

Dark, Rotten and Terribly Odd

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FOR USE WITH INTO THE ODD

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INTRODUCTION

Imagine dark streets where the pungent smell of filthy gutters and moldy cloth crawl up your nose and through your mouth; it is sickening and constant. Listen for the scratches and scrapes of bone across the stone streets (a sign of men ravaged by incantation), and be vigilant when silence sounds down the alleys. Keep an eye out for yellow flickers in the shadows beneath grand and gothic arches, scuffles between vast lines of columns and be sure to avoid the gaze of the Watcher's Spire.

This is a short campaign setting that is dark, brooding and built of horrific iron and stone. Use the information herein so that you (as a GM) can run games faster and with less prep in a terribly odd world.

Download map here:
<http://wp.me/p7fMt0-uu>

A MAP OF ULDRIDGE

Uldridge is a decent sized city that can be broken up into several varied and despicable locations. The entire place is built of intricate designs built out of stone, forged of iron and carved in wood. So think dirty stone streets, tall and crooked houses, and the constant shadow that is intermittently broken by lantern lights.

Below is a blank map of Uldridge with its various district and section borders. When a group of lashabouts and muck dwellers (or other sorts) are going about the city looking to fix a problem, line their pockets or as some would say “adventure”. The GM may fill the map in with locations using listings from Table I: Uldridge Directory.



TABLE I: ULDRIDGE DIRECTORY

Each title is vague and open to interpretation; but should inspire memorable and distinct locations to go lurking about in.

Key word there is locations, think of these as either a “most notable” part within or as a “only” description of a district. For example, the Grease Pit Refinery could be a single building within a district space and all the worker’s housing around it have to deal with the toxic fumes; that makes it the most notable. Or, maybe this is a district of only Grease Pit Refineries? That means an entire area is comprised of buildings that dump and ooze waste and byproducts down the sewers; making it “only” Grease Pit Refineries.

d20 | LOCATION TITLES

1. The Many Eyes of the Watcher
2. Shrines to the Black Blooded
3. Grease Pit Refinery
4. Riswidge Manors by Itself
5. Loren's Closed Community
6. Murder-Hill and Arboretum
7. Monastery of the Copper Maw
8. Yharton in the Dried Canal
9. Cobbled Rotshacks
10. Achebone; the District of the Dying
11. Hundred Mouths Plaza
12. High and Winding Burial Roads
13. Ruins of the Ministry of Medicine
14. Marketplace under the Pipeworks
15. Flooded Lowtowns
16. Stonecutter's Yard at 54th
17. Mr. Erthal's Pigrat Farms and Housing
18. The Sink Oil Streets
19. Public Halls for Equity and Execution
20. Impenetrable Dark Cloud

It is recommended that when using the Uldridge Directory in a zip prep game of Into the Odd that the GM and the Players assign titles to areas on the map as they are entered/made-use-of. A good way to do this is, the GM starts off by sending you into a place, it's where you start. You may give the Players some flavor to start, then ask for them to add onto it, for example:

GM: “A network of walkways and scaffolding, made of boards warped by rainfall, allow travellers to avoid passing through the Sink Oil Streets below. You, Fran Litters, what happens when someone sinks into the streets?”

Fran Litters: “Well, Old Man Rickerdly (in his age) was on a stroll a couple weeks ago while I was sleeping below the walkways, hangin’ from the pipes. I woke up to his babbling screams to see a large black bubble grow around him as he became stuck about knee deep. It grew slowly at first, then once it had grown to cover him entirely (and I could not see him at all because of the blackness of it), it popped and Rickerdly was gone.”

Opie Dorgert: “Well, shit. I had ne’er been round these parts till now.”

GM: “But you must of heard rumors about the place?”

Opie Dorgert: “Yeah, but I don’t listen to them. It just doesn’t make sense what I hear. That the original residents of the place just melted down to the street is ridiculous.”

