

WELCOME TO ODYSSEY

“People of the civilized world, listen, for your gods speak!

Alexander of Macedon, he whom you called Great, is dead.

He shall not be remembered as the king who united the Greeks, nor as the conqueror who laid waste to the nations of Egypt and Persia.

He shall not be remembered as the mightiest of generals, who gathered the hosts of three empires to battle and threatened the warring powers of Carthage and Rome.

He will be remembered as one who challenged the gods and failed.

His armies, his leadership and his skill at war were not enough even when combined with stolen magic and alliances with hidden powers.

And the Age of Empire falls with him.

From its ruin will rise a new age, an age where the fates of nations will turn on the floor of an arena. In this age, the deeds of the people, rather than the ambitions of emperors, will be the seed of stories and the stuff of epics.

Welcome, then, a new Age of Heroes!”

Five years ago, Alexander the Great, mightiest conqueror in history, gathered all of his forces on the plains before the city of Babylon, and there challenged the might of heaven with armed force and the magic of his philosophers. The gods came to battle, and Alexander lost, his generals and advisors twisted into horrors in punishment.

That done, the gods gathered at Babel and spoke to the peoples of the world. The Age of Empire was over, they pronounced, and a new Age of Heroes would begin.

In this new Age, the fate of nations would be settled by combat in a grand arena. Each year, the heroes of the civilized lands would fight: territory and wealth the reward for heroic deeds. To each of these Annuals, the gods would call the best and the brightest: priests, warleaders, champions and philosophers. In arena combat, in quest, in deeper understanding of the magics of the world, and in the presence of the gods themselves would be born the legends of the Age of Heroes.

This spring, with the planting of the wheat, great Gates of Horn and Ivory have sprung up outside the cities of the five civilized people. To the majority, they are just monuments; but to the chosen few, the call has gone out in dream: come to the gates, come to the Annual. Your destiny awaits you...

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INTRODUCING THE WORLD

Odyssey is a live roleplaying game set in a mythical version of the classical world, but one step removed from our own.

In the aftermath of Alexander the Great's failed attempt to overthrow the gods, the military power of the five major nations of the Mediterranean is in ruins. Now each nation is dominated by warbands who battle for control over lands that were once part of Alexander's empire. Bands of champions travel beyond the edge of civilization to vanquish the monstrous guardians of great treasures. Philosophers research the secrets of the universe and priests look to the heavens where powerful and capricious gods toy with the souls of mankind.

Each Odyssey event is set on Atlantis, which the Fates have revealed from mists and storms at the behest of the gods to host a festival known as the Annual. These same gods watch over everyone who enters Atlantis.

At the centre of Odyssey is the Great Game.

Warleaders and their champions will fight in bloody combat in the arena. Victory in these battles confers control over the wealth and resources of lands and cities, from the temples of Greece to the desert regions of Africa. Winning in the arena will give real advantages as the campaign develops. Success in the Great Game will also involve diplomacy, allegiances and all manner of devious plotting.

The machinations of the gods are made manifest through their priests. The gods only rarely walk the earth themselves, instead priests are summoned to their divine presence to receive edicts and account for the behaviour of their fellow mortals. Each nation has its own pantheon of gods who fight their own battles through their mortal agents. Beyond the gods

are the enigmatic Fates. These creatures abjure all mortals and their trivial concerns. The gods, though, fear them and that is enough for most to know.

Magic is new to mortals and distrusted by many: philosophers from all nations work to discover its power. Alchemists pursue rites, potions and preparations that can change the nature of the world; physicians seek to balance and influence the four humors of the body, healing the sick and wounded of their nation. At the Annual, great mysteries can be performed to strengthen whole nations or bring kingdoms low.

Atlantis also offers the opportunity for any hero to gain glory and treasure through undertaking quests. Bands of brave souls may travel through mystical Gates of Horn and Ivory to far off or hidden places. The objectives of these expeditions vary, but there is great reward for the daring. There are promises of riches and power for those heroes who placate the gods and dire warnings for those who would risk their wrath.

Those who attend the Annual do so for the glory of their nation and their gods. Warleaders seek victory in the arena rather than the death of their enemies. Crimes such as murder and theft are crimes against the gods - and few would be that stupid.

While the Odyssey designers have drawn extensively on real history for background, ideas and concepts, the game is set in a mythic world where legends and stories are true and where the gods are a real and tangible force. History has been used just as much as Homer and Harryhausen to create the world of Odyssey, and we recommend that players take the same broad approach to find the most fun in the game.



ODYSSEY - THE GAME

What is the style of the game?

This is a world of legends and larger-than-life characters. The game is designed for players to take on the mantles of heroes rather than skulk in the shadows as villains.

Live roleplaying (LRP) is often discussed as being either Player vs. Player (PvP) where the majority of conflict comes from competition between characters for resources, or Player vs. Monster/Environment (PvM/E) where the game organizers introduce external threats and plots to drive a story forwards. Odyssey intends to draw equally on both of these approaches.

