

The Department of Unreclaimed Spaces

An Expedition for Into the Odd

On the front door of a building that wasn't there yesterday, which nobody remembers not being there except you, the following is written on a small information board. The board is covered in flyers and graffiti. The door is hidden behind old planks and a sheet of metal:

The D.U.S. opens on Mondays, from IIX to VIII, except [this week's] Monday. You are not welcome.

-Management

If the D.U.S. is used as part of a campaign, players need to go through the Bureaucro-Labyrinth* and wait *another session* before they can actually get in there. Anyone touching the front door without the proper paperwork starts bleeding from the nose, then from the ears and eyes as a growing headache – if ignored further, head explosion.

*: <http://www.bastionland.com/2015/07/the-bureaucro-labyrinth.html>

START HERE

0 – Admission

Badly lit reception desk (over the counter is a memo saying “back in a few”)

Piles of paper (graphs and unreadably fine print)

A glass door left ajar (small room with dusty binders, **map of the D.U.S.** in fresh blood on wall)

A buzzing elevator (main way to access other areas, see below)

Abstract Mobility Elevator

• 0 - • 83 - • 66 – VII IA IA	→ roll d8 each stop to see how many and which • are working)
• E1 - • E2 - BRK R LGTS	→ roll d6 in-between each stop, on a 1, elevator stops in a Dark Place
• C3 ----- • 1B BT WFL CHNS	→ on a 6, roll a random encounter that awkwardly takes the elevator
• I11 – IOWA CASK IA IA	→ referees are encouraged to hum comforting lounge music

A Dark Place

What was that noise? The door half-opens in-between floors, it is pitch black in there.

The elevator is off (it will turn back on and continue its journey in d6 rounds)

The corridor is pitch black (Grue. Whisper 3, 2, 1, then remove someone's arm unless a lantern is lit)

*Going through the **Dark Place** on foot leads out of **The House** into a green field under a distant sun.*

Random Encounters (1-in-6 every 5 minutes in the Waiting Line, or every stop in the Elevator)

1 - Glüg, with its ravenous toothy mouth and grabby silver claws (pissed off by your rival, deadly)

2 - Fishmen Tourists (lost, looking for a mate to steal away into the polar ocean)

3 - Papermen Bureaucrats (patrolling, driven to make you waste your time with tedious paperwork)

4 - Papermen Bureaucrats (on high alert, driven to protect the archives from thieves)

5 - Musketeers (exhausted, looking for their “lost” “bride”)

6 - Young Girl (emotionally scarred, armed with a vorpal knife, looking to hide from her captors)

7 - Bear (cowardly, on a scavenger hunt for entertainment technology)

8 - Mock-Shark (hunting in a sea of paper, wants you to not resist, damages WIL/CHA on contact)