Give Players a chance to explore their Character by adding flavor to the world they are in. Heck, if you are running without any notes, just ask a Player where the body of Ludley was found! Oh, he was found among the Cobbled Rotshacks? Who has a friend living there? Opie does? Okay, tell us about how cramped the place is.

PERSONS OF NOTE

People around here have a specific taste to their skin and color to their walk. But the ones worth noting are generally the ones causing a ruckus (the Player's Characters); they are the people worth writing down.

When Players are making their Characters for a run into the streets and shadows of Uldridge, have them roll 1d20 on Table II: The Character Detailer. The Player then chooses one of the two details given and adds that to their Character (use it to help describe/flesh out the Character).

TABLE II: THE CHARACTER DETAILER

Each listing is thrown into a station (Muck Dweller, Eccentrics, Machine Men, etc), the Character receives the station rolled and one of the two details listed.

d20 | DETAILS

1. Muck Dweller; ratcloth clothes or steel-lock headcage
2. Muck Dweller; green smoke breath or bone tip fingers
3. Muck Dweller; grey wash eyes or lumped back
4. Muck Dweller; sooty flesh or ripped knuckles
5. Machine Men; deaf with ear horn or wooden hand
6. Machine Men; maimed/paralyzed arm or face cage helmet
7. Machine Men; greased hair or large growths
8. Machine Men; missing fingers or burned/scarred face
9. Peacekeeper; patchy dyed beard or white painted hands
10. Peacekeeper; necklace of fingers or belt of skulls
11. Peacekeeper; sewn on Last Will or carved forearm
12. Peacekeeper; "Rites of Order" tattoo or glass eye
13. Silvered Noses; black half mask or theatrical patchwork garb
14. Silvered Noses; gold and gaudy coat or stiff wig
15. Silvered Noses; silver nose or copper hand
16. Silvered Noses; caked powder or permanent monocle
17. Eccentrics; braided beard with red wax tips or blackened eyelids
18. Eccentrics; wildly painted skin or sharpened teeth
19. Eccentrics; split tongue or multiple piercing neck
20. Eccentrics; straight jacket turban or handcuffs for earrings

EXAMPLE USES:

Muck Dweller (grey wash eyes); “Being the lousy welp that he is, Ignus was born for failure. He is the literal dull and dank typical Muck Dweller, with ragged clothes and completely grey eyes (which you know quite well that he can’t see more than a couple feet away from his reach!).”

Silvered Noses (caked powder); “Bellevue the Fifth was a rotten boy who stepped too close to the flames. As a result he burned and scarred his face, he now lumps and cakes on powder and makeup to cover up the slight disfigurement; resulting in large chunks to fall to the ground in the rain and at sudden movements.”

TABLE III: RESIDENTS OF ULDRIDGE

Use this table of names when you need to name a merchant in the Sale Halls and Shout Houses or even the blind boy at the Cobbled Rotshacks. If you are a Player, you can use this list of names and list of titles to name your Character too.

MALE/FEMALE

Aldwyn/Arden	Hamilton/Hertha	Sherborne/Shelley
Alger/Annice	Hargreave/Honbria	Stanfield/Shelton
Barclay/Berthilda	Hayden/Irvette	Thatcher/Timothea
Blaxton/Blythe	Kendrick/Jancia	Tilford/Tory
Burke/Braeden	Kenton/Kaelyn	Ulfred/Ulrika
Clader/Carreen	Langworth/Kestrel	Venn/Valora
Chetwin/Corliss	Leverton/Leanne	Walwyn/Wanetta
Dalbert/Darrene	Merrill/Lillian	Welby/Wendelle
Denward/Darby	Milford/Marjorie	Wilkes/Winifred
Edbert/Ellery	Osmond/Odella	
Everard/Erline	Oxton/Oriel	
Fenwick/Farley	Penley/Payge	
Frayne/Florence	Prescott/Petula	
Gomer/Gleda	Ramsden/Richelle	
Gresham/Gytha	Reginald/Rowena	
Hagley/Haralda	Rowell/Ryesen	