Nations will compete against each other in the Great Game, a means for the mortals of this new age to affect the world of Odyssey. Some will choose to fight in arena combat. Others will duel on the political stage. Yet more will plumb the mysteries of magic. Odyssey also has a dedicated story team that will provide opportunity for adventures, quests and intrigue to those who attend the Annual.

How important is history?

Odyssey takes its inspiration from myth and legend but it does not seek to recreate the ancient world in an "accurate" or "realistic" way. For example, in the world of Odyssey, there is no discrimination between male and female roles and players of either gender may pursue whatever career they choose.

How are different nationalities represented?

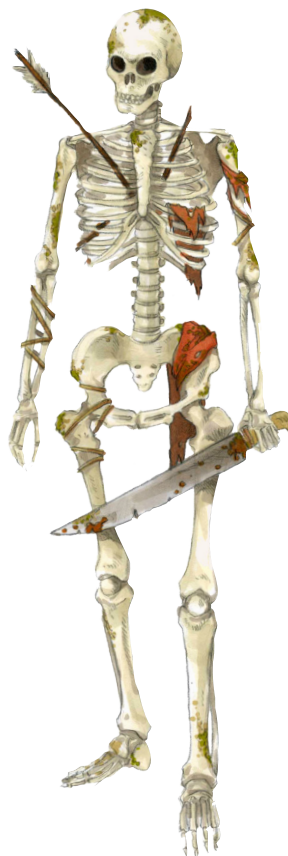
All Odyssey nations include people with variable skin, hair and eye colours and facial features. It is not necessary or appropriate to use makeup to alter your skin colour to represent your character's membership of a different ethnic group or nation.

Themes

Odyssey is a live roleplaying game intended for adults age 16 and above.

Your Odyssey character may be exposed to slavery, human sacrifice, racism and prejudice, prostitution, violence, robbery, torture and murder. You should not however make reference to non-consensual sex or sex with minors.

If at any point you are uncomfortable with the roleplaying around you then please withdraw. Use your common sense and ask a referee if you need further help.



Following the rules

The overwhelming majority of our players are mature and sensible people who approach the game with the best intentions. By treating them accordingly, we are able to run the game using a set of rules that assumes that everyone at the game will exercise common sense at all times. As a result, some aspects of the game are presented as expectations rather than rules, so that players can use their common sense to apply them. This book aims to describe the way you should approach the game as well as the rules you must follow.

To support this approach, the most important rule is “do not take the piss”. This is known informally as ‘Rule 7’. If an action is clearly inappropriate, then it is against the rules of our game, even if it is not made explicit in this book. If you think something described in the rules seems like a mistake or an omission then check it with a referee. Please respect crew and fellow players by playing the game in a way that you would want others to. This reflects both the spirit and the letter of the rules.



Access

Profound Decisions aims to make live roleplaying accessible to all and to ensure everyone is able to enjoy our events.

We know that certain elements of the hobby can present challenges to individuals with specific access requirements and are keen to explore options. We welcome early initial contact, so please get in touch to discuss your particular needs.



Materials

This rulebook is part of a range of material that will help you play the Odyssey game. It assumes that readers are familiar with live roleplaying. The other documents available are:

- The map, showing the territories of the civilized world
- A costume guide, showing you photographs of how you might equip yourself for the game

On the website you can find more information including:

- The Great Game guide, explaining the different components and the role of warleaders, champions, priests and philosophers
- Rules and game frequently asked questions
- Nation and path briefings, giving more information on the different combinations
- Further costume advice
- Safety guidelines



CREATING A CHARACTER

Characters

Characters must come from one of the five nations of the civilized world and must choose one of the five paths that reflects their chosen role or career in society.

Paths

- *You must choose one of the five paths*
- *You can change path between events*

The five paths are warleader, champion, priest, philosopher and attendant.

Your path represents your chosen career. It dictates the skills you can choose and your access to different parts of the Great Game.

It is possible to change your path or skills between events without restriction.

Warleader

Whatever names they go by, warleaders are the military commanders of the Odyssey world. The strength of a warleader is determined by the might of their warband of champions.

Warleaders dictate the ebb and flow of the Great Game of the Annual and lead their warbands in arena battles for control of territories. They take control of all of the assets that come with territory - money, quintessence and special items.

The warleader path will see you lead your warband in arena combat as the culmination of political manoeuvring. It combines strategy and diplomacy with plenty of fighting.

Warleaders can enter the arena, but cannot travel to the home of the gods, enter the World Forge or pass through the Gates of Ivory for a quest.

Champion

Champions are the greatest warriors of their age. The mightier the champions a warleader can convince to fight for them, the more battles they will win together. Champions also have their own agenda as they seek glory and adventure in deadly quests across the face of the ancient world.

The champion path will involve combat - lots of combat. As well as fighting for your nation, you may fight in front of the crowds just for the glory and prize, or quest against monstrous beasts.

