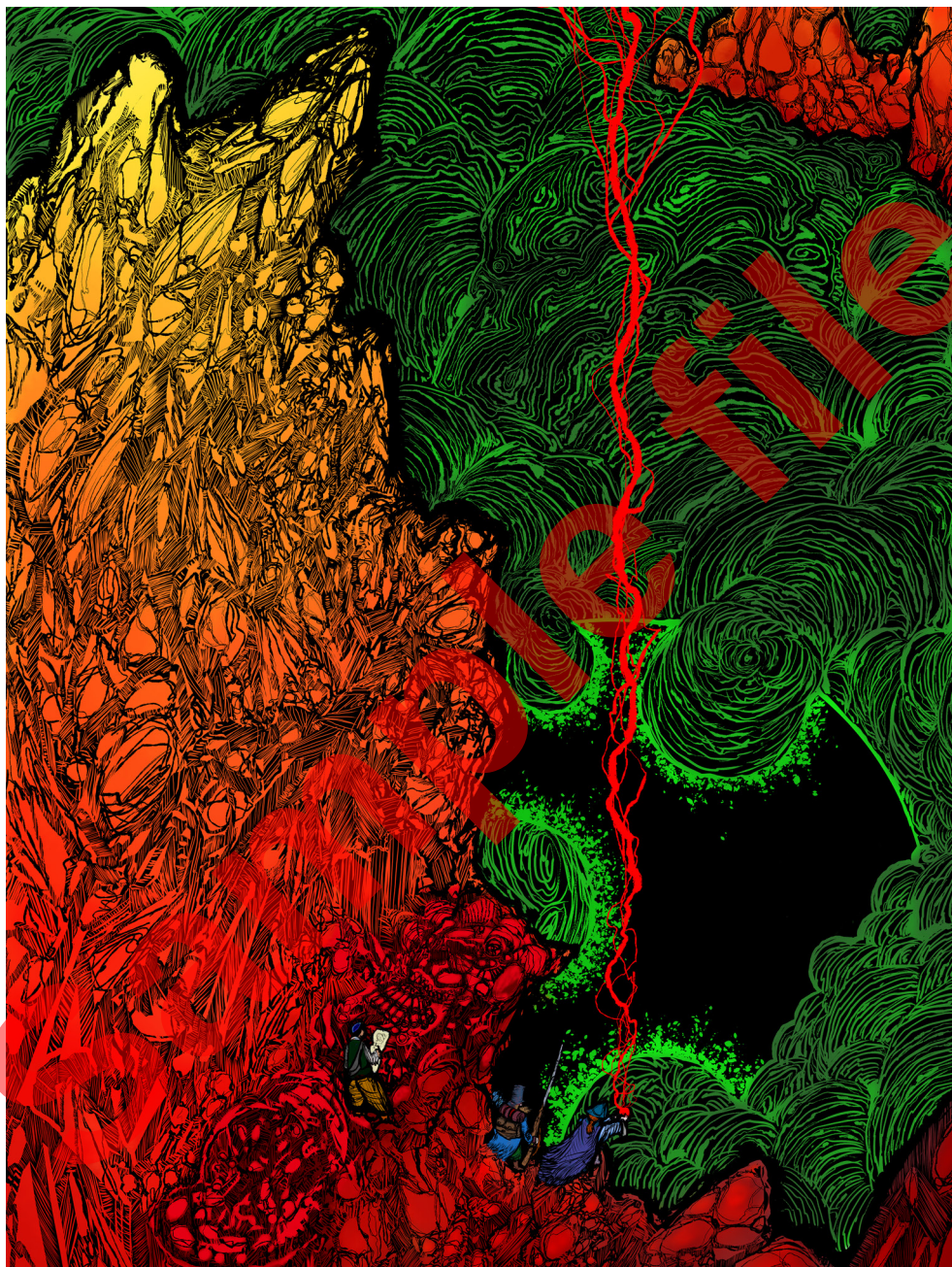




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Table of Contents

Your Character	4
Playing the Game	6
Character Advancement	8
Enterprise and War	9
Arcana	10
Example of Play	14
Running the Game	17
Encounters	18
Monsters	19
Treasure	20
Traps, Obstacles, and Hazards	21
The Odd World	22
The Iron Coral	24
The Fallen Marsh	28
Hopesend Port	32
Oddpendium	34



Your Character

Who Are You?