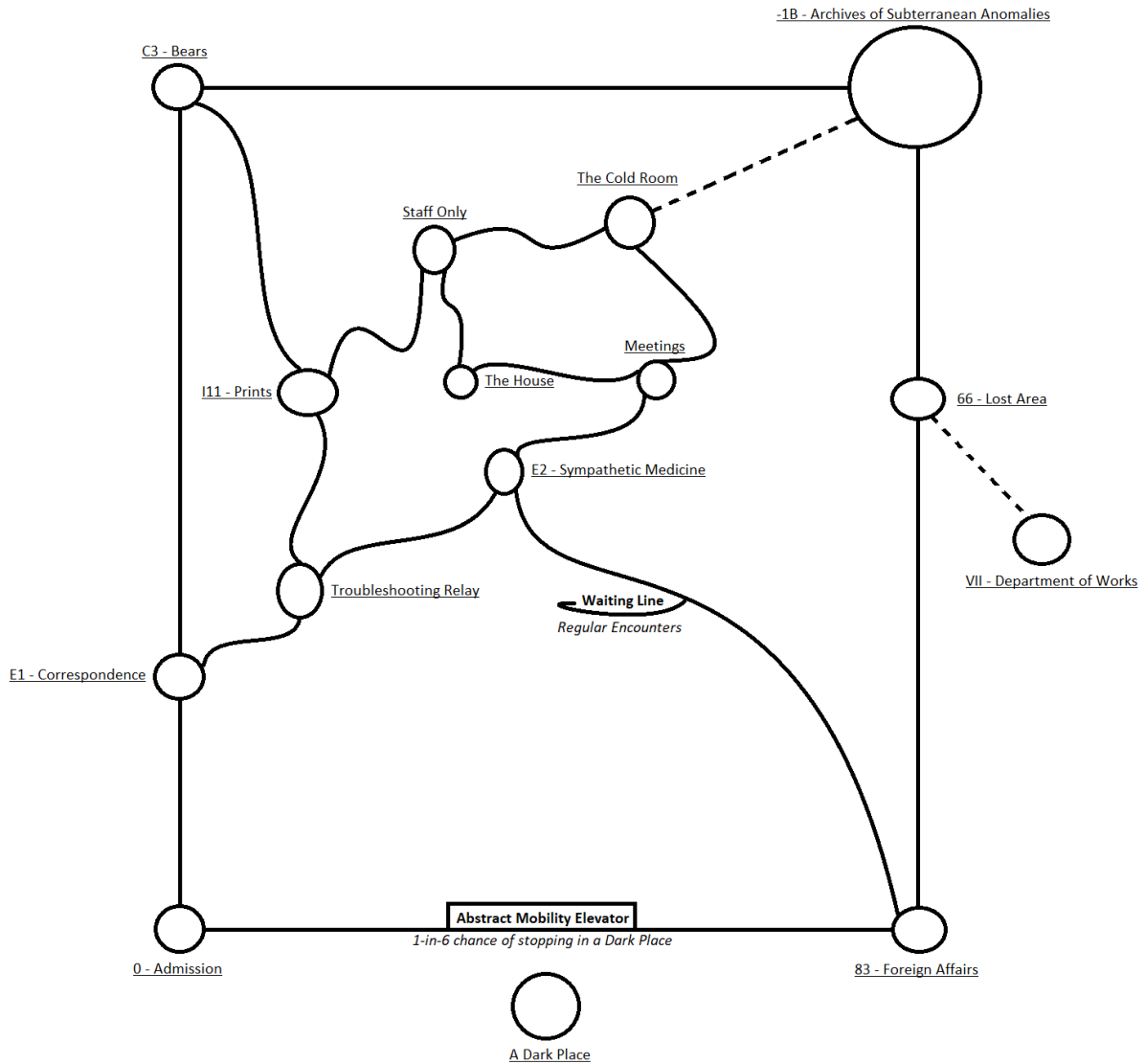
9 - A Nice but Talkative Old Lady (bored, wants some attention and human contact)

10 - Feral Orphans, armed with staplers and paper cutters (desperately hungry, looking for a home)

11= Re-roll twice with a d10

12= Re-roll with a d10 and your Rival is here

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E1 – Correspondence

*An old metro station, broken timetable hanging from a cable, paper wraps flying without wind.
 On a bench is an old couple (they know the place but their memory is hazy, have you seen their son?)
 On the papers, sinister words (the story of a girl who jumped in front of a car out of guilt and spite)
 Investigating the dark tunnels leads to A Dark Place.*

C3 – Bears

*Office space filled with televisions tuned to dead channels, old phonograph, animal smell.
 Bears everywhere, fascinated by the TVs. They are harmless as long as they can stare undisturbed.
 (STR 15, 8hp, claws & teeth d8, Crit: bear hug that breaks one of your limbs (roll a d4 or something))
 Investigating the lair of said bears reveals a **Macabre Music Box**, which rouses the dead and forces them to dance until the music stops, at which point they will become regular, hostile zombies.*

-1B Archives of Subterranean Anomalies

It's a Dungeon. You'll need a map & key for this one, which isn't in here.

66 – Lost Area

Infinite corridors with regular cross-shaped junctions, only those who know the way can end up anywhere else from here. Only the Nice but Old Lady knows how to get to the Department of Works. As with all mazes, there is a minotaur. This one just happens to look like a **Huge Snail Person**. (STR 15, DEX 5, CHA 5, 10hp, armor 1, corrosive slime d6, on a Crit, you dissolve fully). More importantly, he's obnoxious and craving for physical contact, but not actually mean. Noone will help you out if he's hanging out with you, though, they want him out of their way.