Champions can enter the arena and pass through the Gates of Ivory for quests but cannot travel to the home of the gods or enter the World Forge.

Priest

Priests are the link between the mortals and the gods. It is through them that others make offerings to their patrons, receive guidance and perhaps blessings. The priests are responsible for keeping the gods appeased through sacrifices. They ensure appropriate conduct at the Annual, and control access to quests in far-flung realms through magical portals.

Priests are the only characters who can visit the gods directly, and must be mindful of their reputation with the gods through their actions and those of others in their nation.

The priest path involves balancing the demands of the individual gods with the needs of members of your nation, and may require a considerable amount of difficult negotiation and politicking.

Priests can travel to the home of the gods and pass through the Gates of Ivory for quests but cannot enter the World Forge or enter the arena except to announce a warleader.

Philosopher

Ancient Titans have shared mysteries of godlike power with mortals. The philosophers represent the development of new ways of thinking that merge medicine and alchemy.

Philosophers play their own game at the Annual. Some are the physicians who focus on the mortal form and use their mastery of the four elemental humors to heal, protect and strengthen the bodies of their countrymen.

Others are the alchemists who enter the World Forge to control the ebb and flow of elemental energy between nations and territories. Most powerful of all are the greater mysteries that truly replicate the power of the gods and can rock the very bones of the world.

The philosopher path is about exploiting the balance between the four elements to enhance the abilities of others and directly change the world of Odyssey. It requires intelligence and creative thinking to succeed.

Philosophers can enter the World Forge and pass through the Gates of Ivory for quests but cannot travel to the home of the gods or enter the arena except to tend to the wounded after a combat.

Attendant

These are the others who attend the Annual. They may be honest traders, a warleader's supporters or the servants and slaves of the wealthy. In this throng there may even hide thieves drawn by the scent of money and death. This path reflects the wider population of the Odyssey world. It includes lower-status characters such as students, citizens, artisans and slaves; and high-status roles not included in other paths such as lawyers or politicians.

Attendants have a single ability - to use any skill provided a character who knows that skill is instructing you. This allows you to take part in the roleplaying of any other skill as if you were an assistant or student. You can only use a skill under the close supervision of another character who knows that skill. The other character must roleplay giving you direction and instruction. They must be able to use the skill themselves at the time and must not be incapacitated, restrained or using any skill.

Attendants may be escorted to any area of the game, though their actual influence may be limited. Attendants may only enter the arena following their own group's warleader.



Nations

- *You must choose one of the five nations*
- *You cannot change nation*

Choosing your nation is very important: it determines your allies and enemies at the event. It is not possible to change your nation after you have played your character.

Your nation is in more than your blood - it is in every part of your being. It is based on the land of your birth or where you have settled; on every mouthful of food you eat and wine you drink; on your friends and lovers. This is what defines your gods, your allies and your enemies.

Each nation has a distinctive background and customs. You will be able to access briefing sheets on the Odyssey website that contain additional information on your chosen nation. This is a broad overview that applies to the entire nation. Individuals from specific areas will show regional variation allowing you to make up minor details of background without contradicting the campaign themes.

Each nation has a pantheon of gods. Most individuals follow the whole pantheon but characters may choose to dedicate their actions to a single god.

Groups

Characters normally attend in groups. If you are creating your character with friends then we recommend that your characters begin play as allies of each other by being part of the same group. Each member of a group must come from the same nation.

A group with a warleader is called a warband. A warband can only have one warleader. A warleader may only lead members of their own warband into the arena. A champion or attendant may only enter the arena with their

own warleader. It is not possible to change warband during an event.

Warband renown is a measure of standing with the gods. Initial renown is based on the number of prebooked players and it is subsequently affected by actions in the game. Victory in the arena is the best way to gain the favour of the gods.

If your group does not have a warleader and is not a warband then you may leave or join as you wish.

We welcome group backgrounds submitted to our story team using our website. The website will invite submissions using structured forms. These will be checked by our story team who may make suggestions to ensure a good fit with the Odyssey world. Individual character or emailed backgrounds will not be accepted. The kind of background that is useful to the story team is a short summary of the things your group has done and any allies, obligations or feuds you have.



Choosing a kit

- *A kit is a combination of a nation and a path*
- *Once you choose your kit you are ready to play*

The simplest way to create a character is to choose the kit for the nation and path you wish to play. Each nation has a kit for each path, which represents a well-known or famous archetype. This kit determines the skills your character has.

The following pages tell you more about the different nations and their kits. You may decide not to use a kit and instead pick skills. The majority of kits give a character significantly more skills than picking from the lists.

