is performing. If the machine is not turned of within 10 seconds of a course of treatment being indicated, the Medkit executes the

treatment. This may include debriding and sealing any wound, slathering ointments of various kinds on burns o irritations and/or spray injecting the patient with one or more drugs. The Medkit does not actually heal the patient, but is causes normal healing to proceed at four times the normal pace (thus a character heals normally 1+con adjustment per 24 hours, now it does the same in 6 hours.). The Medkit only works in this fashion if applied to humanoids, humans or demihumans. It is not designed to treat non-humans. If used on a non-humanoid or demihuman, the patient must make a saving throw vs. Poison or sustain 6d4 points of damage as a result of malpractice. Medkit don't use power packs, they have their own power source. Each Medkit can boast the healing of 100 points of damage, after which it must be completely recharged.

Medkit 400 gp average value.

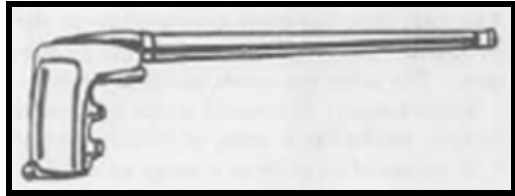
Needler (Wand of Poisonous Dreams)

Description; This dark gray, L-shaped device is made from some smooth, dense substance and one side is molded to fit a human hand. That part has a stud and several tiny protrusions. The other part ends in a thin tube.

Size; 1.5" diameter, grip 4" long, 10" long other end 0.5 inch diameter there. 15 cn

Functioning; This small, easily concealed weapon fires small hollow steel needles containing a paralyzing drug out to a range of 60 feet whenever the stud in front of the grip is pressed. Entities hit by the tiny needles suffer 1-2 points of damage—AV, and must make a saving throw vs. paralysis. Those who fail their saving throws are paralyzed for one hour. The small, light weight needles tend to shatter when they strike heavy armor (- 1 on hit roll for each AV). The weapon has a standard power pack and a tiny ammo pack (the same size as the power pack) in the grip. Moving a slide on the grip causes the weapon to eject these packs; the weapon can be reloaded by simply sliding fresh packs in the bottom of the grip. Each new power pack inserted in a Needler has 24 charges and each ammo pack contains 24 needles. Any discrepancies in these numbers between them results in either an empty shot (-1 charge), or nothing at all (no charge to shoot a needle). The packs already in a Needler when it is discovered are good for 5d4 uses. Thumbing open a panel in the back of the grip exposes a vertical gauge whose red indicator line shows how many charges are left and the blue indicator line how many needles are left. The panel snaps shut when released.

Needler 400 gp average value.



Pressure Suit (Suit of Lights)

Description; When inactive, this item looks like battle armor with a strange glass hood and a slightly larger box woven into the neck. When it is active, it gives the wearer a multicolored aura, by the multitude of tiny lights.

A person between 4 and 7 feet would fit in the suit, but only persons of 5 to 6 feet would be comfortable. There do exist some suits of smaller size or larger by one foot difference at most. 150 cn (50 if worn)

Functioning; A pressure suit has the same characteristics as Battle armor, but it also



Blackmoor Men in Pressure Suits on Epsilon Eridani

creates an atmospheric envelop around the wearer within the suit. Characters wearing a pressure suit are immune to the effects of heat and fire (except blaster weapons and magic missiles), cold and lack of atmosphere. The suit needs to be recharged every 12 hours of use. Recharging consist of replacing the standard power pack that powers it and hooking the box woven into the neck to a keypad in any of the FSS Beagle's locks (or later on similar locations elsewhere—usual factories). In emergency situation it is possible to emplace a power pack from some other equipment, but it will no more create air than a single hour at most, no matter how many packs are used, its component need to be reached in the lock.

Pressure Suit 2000 gp average value.

Autoblaster (Sentient Ray catapults)

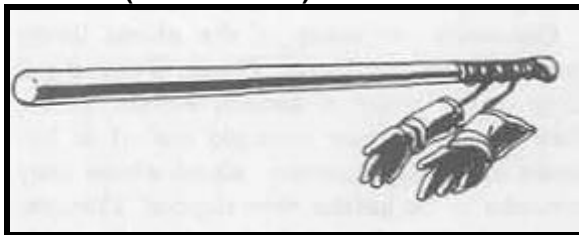


Description; Autoblaster don't use power packs; they get energy from the ship via a cable. They look much like standard heavy blasters, but are swivel-mounted on a wheeled carriage. The Autoblaster guarding FSS Beagle and later cities or important Blackmoor locations after 31000 BC) have their own computer brain and sensor that tells them to shoot and where (anywhere within their normal range).

Size; 4'x4' carriage with a 3'x5' Blaster on top of it, connected to a long metal flexible tube (AV9, AC5, 200hp to breach, material saves as metal). 3000 cn.

Functioning; Once activated they shoot twice per round (initiative -1 and -4), automatically swiveling to track the target's movements. They are programmed to shoot at anything larger than 1 foot in any dimension, that isn't a robot and doesn't have an implant with a valid ID. Each Autoblaster does 8d6 points of ray damage at a range of 320 feet. Though Autoblaster weigh only 300 pounds a piece and could easily be carried off, they won't fire unless plugged into a compatible power source.