VI – Department of Works

Out a regular boring door is a surreal landscape of gargantuan cogs and gears half-buried in a sea of sand made of extremely tiny glass shards. This is the maintenance closet of reality, please don't touch anything. When the players inevitably start touching things, shake the game table a bit and make the lights flicker. Tell them they feel a bit weird, and show them the **BIG RED BUTTON**. It's not too far, and it has a sign that says "please do not press the reset button". Pressing the button resets the game world to its initial state, right before you started playing Into the Odd, regardless of the campaign's length. All dead NPCs and monsters are alive, with no recollection of the players' first instance of reality. And whoever pressed the button is back to its initial state, as if freshly generated.

83 – Foreign Affairs

A tired man sits at a desk, unresponsive to all but the most obnoxious attempts at catching his attention. The room is crowded with strange creatures, aliens and monsters, patiently waiting their turns – you get to be n°87 if you take a ticket. Most of the **Aliens and Monsters** speak their own improbable languages, although if communication is established, they will explain that they wish to return to their homes, and need to handle some tedious paperwork here before they can do so. In fact, there is always another boring and long step.

Sympathetic Medicine

A small clinic, faceless nurses move like marionettes and a completely normal and not-suspicious doctor have been waiting for you. The doctor can fix all STR loss via injection of the **hyper-serum**. It has no side-effects besides loss of all bodily hair in the next 24h and making the user grow twice in size and musculature when angered. Also turns your skin blue. The nurses are creepy and can fight with a scalpel to defend the doctor – their stats are your usual 3hp, d6 damage, no special crits.

Troubleshooting Relay

The Machine takes all the space in the room – it stares at you with cameras and beeps in excitement as you enter! It wants to fix people. It will handle all forms of losses – organs, limbs, or more conceptual ones like love or motivation. Towards that end it uses mechanical tentacles, a deep knowledge of cybernetics and psychic powers. It has no actual understanding of how humans work or what a "functional" human should be like. It wants to help.

I11 – Prints

A sea of paperwork. In the distance, a small island of printers on top of which a pair of paper bureaucrats on holidays are doing a BBQ.

The **Mock-Shark** from the encounter table can be found here if still "alive". The **bureaucrats** are pretend-cooking rotten meat and splintered bones. They will take offense if you refuse to try some. There is a large **hyper-light printer** machine on another small island, which will make a copy of any player-character that enters the human-shaped hole by its side. The copies are paper golems, intelligent, and malicious.

Meetings

A very large rectangular table surrounded by fine chairs with slick designs. No-Smoking Sign.

In a drawer at the end of a table is a dried **babel fish**, a weird-looking yellow creature that, once re-hydrated, will come alive and jump into the nearest person's ear, fusing with their brain. It eats meaning and translates the raw data it receives into something understandable by its host, making it the perfect translator tool. Very icky.

The House

Your run-of-the-mill 19th century rural house, in a small prairie surrounded by woods. The woods lead to a Dark Place. The House contains everything you'd expect to find in one, that is to say, nothing adventure-worthy. The beds upstairs are particularly comfy.

Staff Only

Behind a smoked glass door marked "STAFF ONLY" is a large room mostly covered in strange black slime and occupied by a massive mess of tentacles, eyes and teeth, constantly re-adjusting its shape and mass. It has a very small pair of glasses resting in the middle of its sludge body.

Not a Shoggoth (STR 18, HP 1, gains d6 hp every time it saves against critical damage, tendrils d4, on a critical damage, engulfs and swallows whole, gaining all of the character's memories and abilities).

The Cold Room

Cold air fills the room. You might catch a cold. You feel like something is watching you.

The room is filled with ajar fridges, thus the cold. One of them is hiding a **frost spider**, which looks like a camel spider, but with ice touch (on crit, freeze and lose 1 STR per round until death). 10hp.