

Odditional materials

Into the Odd is such a good little game. I remember some early playtest session, way, way before I thought about publishing it, when Chris scared the living sh*t out of me without even trying too hard. It was so fun.

And then, after we put it out, the hacks came. A whole lot of them. With a game so small and its formulaic character generation, it proved as easy as swapping sections of content to create completely different worlds, but retaining what makes it to the Odd what it is.

In the next pages you'll find adventures, hacks and other fanmade oddities. They will be all different kinds of odd, yet all of them as odd as you expect.

And of course, this is not to show how it's done", but to show "this are things that have been done". Have fun hacking away until the game fits your fun.

Paolo, the Lost Pages Dude

Editing, layout & publishing by P. Greco

Many thanks to Ben Milton, Kamil Węgrzynowicz, Eric Nieudan, Brian Wille, Sean Smith for their contribution.

Many thanks also to Chris McDowall, the author of the game.

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Feel free, nay, encouraged to hack away!

Lost Pages, Glasgow, December 2015.

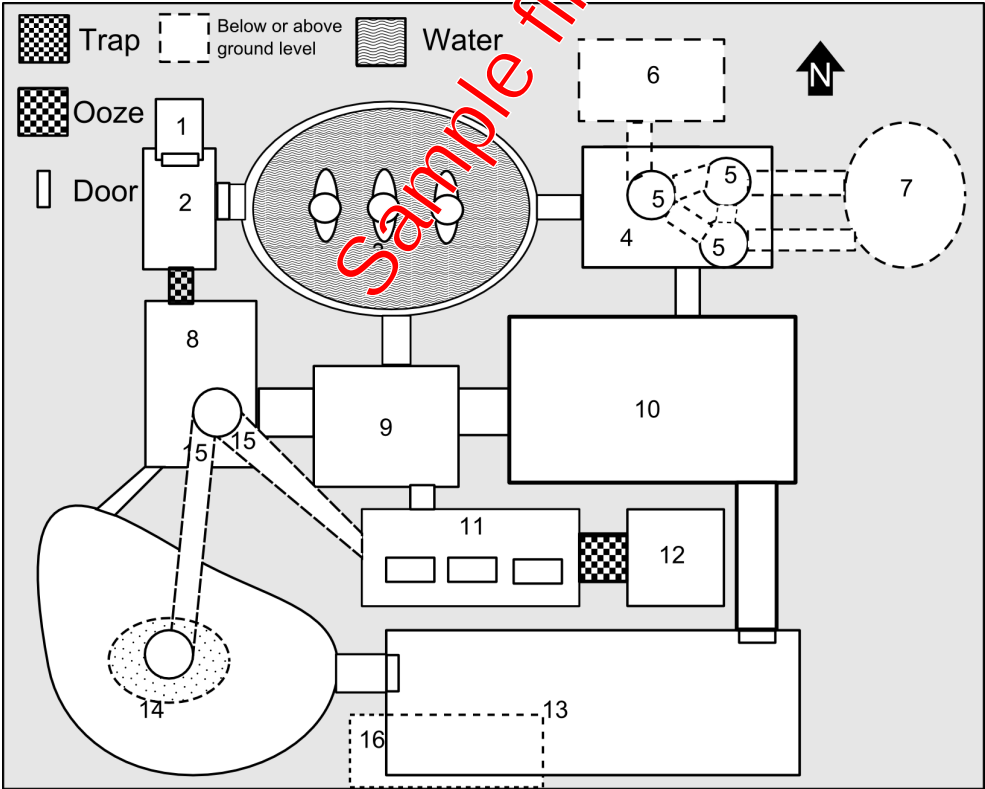
by Kamil Węgrzynowicz

In search of Samson Aubrey

Editor's note: to avoid tampering too much with the author's voice I opted to leave the text as close to the original as possible.

An Earthquake in the mountains near Bastion revealed entrance to strange underground complex. Samson Aubrey and his expedition went to explore it. It's been more than a year now and you are set to find them.

Good luck, you'll need it.