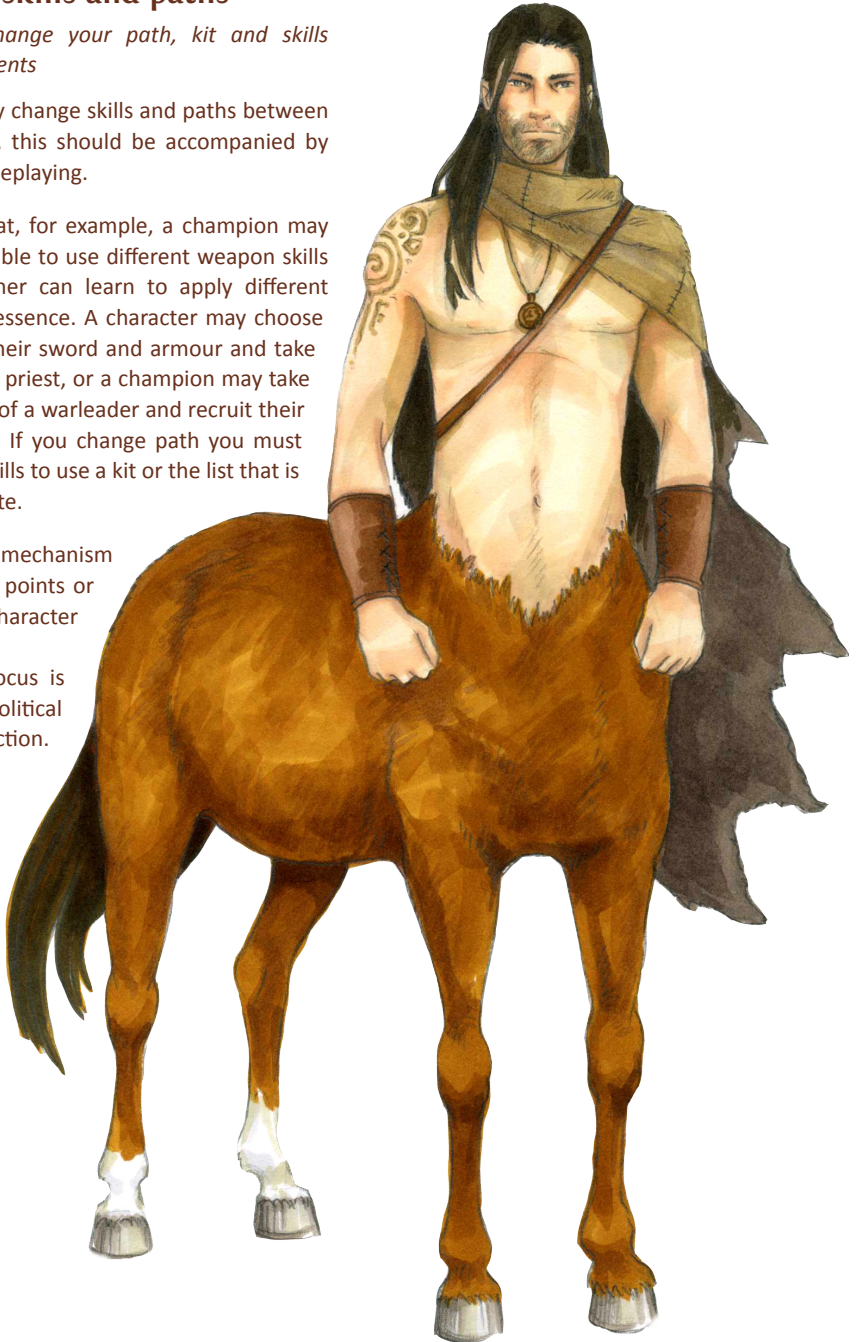
Changing skills and paths

- *You can change your path, kit and skills between events*

Characters may change skills and paths between events. Ideally, this should be accompanied by appropriate roleplaying.

This means that, for example, a champion may change to be able to use different weapon skills or a philosopher can learn to apply different types of quintessence. A character may choose to put down their sword and armour and take up the life of a priest, or a champion may take up the mantle of a warleader and recruit their own followers. If you change path you must change your skills to use a kit or the list that is now appropriate.

There is no mechanism for experience points or mechanical character advancement. Instead, the focus is on social and political gain through action.



CARTHAGE

Carthage is the most famous and wealthy trading city on the Mediterranean. A labyrinthine nation of venomous ambition and dark gods, it is a beacon on the shores of North Africa for adventurers and freebooters. It is ruled by a mysterious elite who seldom wander far from their walled inner city of temples and palaces. Life is cheap in Carthage, peopled as it is by great slavers and traders whose silver tongues mark them as the true descendants of the Phoenicians who came before them.

Warlord (warleader)

A typical Carthaginian warlord is well used to avoiding perils and spotting opportunities. It is rare to blindsides such a person and even rarer they miss a chance for personal gain or to put one over their enemies. The gods favour this combination of cunning and bravery which reaps great rewards in battle.

Carthaginian warlords have exemplars in legend, story and film. These include mercenary leaders (such as Xena from some episodes of *Xena: Warrior Princess*), tyrants (such as Memnon from *The Scorpion King*) and raiders (such as the leader of the “Four Legged Demons” in *10 000 BC*).