TABLE IIIb: CHARACTER TITLES

1. ... the Keeper of the First Lantern
2. ... of the Needful Sins
3. ... Assistant to Lord Wombrill
4. ... Member of the Bricklayers Association
5. ... the Day Watcher
6. ... Chairholder at the Lady Bitter Club
7. ... protector of Margery's Cage
8. ... Slayer of "Dr. Vendernhem the Wicked"
9. ... of the White Vicars
10. ... of Lost Dreams
11. ... the Feline Wrangler
12. ... of the Barking Madders
13. ... Servant to the Sink Oil Lord
14. ... who found the Broken Toys
15. ... Master of the Calico
16. ... bearer of the last Pure Blood
17. ... butcher of Renshwire Ave.
18. ... with the Longest Claws
19. ... Eyes of the Black Star
20. ... Leader of the Infested

BEASTS OF MAN

Creatures and monsters in Uldridge are not mythological in nature/creation. They are the result of incantations resounding through the city melding with the wickedness of individuals, which create horrid abominations that vary in size and darkness.

Monsters that lurk in Uldridge are all the same; they are part man and part city, cemented together by unseen magics. The magic that is unseen is the result of practices going on for hundreds of years in the city; there is always something leftover from performing a ritual or using an arcana that stays in the air. Leftovers which will bind the wicked and broken with the city into a creature separate but composed of both aspects.

As a Game-Master who is running a game set in Uldridge keep the above details in mind and the below table in hand (Table IV: Monster Distillery). Table IV is used to generate prompts which the GM turns into enemies to hunt and fear.

You don't have to use the table to create monsters, but it certainly should be mined for ideas (you can even roll a d20 three times using the table if you want).

TABLE IV: MONSTER DISTILLERY

The first column, Composition, gives what the creature is most noticeably compromised or built of. The Highlight column gives a factor which should be emphasized in physical appearance. The third column (the Twisted column) gives the GM something weird, gruesome and wicked to incorporate into the creature.

COMPOSITION	HIGHLIGHT	TWISTED
ROTTING WOOD	SILVER PLATES	CAN CONTORT ITSELF TO FIT THROUGH SMALL SPACES
STONE STATUE	A NUMBER OF HUMAN EYES	CONSTANTLY VOMITS HOT TAR
ANIMAL SKULLS	MULTIPLE SETS OF LEGS	LARGE SPIDERS FOR HANDS THAT CAN DETACH AND ROAM
GREY VINES	OIL SACKS	A PUTRID SMELL THAT IS VISIBLE CAN BE EMITTED
BOOKS & PAPERS	CURLING FINGERNAILS	ITS SHADOW LEAVES A TRAIL OF BLACK BLOOD
MUD FROM THE STREETS	AUDIBLE BONE CRACKING	SPEAKS THE MURMURS IN YOUR HEAD
MULTIPLE HUMAN CORPSES	WHITE TENDRILS	INVADES DREAMS TO WEAKEN THE MIND OF ITS PREY
TOWER BELLS	CRAWLING INSECTS	CONSTANTLY TWITCHING SKIN
COBBLESTONE	MASS OF SPINES	EXHALES THICK, BLACK CLOUDS OF POLLUTION