1. ENTRANCE

Hidden in the mountain near Bastion. Latest earthquake revealed it. Long stairs down smoothly cut in stone. In the end there's a metal door sliding up with screeching sound and then get stuck there.

Exit leads to 2.

2. SMALL METAL ROOM

Torn out metal doors to the south and rubble on the floor there (visible trap: – pit; DEX save or lose 1d6 HP).

To the east doors with no visible way to open them (may be forced – noise).

On the walls primitive paintings (roll on Inscriptions table) done in what looks like fluorescent paint or mud. Also inscriptions done by Samson Aubrey's expedition (date, signs of expedition's members; roll table).

Exits lead to 8 (trap – pit) and 3 (must be forced first).

3. BIG UNDERGROUND LAKE

Filled with fluorescent, colourful, transparent toads of the size of two fists. They swarm inside the lake and on small ledges around the lake. Inside the lake there are 3 metal statues (can be repaired and act like a robot if taken outside). Lake is poisonous (STR save or lose 1d6 DEX – stupefying). DEX save to walk on the ledges to avoid to anger toads or not to fall into the lake.

Exits lead to 2, 4 and 9.

Toads, transparent, many colored and fluorescent. Very territorial. Driven by need to defend. Attack in a swarm (roll 1d6+2 for number of of them) when angered.

d12 Random Inscriptions

1. Humanoid silhouettes with halos
2. Four fingered hands
3. Illegible scribbles
4. Stars and simple geometric shapes
5. Beautiful rendering of a toad
6. Simple toad or a centipede picture
7. Scene of hunting on automatons
8. Alien face (see 7), harmless
9. Mechanical diagrams copied on a wall
10. Human word (written by someone, who doesn't know what it means)
11. Hauntingly real looking human face
12. Well known occult symbol

STR 5 DEX 10 WIL 7 HP 5 for a swarm
weakening poison spit (DEX save or lose 1d6 STR)

4. ROOM SMOOTHLY CARVED IN STONE

On the floor there are 3 pits in which Little People live. Little People jump from the pits dressed in whatever is left from expedition's member clothes, three of them have sword or a pistol. Otherwise they attack with stones or barehanded.

Exits to 3, 10 and 5 (down to the pits, mix of stench of rotten meat and iron).

Exit to the south is loosely barricaded and there's mix of dried human and Little People blood (greenish).

STR 8 DEX 12 WIL 10 HP 3

2d6 Little People, pale humanoid creatures with big, black eyes and no nose. Cold to touch. Smell of iron. 1 meter height. Wear random clothing from the earlier expedition otherwise naked. Pretty intelligent but without understandable language. They communicate with hisses. They try to capture opponents alive if this doesn't seem possible or they few of them is wounded they escape and plot revenge.

5. PITS OF LITTLE PEOPLE

Crudely carved and filled with dirt, random body parts (human, toads' skins, bats, bones, lots of signs made on the walls (roll on Inscription table), occasional broken parts of strange machinery. From East one can hear human like chanting sound and from north sweet stench of rotten meat and food.

All three pits are connected and lead to 6 and 7. Or climb up to 4.

6. UNDERGROUND FOOD STORAGE

Full of rotten fungus, meat (also human), bones, random junk (roll table). Small, crudely carved room, strangely cold.

7. ALIEN FACE

On east wall there's primitively drawn fluorescent alien humanoid face with five eyes, hypnotic eyes, no nose. Looking at the drawing needs WILL save or lose 1d6 WILL. When all WILL is lost, character is mindless and stares at face till death from hunger.