Kit skills: Use one-handed weapon; Use armour and shield; Throw javelin



Corsair (champion)

The rough sailors of Carthage are feared around the Mediterranean. Some think them little more than pirates whilst others respect their strength. These are men and women who are ready for whatever the seas bring them, unafraid of far off lands and foreign ports.

There are many examples of such adventurers and champions in fiction. Corsairs may be modelled on adventurers (such as Conan the Barbarian; and Lord Kalidor and the eponymous heroine from the film *Red Sonja*) or mercenaries (such as Mathayus from *The Scorpion King*).

Kit skills: Use one-handed weapon; Use armour and shield; Throw javelin; Extra hit; Resilience

NEST OF VIPERS

Mystic (priest)

The walled section of the city of Carthage is to many an unknown and terrifying place. Tales emerge of arcane practices and demanding gods for whom blood and gold flow in equal measure. Central to this are the elder mystics of the priesthood for whom respect and fear are the tools of their trade.

Carthaginian mystics include charismatic cult leaders (such as Thulsa Doom from *Conan the Barbarian*), noble priest-queens (such as Queen Taramis from *Conan the Destroyer*) and trusted seers (such as Cassandra from *The Scorpion King*).

Kit skills: Open Gate of Horn; Ceremony; Resilience



Alchemist (philosopher)



When the Titans brought to mortals stolen mysteries of the gods, the elite of Carthage were drawn to learn how the dead and living could be affected by this new magic. Hidden from the gods in backstreets the alchemists ply their trade - stealing unwanted corpses for dissection and brewing experimental mixes in the shadows.

Inspiration for Carthaginian alchemist characters might include secretive necromancers (such as the Witch of Endor), experimenters (such as Victor Frankenstein) and traders in antiquities stolen from the desert (such as Sallah from the Indiana Jones films).

Kit skills: Apply quintessence (one type); Physician; Use one-handed weapon

Masterless (attendant)

The Masterless of Carthage are so called because they are not masters of their own lives. Tales are told of servants inside the walled city with their tongues cut out so they cannot tell the secrets of the Children of Dido. In the wider city, they go about their business silently and unnoticed - like ghosts in the narrow streets doing their best to avoid the attention of the luckier, free residents.

Other examples of attendants are artisans, labourers, dockworkers, porters, diggers, caravan drivers, camel trainers, traders, spies, personal assistants to the warlord, whores and cultists.

Attendants have a single special skill. They can use any single skill in the system provided a character who knows that skill is instructing them. See page 9 for full information.



EGYPT

The whole of Egypt is dedicated to the glory of the gods - from temples in the desert to gigantic monuments to their immortal pharaohs. The River Nile stretches through the land from its mysterious source in the mountains to the fertile plains of the delta. The Black Land, ancient Khem. Oldest of all civilizations, land of mysteries, of magic, of strange animal-headed gods and funerary rites more fabulous than any festival for the living. Land of the dead. Egypt looks upon young Greece and younger still Rome and sneers behind its fan at these upstarts; it has seen such empires come and go and none but Egypt endures.

Prince (warleader)

The glory days of the Old Kingdom might be gone, but now the Age of Alexander has also passed there is a resurgence of interest in the old ways. Great leaders adopt the titles of the lost times and claim the title of prince. In doing so they make clear to the gods and men their aspirations of leadership and control, but the challenge still remains to make it a reality.

These leaders seek to emulate the ways of the pharaohs of times past. They look to warrior kings (such as Seti, Taharqa and Shishaq), builders (such as Khufu and Djoser) and religious leaders (such as Nefertiti).

Kit skills: Use one-handed weapon; Use missile weapon; Extra two hits



Temple Guard (champion)

Egyptian temple guards are the elite champions who guard the homes and tombs of the kings and gods. These are the most well respected warriors in the Egyptian army. They use exceptional skill with a bow to harry enemies from a safe distance, then shield and mace for close combat. The temple guard are also famed for hunting the monsters and mythic creatures that threaten the borders of Egypt.

Tales of Egypt talk more of gods than men, but a great champion who did show the attributes suitable for this office was Sinuhe who fought rebellious tribes for his king. From film, the Medjai of *The Mummy* show the same sort of dedication to duty and superior skill at arms found in an Egyptian champion.

Kit skills: Use one-handed weapon; Use armour and shield; Use missile weapon; Extra hit; Resilience



LAND OF THE DEAD

Astrologer (priest)

The people of Egypt claim to know and respect the gods more than any others in the civilized world. They are used to the gods walking amongst them and the priests are treated with great reverence and respect. Astrologers are regularly consulted by eager citizens and have great influence over much of their lives.

Egyptian astrologers may divine the future (such as Claudius Ptolemaeus), seek to find lost gods (such as HP Lovecraft's Black Pharaoh) or occupy positions of political power (such as Imhotep, chancellor to Djoser).