COMPOSITION	HIGHLIGHT	TWISTED
FUNERARY CARRIAGE	STITCHES THROUGH THE FLESH	SMALL MOUTHS LINE ITS BODY, AND THEY ALL SCREAM IF THEY FEEL PAIN
DISEASED AND RAGGED CLOTHING	WITHOUT EYELIDS OR LIPS	HEALS ITSELF BY PULLING ITS OWN SKIN OFF
COBWEBS AND MOLD	BLACK FEATHERS	SIX FOOT TONGUE COVERED IN EYES
FACTORY MACHINERY	DANGLING HOOKS	IT CAN REGROW LOST LIMBS, BUT THEY ALWAYS GROW BACK LARGER
WORN TOMBSTONES	PULSATING TUMORS	UNHINGING JAW ALLOWS IT TO CONSUME A PERSON WHOLE
VERMIN FUR	CANDLES ON THE SKULL	CAN MAKE YOU HEAR THINGS THAT AREN'T REAL
STAINED GLASS	DOLL LIKE FACE	LEAKS A LIQUID CEMENT THAT MELDS LIVING CREATURES WITH WHATEVER THEY TOUCH
ROD IRON FENCING	NOOSES FOR TEETH	BUDDING DEFORMED VERSIONS OF ITSELF
GARBAGE	AN EXTREMELY LONG LIMB	CAN TURN ITSELF WHOLLY INTO STONE FOR PROTECTION
RAT MEAT	TWISTED HORNS	ITS NOSE SPLITS OPEN AND A SWORD'S BLADE PROTRUDES FROM THE OPENING
RUSTED PIPES	MANY DOG HEADS	COUGHS UP GRAVEL WITH FORCE EQUAL TO A PISTOL SHOW

32 EDGAR STREET, MR. WILKINSON

(Rotting Wood, Mass of Spines, Speaks the murmurs in your head)

STR 14, DEX 7, WIL 13, 8 HP

Driven to feed on dark thoughts. When a man melds with the walls of a house in disrepair, a house which he suffered within for decades. His flesh becomes spongy rotten wood around what is his skeleton. What protrudes through the damp pulp flesh are spines of bone along the back and forearms which are used to skewer those that come to close. When a target is in sight and close, it mashes its mouth and utters the murmurs in the target's head aloud, causing the target to be unable to move unless they pass a WIL SAVE or if Mr. Wilkinson chooses a new target.

ILLREM, PRISON OF CHILDREN'S SOULS

(Rod Iron Fencing, Black Feathers, Budding deformed versions of itself)

STR 10, DEX 16, WIL 8, 12 HP

Driven to become many in number. A mass of black feathers resembling the outline of a hunched back man of large size shifts as long spiked iron poles clank off the ground like a daddy long legs legs. But that is all you see, just feathers and four iron legs. Sometimes you hear a short muffled scream as its feathers swish and a second, much smaller creature of exact type falls to the ground. The Illrem will abandon the trapped children's souls to escape attackers.

FUNGAL STREET PLAGUE

(Rat Meat, White Tendrils, Constantly vomits hot tar)

STR 14, DEX 16, WIL 3, 8 HP

Driven to grow in size by hunting. It looks like a rat. A really big rat that consumes other vermin. Except that it is made of smaller dead rats and white tendrils have grown out of the corpses, creating a sort of pseudo fur that waves on end without breeze or movement. Passersby who are unfortunate enough to realize what this beast is are usually the same people found dead and smoking in hot tar. It can vomit hot tar onto targets causing d6 damage to DEX on a failed DEX SAVE.

STARVING HIVE MIND

(Rat Meat, White Tendrils, Constantly vomits hot tar)

STR 10, DEX 9, WIL 15, 18 HP

Driven to live forever. A man in ragged clothes that were once of a high class has ripped off its own old flesh and sewn the meat of vermins into its place. In between each chunk of new diseased flesh you can see a wiggle and squirm of glowing worms. If you come to close, the worms latch on dragging you to an embrace, at which point a thousand voices utter at once in a screech: "I shall rise above the golden livery and live in infinite evolution-". The unfortunate will be unable to hear the rest as he is drenched in incredibly hot tar, causing them to be under the Hive Mind's control on a failed WIL SAVE, control is only lost if the creature dies or if the target passes a WIL SAVE (1 attempt per turn).

A QUICK WORD

This was originally written for use with the game Into the Odd, but I have recently absorbed it and am expanding it into a game that I am calling “The Flames Will Die”.

If you would like to stay up and up on the what and what, you should probably follow me on...

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