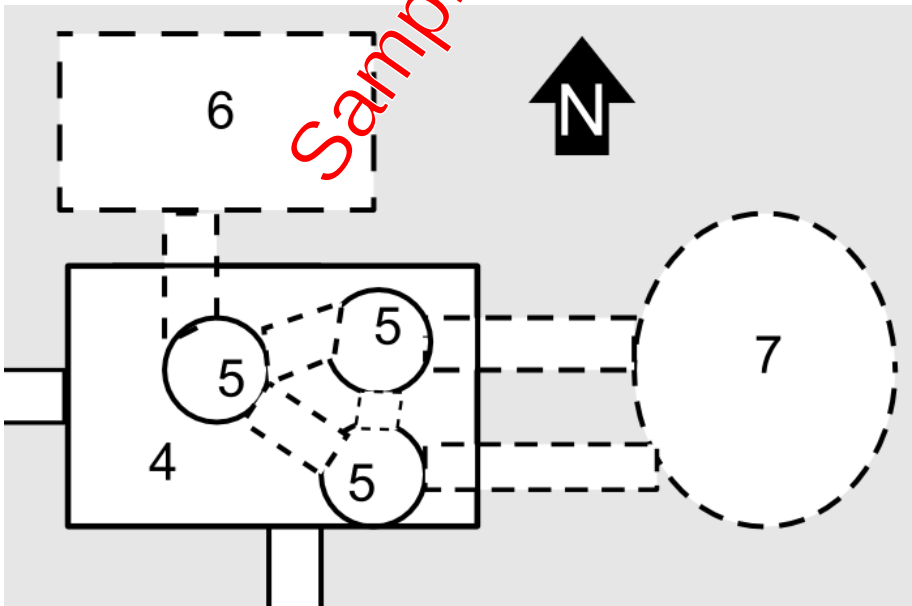
Before the face there are three members of earlier expeditions – all skin and bones now, chanting in strange language and bowing before the face. They don't recognise characters and won't go if forced – they will fight to death if needed.

3 Members of Abrey's expedition Haunting, empty eyes, naked and gaunty bodies, long dirty nails, lost almost all hair (regardless of gender). May wander around aimlessly. If forced to do anything they became aggressive and after few attacks they escape.

Members of Lost Expedition

1. Samson Aubrey
2. Adrian Sprysak
3. Felisa Ortega
4. Martin Koehler
5. Dawid Dorynek
6. Phoebe Jenkins
7. Amelie St Germain
8. Patricia Benett
9. Istvan Teleki
10. Sammy Cambronne
11. Kale Brackenberry
12. Sofia Erdman

STR 7 DEX 12 WIL 6 HP 4



Electric Ear: one domed earpiece, if attached to an ear, will drill inside it (1d3 damage to Str and this ear will be deaf forever). Allows wearer to listen and think-speak to electric machines. Machines and their spirit don't have to listen and obey. Machines speak in wispy, frail voice and often cause synaesthesia effect in human listener.

Things to find in rubble

1. Whistle
2. Broken musket
3. Dirty, bloodied handkerchief with initials
4. Small part of machinery (blinks with different colors)
5. Bones (of Little People – make it weird)
6. Shard of ruby
7. Broken part of machinery
8. Dead parrot
9. Necklace with a picture
10. Broken flask with acid
11. Scribbled map
12. Dead toad

8. WEIRD MACHINERY ROOM WITH CAVE-IN

High metal cabinets full of broken mechanisms and occasionally sparking with electricity. Loud humming noise from below the cave in (broken automaton – if characters try to dabble with him conductive ooze will flow out and electricity may harm the characters – Dex save or 1d6 damage. There's an Arcanum inside Automaton).

Exits lead 9 (through rubble, unstable but harmless), 14 (crudely carved, strangely smooth surface, there are cries for help and random talks in known language from there, strong smell of cinnamon) and up to 15 (easy entrance because of cave in and assorted rubble).

9. CAVE-IN

Square shaped room with lots of rubble and dried blood (human and Little People). Few toads croak on the rocks. Puddles of strangely coloured water flow from northern passage. Digging through the rubble will reveal giant centipedes (harmless) and body of one member of the expedition (eaten by centipedes, there are working rifle and broken lantern, a knife, gold pocket watch). Rubble to the east is made into barricade (partly removed). Exits lead to 3, 8, 10 and 11 (crude stairs up).