Kit skills: Open Gate of Horn; Open Gate of Ivory; Ceremony



Hekau (philosopher)

Perhaps of all the civilized nations, the Egyptians have most enthusiastically embraced the academic study of the mysteries. Under the noses and demands of the priesthood, there are plans underway to build a great library at Alexandria. To this aim, new explorers of magic are being trained and sent out to find and record.

Whilst many hekau are linked to scholarly pursuits and try to decode mysteries (similar to Robert Langdon in Dan Brown's *Da Vinci Code* or Peter Cushing as Doctor Van Helsing in the Hammer Dracula films) others adopt a more hands on approach to mystic matters (such as Carl in the 2004 film *Van Helsing*).

Kit skills: Apply quintessence (two types); Physician



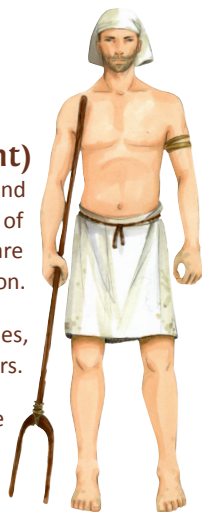
Worker (attendant)

Egyptian workers are the ones truly responsible for the great temples and pyramids on the banks of the Nile. Their blood has turned the dreams of pharaohs and the plans of architects into reality. Though few of their names are remembered, their legacy lives on.

Other attendants are architects, freed (or non freed) slaves, traders, spies, religious cultists, dancers, animal keepers, porters and riverboat sailors.

Attendants have a single special skill. They can use any single skill in the system provided a character who knows that skill is instructing them.

See page 9 for full information.



GREECE

Greece is the cradle of civilization. Seat of philosophy, democracy, learning and culture. Land of heroes, of Sparta, of Athens, of Corinth. Heroes in plumed helmets with spear and shield, children of gods and makers of myths. Greece stands at a crossroads - it could choose to stand as one, following the lead of the Macedonians, or it could risk hubris and demand to be recognized as a number of states. The glory days of the city-states have passed but there is knowledge, skill and pride at the heart of the peninsula.

Strategos (warleader)

When Greece was young and the gods walked the earth without care, the Greek hero was their closest ally. Now the world has changed, but there are still epic journeys to be undertaken, wars to be fought and a need for men and women to be larger than life. These are the strategoi of the Greeks and the arena is their domain.

Greek strategoi include hard-bitten and wily generals (such as Agamemnon), young Athenian senators out to prove their worth, charismatic leaders of bands of heroes (such as Jason and Odysseus), and military prodigies (such as Antiochus, Ptolemy and Alexander).

Kit skills: Use spear; Use armour and shield; Extra hit

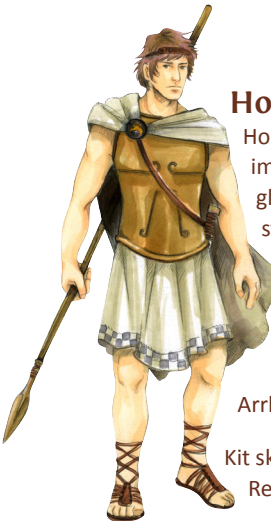


Hoplite (champion)

Hoplites are champions that stand as one in an unbreakable phalanx imbued with the individual heroics of their ancestors. Their lines of gleaming breastplates, polished helms and brightly-tipped spears have struck fear in many enemies. The arena was made for them. This is their time. Their destiny.

In the tales of Homer, Ajax, Achilles, Patroclus and even Odysseus are all hoplites, though the latter later becomes a strategos. The crew of the Argo, like Herakles and Argus himself, were all hoplites. Ptolemy, Arrhidaeus and Hephaestion were all hoplites to Alexander the Great.

Kit skills: Use spear; Use armour and shield; Throw javelin; Extra hit; Resilience



HOME OF HEROES

Oracle (priest)

As the gods shun direct contact with mortals, their agents grow in importance.

The oracles of Greece have been sharing immortal wisdom for generations to any who would listen. At an Annual, where many important decisions need to be made, their input is held to be essential by their people.

Greek oracles include Dionysian ecstasies, sober high priests and young acolytes.

Kit skills: Open Gate of Horn; Open Gate of Ivory; Resilience



Physician (philosopher)

For many years, the physicians of Greece have been embracing the rational over the religious. Taking care not to offend the gods, they have been building their knowledge on the foundations of science and have built a reputation as the finest physicians in the civilized world.

Greek philosophers include travelling teachers (such as Socrates), physicians (such as Hippocrates), engineers (such as Pythagoras), or thinkers (such as Plato).

Kit skills: Apply quintessence (two types); Physician



Helot (attendant)

A silent underclass allows the citizens of Greece to devote themselves to such civilized behaviours as the arts and war. "Work, discipline and feeding" were all they could expect according to Aristotle. The helots of Sparta held a unique place in that city where they were required to maintain the military power, yet brutally repressed.