Roll 3d6 for each ABILITY SCORE. 10 is average. You may swap any two of your scores.

STRENGTH - Fighting, fortitude, and toughness.

DEXTERITY - Stealth, athletics, and reflexes.

WILLPOWER - Confidence, discipline, and charisma.

Characters start with d6 HIT POINTS, a measure of their ability to avoid life-threatening DAMAGE.

STARTER PACKAGE

Consult the *Starter Package Table* on the facing page to find your starting equipment and any special information about your character. As well as individual equipment, an expedition always has lanterns, basic climbing, mapping, camping equipment, and rations.

COMPANIONS

For small player groups, each player may create one or more companions. Roll their *Ability Scores* in order and give them 1 HP and a sword.

EQUIPMENT

One-Hundred Pennies (P) make a Shilling (S). One-hundred Shillings make a Guilder (G).

UNARMED ATTACK: d4 Damage.

HAND WEAPON (2S, one hand): d6 Damage. Dagger, bow, pitchfork, sword, pistol, club etc.

FIELD WEAPON (10S, two hands): d8 Damage. Musket, pistol brace, sword and dagger, halberd, etc.

NOBLE WEAPON (30S, one hand): d8 Damage. Finely made sabre, duelling pistol, rapier, etc.

HEAVY GUN (1G, two hands) d10 Damage. Cannot move and fire. Elephant gun, long rifle. etc.

SHIELD ARMOUR (10S, one hand): Armour 1. Outdated armour requiring a shield (included) to be effective.

MODERN ARMOUR (50S): Armour 1. Breastplate and helm.

TOOLS (1S each): Crowbar, Saw, Glue, Magnifying Glass, Manacles, Animal Trap, Lockpicks, Mirror, Writing Set, Fishing Pole, Shovel, Grappling Hook, Collapsible Pole, 20FT Rope, Spikes, etc.

LUXURIES (1G): Clockwork Items, Thermometer, Elaborate Clothes, Jewellery, Ornaments, Spyglass, etc.

FLASHBANG (10S): Momentarily blinds anyone that fails a DEX SAVE.

FIRE OIL (10S): Sets an area alight. All inside take d6 Damage each round.

BOMB (20S): d12 Damage to all within the blast.

ROCKET (20S): d12 Damage and a colourful explosion.

SMOKE-BOMB (10S): Fills a room with smoke when lit. Attacks through the smoke are Impaired.

POISON (20S): Lose d20 STR if consumed.

ETHER (10S): Inhaled, STR SAVE or pass out for an hour.

ACID (10S): d6 Damage, burns through most materials.

ANTITOXIN (10S): Neutralises most toxins.

BOARD (per week): Bed in a Dormitory (1S), Room in a Boarding House (10S), Town House (20S).

FOOD AND DRINK: Bread and Broth (10P), Bottle of Gin or Rum (50P), Pie and Wine (50P), Fine Meal (1S).

BEASTS: Mule or Llama (5S) to Horse (1G). +1 to rider's Armour. Mutt (5S) to Hound (50S), STR d10, d6 Bite.

BIRDS: From parrots and ravens (10S, STR d6, d4 claws) to kestrels and hawks (50S, d6 claws).

HIRELINGS

(cost per day, d6 HP and Ability Scores 10 unless noted)

LIGHTER BOY (1S): STR 2d6, Lantern, Club.

MERCENARY (5S): 2d6 HP, Musket, Sword.

EXPERT (10S): Pistol, Expertise in a Specific Area

Your Character

What Do You Have?