10. IMPROVISED CEMETERY

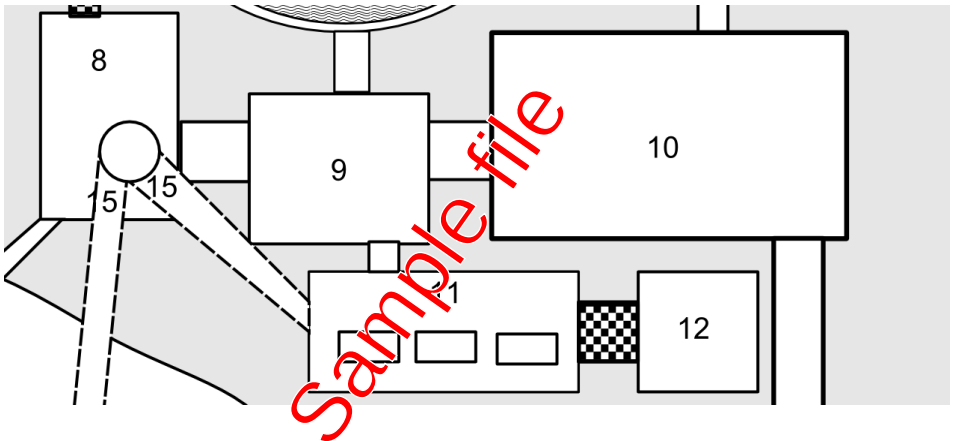
Robbed now. In this room most of the of the expedition died. Someone used dynamite to create hole to bury the dead and later cover them with the rubble. There are names written on the wall. Little People uncover mass grave and remove all the bodies and belongings. Only a few bones remained.

Exits lead to 4 (partly barricaded) and 13 (constant sound of machinery rumbling can be heard from there).

11. THREE STONE ALTARS

Inscriptions made with many coloured mud and Little People blood on the wall. Small offerings (broken machinery, dead toads, human tools, fingers, ears, human hair) before the altars. Primitive leather tubes stand on every altar (only the left one is full). Taking tubes causes attack of Dead Priest (see 12). Exits lead to 9 (stairs down), 15 (opening to narrow tunnel in west wall) and 12 (stairs up, trapped with knives visible from ceiling, DEX save or lose 1d6 HP).

Ashes of the Ancients: ?when snorted WILL save or lose 2d6 WILL (hallucinations and memory loss). With success spirits answer truthfully to one question. 1 dose.



12. CHAMBER COATED WITH RUBY.

Mummified body of Little People man lies here. Power of arcanum can be felt here (goosebumps, voices of spirits can be almost heard here, sense of tension). Mummified body can be destroyed, every attempt to attack causes STR save or lose 1d6 STR (temporary paralysis). Successful save causes mummified body to turn to dust (it's the only way to kill Dead Priest). Dust can be used and stored just like Ashes of the Ancients.

Ruby Chamber: whole chamber is an arcanum. Cannot be removed. After an hour of meditation WILL save or lose 1d6 WILL (terrible headaches). Successful save gives controlled out of body experience to every place character has been up to this point. After death it keeps spirit alive.

Dead Priest Ghost of Little People shaman. Can be killed only in Ruby Chamber by destroying the body. Stops attacks when opponent tries to escape or cause visible losses to opponent.

STR n/a DEX n/a WIL n/a HP n/a
His spiritual attacks cause WILL save or lose 1d6 STR (paralysis)

13. GLISTENING, GIANT DOME

Its outside is flowing with oil and it's like hard leather when touch. Around it are gathered working and active parts of all sorts of automatons. Some hands will crawl and try to catch, legs and lower body parts will try to walk or get up after the fall. Heads will speak in some kind of code. Person with Electric Ear will have to make Will save or will be unable to walk and feel for 3d6 minutes.

Dome can be broken and it's filled conductive ooze and small antennas and wires. (see automaton in 8). At the centre there's a hatch to 16.