Other attendants are artisans, freed (or non freed) slaves, traders, shiners of sandals, spies, camp followers, religious cultists, obsessive fans of a particular champion, or perhaps even chroniclers of the tales of true heroes - a career pursued by a man named Homer.

Attendants have a single special skill. They can use any single skill in the system provided a character who knows that skill is instructing them.

See page 9 for full information.



PERSIA

The Land Between Two Rivers, Mesopotamia. Seat of the most ancient civilizations of all - Ur, Akkad, Babylonia, Assyria. All are now subjects of the King of Kings, part of the court of the Thousand Nations of Persia where satraps politick constantly to climb another inch up the slippery pole of favour. Great cities, wild desert lands and mountains where warriors in scaled armour sit astride mighty horses. They were united during the conquests of Alexander, but now Persia has reverted to the playground of kings and the cradle of imperial ambition.

King (warleader)

A leader with only a handful of followers can call himself a king in one of the Thousand Nations of the Persian Empire. Are not all kings equal in the eyes of Persia? May not any shah succeed to become Shah-an-Shah?

Persian kings and queens are often consummate and wily politicians who are able to balance the demands of many subjects through administration, building and finances (such as Darius), rebels plotting for local autonomy (such as Shamash-shum-ukin) or aggressive expansionists (such as Cyrus and Xerxes).

Kit skills: Use one-handed weapon; Use armour and shield; Extra hit



Immortal (champion)

The Persian Immortals are elite infantry warriors, used to fighting with a terrifying skill and ferocity with a range of weapons. They are so feared by the world outside of Persia that few even whisper the name.

Within their number are stalwart fighters from the Persian heartland, wily Elamites from the lands around the Persian Gulf and Medeans from the Caspian Sea and the borders of central Asia.

Kit skills: Use one-handed weapon; Use two-handed weapon; Use armour and shield; Extra hit; Resilience



THE THOUSAND NATIONS

Magus (priest)

For the priests of Persia, the skies hold the answer to many mysteries and the magi who study the stars are brought closer to literal heaven. The magi hold an important place in the court of the King-of-Kings and are often chosen to accompany representatives to the Annual to help read the omens.

Persian magi include court priests of the orthodox Persian faith, the Three Wise Men of biblical legend, fire cultists of Zoroaster, wild shamans from the outer reaches of Persian lands where mystery cults are still followed or shadowy followers of the nearly forgotten gods of Assyria or Babylon.

Kit skills: Open Gate of Horn; Ceremony; Use one-handed weapon



Vizier (philosopher)

The viziers of the kingdoms of Persia are renowned for their skill and breadth of understanding. When the mysteries of the Titans first fell on mortal ears, it was these experts in learning and champions of wisdom and experimentation who eagerly embraced them. In Persia, most of all lands, these magics are accepted by the majority rather than ignored or discounted by priests.

All kings and queens expect to have their Grand Vizier - a position of trust - advising them on how the mysteries of the gods may be best used in their service. In addition, each village or town will support a wise woman with alchemical tricks to heal the sick and soothe young love.

Kit skills: Apply quintessence (three types)



Subject (attendant)

A land of many kings requires multitudinous subjects. The subjects of the Persian kings are free - to a degree - so long as they pay suitable fealty and taxes to their monarchs. These Persians enjoy flaunting their freedoms and civilized behaviours over other attendants - with great variety in colour and richness of cloth, jewellery and immaculate hairstyles.

Other attendants are artisans, freed (or non freed) slaves, merchants, spies, religious cultists, teachers, administrators and scribes .

Attendants have a single special skill. They can use any single skill in the system provided a character who knows that skill is instructing them.

See page 9 for full information.



ROME

Rome at this time has yet to become a great imperial power. Rome is a thirsty, young and vigorous nation that is on the rise, slowly breaking out of the Italian peninsula as Greece is on the wane to their east. Carthage, their great rival, sits across the sea, blocking Roman expansion south. The Romans fear and hate kings as tyrants and swear there will never be another King of Rome. Senators elected from and by the citizens offer a strong, stable alternative to the decadence and despotism of kings.

Senator/Praetor (warleader)

Rome is ruled by process, but the importance of popularity and influence means those at the centre of power have to be seen to lead. Senators are often more at home with legal papers than armour and weapons but political acumen is not an entirely wasted skill. The praetors represent the common people who are at least as pious, cunning and single-minded as their more wealthy counterparts.

Senators include generals and politicians like Julius Caesar and Marcus Licinius Crassus, and matriarchs such as Servilia of the Junii or Atia of the Julii from HBO's *Rome*. In that series, Erastes Fulmen shows a less savoury side to Roman power.

Kit skills: Use one-handed weapon; Use armour and shield; Extra hit



Legionary/Enforcer (champion)

Rome's legionaries are making their presence felt beyond the boundaries of their native lands. Easily recognizable by their large curved shields and short swords they are most at home getting up close to their enemies. The legions of Rome have yet to conquer the world, but these men and women have keen plans in that direction. Amongst the slums of Rome and its cities, the enforcers keep order on the streets. Working either with the praetor or as champions in their own right, they bring peace, of a kind.