Riotstick (Wand of Pain)



Description; This item is a smooth white stick with a grip at one end. Attached to the center of the butt end by a strap is a pair of odd, shiny, black gauntlets.

Size; 24 inch long, one inch diameter. Human average sized gloves. 30cn

Functioning; This so-called riot stick is designed

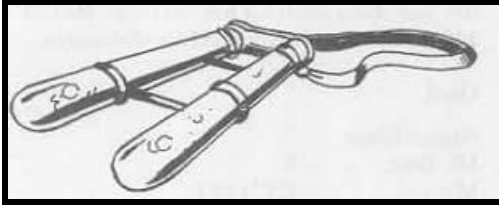
for use in controlling shipboard mutinies. Twisting the bud of the grip clockwise sends electrical currents through the stick but not through the insulated grip. The further the butt is twisted, the more current charges the stick. Small alien numerals along the grip allow 10 possible settings. At the lowest setting, an unprotected individual gets a minor jolt of electricity that does no damage; the next settings increase the jolt strength and damages given. The device is powered by a standard power pack inside the grip. The pack can be removed or recharged by twisting the grip counter clockwise from the off position, causing the but of the grip to pop free and reveal the power pack. The but can be closed by twisting it clockwise. Each new power pack inserted in this item is good for 24 uses. Packs already in the item when discovered have 5d4 charges. The stick may also be use as a light club, doing only 1d3 damage at most. This damage may be done in conjunction with releasing a charge.

Riot Stick 200gp average value.

Setting	Damage
1	0
2	1d2
3	1d4
4	1d4+2
5	1d4+4
6	1d4+6
7	1d4+8
8	1d4+10
9	1d4+12
10	1d4+14

Snoopers (Far Seers)

Description; This item consists of a pair of short tubes joined along their sides by some rigid material. The tubes are filled with layers of clear substance and can be seen through. Connected to the tubes is a strap of some flexible stretchy substance.



Size; 4"x3" 25cn

Functioning; This item is actually a set of goggles that are held in place by a head or an elastic strap around the head. The "short tubes" contain lenses through which the user looks. Sensors in the sides of the goggles react to the focus of the user's eyes, multiplying the effect of natural focus so that the harder the user looks at an

object, the more it is magnified. At the maximum focus, the user sees four times as clearly and four times as far as normally. When the user stops focusing, the magnification steps back. Similar sensors compare the light requirements of the user's eyes with the amount of ambient light and multiply the brightness of available light like a starscope so that the user always sees as if it is daylight, providing there is any light to be multiplied. In situations where there is no light available, the user need only to toss his head in a certain way to kick in special heat sensors that give him a 60' infravision. Snoopers don't use power packs. However, their delicate lenses are easily broken. There is a 2% chance per use that this item is made useless by damage. Any direct damage will be like require a successful saving throw vs. disintegration as with glass.

Snoopers 400 gp average value.

Translator Badge (Medallion of Speaking)

This item is a one inch button fixed to a pin, so that it can be attached to clothing (not battle or pressure suits). The button has two parts, a stationary center and an outer circle. A metal rim around the center contains a small arrow pointing toward the outer circle. The circle contains runes and revolves when turned. The center of the button contains two glowing runes one of which matches runes on the outer circle. Depressing the center causes the runes to appear or disappear. 1cn



Functioning; This item translates the spoken word into other languages. The words of the wearer (holding the pin in his hands near mouth or on its clothing) are translated into languages represented by the outer circle. All other speech is translated into the languages represented by the center. The arrow in the metal band is an indicator used to show the language into which the wearer wants his words to be translated. The item has a tiny, functional speaker that broadcasts its translation in such a way that the translated words seem to come directly from the mouth of the speaker. Pressing the center of the item turns it on or off or changes the language into which the words of speakers other than the wearer are being translated. The glowing runes in the center correspond to the languages into which various speakers' words are being translated. One of the runes on the outer circle is a 'wild card' that represents the language of the first speaker whose words are heard by the device after it is turned on. If the speaker's language is unknown, the device gradually builds up a vocabulary and grammar for that spoken language by recording and analyzing the speaker's words. In order to assist it in this task, the button contains a small imaging device for use in recording noun referents and body language. Translators can be plugged into computers and can then upload/download the data they contain from the computer and into it. They have their own built in power source and are designed to be thrown away when the power is depleted (after 5d4 months).

Translator Badge 1000 gp average value.

Power Sources and Blackmoor values as well as value estimated elsewhere

Each Power Pack	100 gp	Known 25gp, Unknown 2sp
Each Ammo Pack	100 gp	Known 25gp, Unknown 2sp
Each Propellant Pack	100 gp	Known 25gp, Unknown 2sp
Each Scout (Functioning)	20,000 gp	Known 10,000gp, Unknown 500 gp



Blackmoor city 3000 BC, The Great Technomag nuclear control center 5 minutes before the Blast



Blackmoor city 3000 BC, 5 minutes and 0.05 seconds later.