14. LAIR OF CRAWLING OOZE

Big, smooth natural cave polished by Ooze. In the centre of the cave there's a nest bubbling with Ooze's offspring (harmless) bubbling and screaming in human voices. In the nest there are maps, dynamite, compass and monocle to be found. Searching the nest causes attack of the Crawling Ooze.

Exits lead up to 15 (opening in the ceiling), 13 (steel door to mechanical labyrinth) and 8 (smooth carved corridor to machinery room).

STR 13 DEX 12 WIL 9 HP 12

Armour 1. Double damage from fire.

Can absorb victim – DEX save or victim is inside the the ooze and lose 1d6 STR each round until completely absorbed or pulled out.

Crawling Ooze Large, semi-intelligent creature. It absorbs and uses them to lure others. It retains their random memories and behaviour and recreates it.

15. NARROW TUNNELS

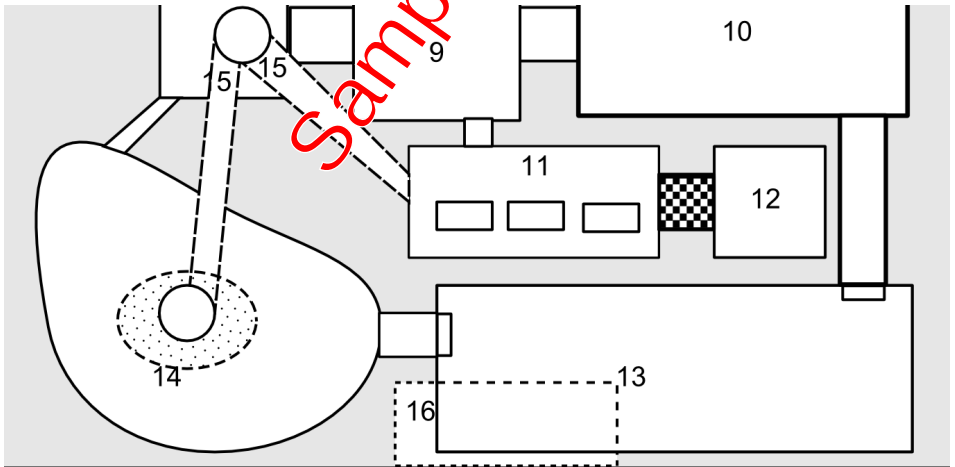
Fit for one smallish person. Crudely carved. Full of large centipedes (harmless, get into equipment and under clothing).

Exits lead to 14 (opening is above nest of Crawling Ooze, jump may be needed), 8 (easy entrance because of cave in) and 11.

16. ENGINE ROOM

Gives power to Glistening dome and other mechanical things in the dungeon. Room small, hot while constantly humming, vibrating, incomprehensible mechanisms gives off dim red light. Attempt to control mechanisms in any way cause WILL save or lose 1d6 STR. Successful save gives telepathic ability to turn on and off things (statues in a lake, dome, random automaton parts, broken machinery in 8) in the dungeon. Only one person can have this ability.

Exit lead to 13 (up the ladder).



by Brian Wille

Four Arcana Ideas

First, let us contemplate the Key Principles of Arcana:

1. They do new things.
2. They encourage creative and risky use.
3. They aren't something you'd want to use all the time.

And a reminder from the Rules Themselves: Characters that are open about the Arcana they carry will find themselves the target of collectors, thieves and con artists.

You have been warned.

+1 Armor vs bullets, pellets, arrows, darts, fragmentation, blades.

The Chapeau of Magnetic Inversion combines a top hat and an electrical coil to create a strong magnetic field. Bullets, fragments, arrows and blades that are made of iron or steel are rerouted away from the wearer when it is activated. Care must be taken around magnetic items of the wearer and his party; horrific consequences may also occur if used near someone who has been tattooed with iron-based ink.

Heavy Gun (two hands), d12 damage. Cannot move and fire. Flashbang effect on those not wearing eye protection when fired. Sets target alight, d6 damage for 1d3 rounds. Burns through most materials.