Match your highest *Ability Score* against your *Hit Points* to find your starting package. Weapons have their damage roll listed. *Arcana* are rolled randomly (see PAGE 10). If two characters would have the same equipment, the second character takes their starting package from the column to the left, or right if this is not possible.

STARTER PACKAGE TABLE

	1 HP	2 HP	3 HP	4 HP	5 HP	6 HP
3-9	Sword (d6), Pistol (d6), Modern Armour Sense nearby unearthly beings	Musket (d8) Sword (d6), Flashbang Sense nearby Arcana.	Musket (d8) Club (d6) Immunity to extreme heat and cold.	Pistol (d6), Knife (d6) Telepathy if target fails wtl save	Blunderbuss (d8) Hatchet (d6), Mutt Dreams show your undiscovered surroundings	Musket (d8) Hatchet (d6) Flashbang Iron Limb Arcanum
10	Rifle (d8), Bayonet (d6) Lighter Boy Arcanum	Musket (d8) Hatchet (d6) Hawk Arcanum	Musket (d8) Protective Gloves Arcanum	Claymore (d8) Pistol (d6) 2 Acid Flasks Arcanum	Pistol Brace (d8) Steel Wire Grappling Hook Arcanum	Rifle (d8) Mace (d6) Eagle Poison
11	Rifle (d8) Modern Armour Hound Arcanum	Hatchet (d6) Pistol (d6) Bolt-Cutters Arcanum	Musket (d8) Mallet, Marbles Fancy Hat Arcanum	Musket (d8) Bayonet (d6) Mutt with telepathic link.	Machete (d6), Pistol Brace (d8) Talking Parrot Never Sleep	Club (d6), 3 Bombs Rocket Darkvision
12	Club (d6) Throwing Knives Arcanum	Musket (d8) Mule Arcanum	Pick-Axe (d6) Manacles Arcanum	Pistol (d6), Toxin-Immune Rocket	Harpoon Gun (d8) Baton (d6), Acid Slightly Magnetic	Maul (d8) Dagger (d6) Chain
13	Pistol (d6), Ether, Poison Arcanum	Sword (d6), Pistol (d6) Modern Armour	Pistol (d6), Smoke-bomb Mutt, Shovel	Musket (d8) Portable Ram Game Set	Bolt-Cutters Blunderbuss (d8) Fiddle	Longaxe (d8) Rum Bomb
14	Cane (d6), Acid Spyglass Arcanum	Pistol (d6), Bell Steel Wire Smoke-bomb	Longaxe (d8) Throwing Axes Fire Oil	Pistol (d6), Saw Animal Trap Spyglass	Pistol (d6), Grease Hand Drill Drum	Dagger (d6), Fire Oil Mirror
15	Pistol Brace (d8) Canary Ether	Longaxe (d8) Ferret Fire Oil	Club (d6), Ether Crowbar Flute	Bow (d6), Knife (d6) Rocket, Fire Oil	Sword & Dagger (d8) Magnifying Glass Lost Eye	Pistol (d6), Knife (d6), Bomb, Saw
16	Musket (d8) Pocket-watch Bomb	Staff (d8) Tongs Glue	Hatchet (d6), Net, Fire Oil Burnt Face	Pistol (d6), Whip (d6), Cigars, Lost Eye	Pistol (d6), Acid Animal Repellent Prosthetic Hand	Pistol (d6) Bomb, Shovel Glowing Eyes
17	Halberd (d8) Fake Pistol Artificial Lung	Pistol (d6), Net Prosthetic Leg Trumpet	Club (d6), Paint Crowbar Loud Lungs	Musket (d8) Accordion No Nose/Scent	Sword (d6) Steel Wire Ugly Mutation	Staff (d8) Throwing Knives (d6)
18	Garotte (d6) Musket (d8) Mute	Pistol (d6), Grease, Hacksaw One Arm	Pistol (d6), Cigars, Poison Fugitive	Sword (d6) Shield Armour Illiterate	Sword (d6), Ferret Tattered Clothes Debt (3g)	Mace (d6) Pigeon Disfigured

Playing the Game