The Aether Bombast combines technology and arcane forces to create a formidable weapon. An intensely hot "bolt" of pressurized plasma is fired from a compression cylinder; it can be fired out to great distance, and very accurately. The effect on organic matter is horrific, and the damage it can do to synthetic materials is impressive. Rate of fire is very slow, maintenance on the device is virtually impossible, and it should be used with care on airships and water craft. It should never be fired in a submarine unless self-destruction is the goal.

The Mechanized Arachnid is roughly the size of a dog when extended and active, but folds into a small compact shape for ease of transport. It has "large extendible claws to aid in subduing any opponents" but it can also be used to carry small items (such as healing salves or timed explosives), recover small items that are out of reach, and map areas that are currently unreachable or too dangerous for one to map oneself. The claws are extremely sharp and the Arachnid can get red-hot from the pressure of its miniature steam engine if left activated for too long, so care must be taken around animals and children. It vents steam, and while it is not a loud device, neither is it quiet.

STR 12 DEX 14 WIL 14 HP 10
Fast, d6 damage. Can Scurry up steep inclines and through small holes. What the Arachnid sees, the owner can see IN THEIR MIND.

The Necromizer taps into dark powers beyond the edge of our understanding and combines that with galvanic technology to raise the very recently dead and compel them to fight mindlessly by your side. This is especially useful when you are the last one standing, but can be helpful if even one or two of your party has fallen in combat.

Turns corpses into undeads fighting for the user. The undeads will become malevolent and aggressive after time.

The Fighting Dead will mill around aimlessly for a few minutes after the fight is over, and that is when they must be dispatched with bullets to the head or machetes to the neck. Otherwise an odd light will appear in their eyes, they will assume disturbing facial dispositions that imply evil cunning, and they will try to maim you and kill you, in that order.

STR 10 DEX 8 WIL 6 HP 6
damage as per weapon or d4 strangling/clawing.
Frightening to behold and vomit-inducing to EVERYONE (except the owner of the Necromizer) as they have invariably soiled themselves upon violent death and are likely to be trailing intestines or brain matter.

Dogs tend to bark at people carrying a Necromizer on them, milk tends to spoil around the Necromizer, and babies are sometimes born with very sharp teeth if the mother has been in contact with the device.

by Eric Nieudan

Odd Dungeons

Elves are Simply Better at many things
Dwarves know the underground and have infravision
Halflings are tough and silent
Half-orcs and half-elves are pariahs
Thief training: normally no save
Turn Undead: Undead save WIL or flee.
Cleric and MUs: the character knows extra spells and can cast each of those spells once a day.

A word of warning: attempting to learn a spell above one's capacity (see experience below) or to mix Cleric and Magic-user spells can cause cranial implosion or unwanted severance of the astral cord.

Scrolls crumble to dust, wands burn to ashes, a gold crown turns to molten lead. More durable and expensive materials might hold the spell for several uses, but the magic will take its time gathering again - typically from a day to several years.

Character Generation Cross your best stat with your hit points on the page in the next spread to generate your starting equipment, abilities and race.

Alignments can be used, or don't – I'm not going to tell you how to D&D. On my end, since I'm running B/X modules, I use the classic Law/Neutral/Chaos system.

Spellcasters can cast each of their starting spells once a day, provided you spend some time in study or prayer. Each spell has an effect, a range, etc. This may be ad-libbed by the GM, or they can use a specific ruleset. Magic isn't a science though, and you may try to shape a spell with a WIL save. Fail this and expect side effects, friendly fire or deadly-but-colourful explosions.

Spells are stored in scrolls, reliquaries, wands, staves and just every kind of jewellery. We call these items foci. Anyone can cast a spell directly from the focus by speaking a command word or exerting their will. Most items will be destroyed doing so. With a focus, learning a spell takes a day. Studying a focus you can make its magic part of you. You still need the item to study the spell between uses, but the magic draws its power from you and doesn't consume the focus. Most enemy casters keep their foci on them. If you can't find anything on their corpses, make sure you comb their quarters for grimoires, charm-adorned headdresses and weird coin collections.