The legends of Rome highlight the role of the champion such as Horatius Coclus who held the bridge across the Tiber from the Etruscans. From HBO's *Rome*, Titus Pullo and Lucius Vorenus demonstrate how life can have both ups and downs on both sides of the law.

Kit skills: Use one-handed weapon; Throw javelin; Use armour and shield; Extra hit; Resilience



PEOPLE OF THE WOLF

Pontifex/Haruspex (priest)

The people of Rome are more secular than many of the civilized world, but this does not mean they will seek to anger the immortals. A pontifex is a patrician priest who is skilled in representing the interests of the noble classes. In her shadow is the haruspex, a less palatable but no less powerful priest who can divine the intention of the gods from the organs of dead animals.

Roman priests may be at home with a legion on the march or serving the spiritual needs of a rich family home. There are also orders based around temples such as the Vestal Virgins. Priests are often shrewd politicians with clever tongues, like Sir Humphrey Appleby from *Yes Minister*.

Kit skills: Open Gate of Horn; Open Gate of Ivory; Extra Hit



Doctor (philosopher)

Roman philosophers, in keeping with the scientific basis of the Roman state, concern themselves far more with the affairs of the physical body than with the more occult aspects of philosophy. Increasingly, they are regarded by Romans as a reliable and sensible course of advice in times of illness. A Roman with an interest in the occult has to be more subtle and work in secret away from the prying eyes of the state and the priests, both of whom will occasionally use their services, albeit begrudgingly.

Roman doctors include thinkers (such as Seneca), dramatists and orators (such as Cicero), alchemists (such as Agathodaimon), army medics or physicians (such as Galen) and military and civil engineers (such as Vitruvius).

Kit skills: Apply quintessence (one type); Physician; Resilience



Plebeian (attendant)

A plebeian counts for little - a poor worker of indifferent breeding and resource. In numbers though, things change and the mob is born. When they speak with one voice, the ruling class have to listen, or at least try to distract them with bread and circuses. Plebeians, for all their common roots, still regard themselves as ten times the worth of any barbarian; the prize of Roman citizenship is simply too great to ignore.

Other attendants include the great mass of the populace of the city from both upper and lower classes, including collegium artisans, obsessive fans of a particular gladiator, lawyers and elderly senators

Attendants have a single special skill. They can use any single skill in the system provided a character who knows that skill is instructing them.

See page 9 for full information.



SKILLS

Warleader skills

Warleaders who do not choose a kit can pick two skills from this list

Skill
Use one-handed weapon
Use two-handed weapon
Use spear
Throw javelin
Use missile weapon
Use armour and shield
Extra hit (You may pick this skill once or twice)
Resilience

Priest skills

Priests who do not choose a kit can pick two skills from this list

Skill
Ceremony
Open Gate of Horn
Open Gate of Ivory
Use one-handed weapon
Extra hit
Resilience

Champion skills

Champions who do not choose a kit can pick four skills from this list

Skill
Use one-handed weapon
Use two-handed weapon
Use spear
Throw javelin
Use missile weapon
Use armour and shield
Extra hit (You may pick this skill up to three times)
Resilience

Philosopher skills

Philosophers who do not choose a kit can pick two skills from this list

Skill
Apply air quintessence
Apply earth quintessence
Apply fire quintessence
Apply water quintessence
Physician
Use one-handed weapon
Extra hit
Resilience

COMBAT SKILLS

Combat skills determine the weapons and armour your character can use and the number of times you can be hit in combat.



Anyone can...

- All characters start with one body hit - a single blow in combat will incapacitate them
- All characters can use a small weapon such as a dagger up to 18" long in combat
- All characters may choose to be ambidextrous and use a weapon in either or both hands
- All characters can wear any armour to gain one extra body hit. This armour must cover at least three body locations, where the six possible locations are head, torso, two arms and two legs

Skills are needed to...

- A skill is required to use any weapon longer than 18"
- A skill is required to use a shield
- A skill is required to gain more body hits when wearing appropriate cultural armour



Use one handed weapon

You can use swords, clubs, axes and maces of between 18" and 36" long.

Use two handed weapon

You can use staves, swords, clubs, axes and maces between 36" and 72" long held in two hands.

Use spear

You can use a spear or javelin in melee using one or two hands. Spears are between 36" and 84" long and must have collapsible tips. Javelins are between 30" and 42" long, must have collapsible tips and must be safe for throwing. This does not allow you to throw javelins unless you also have the 'throw javelin' skill.

Throw javelin

You can throw javelins. This does not allow you to use javelins as melee weapons unless you also have the 'use spear' skill. Javelins are between 30" and 42" long, must have collapsible tips and must be safe for throwing.

Use missile weapon

You can use bows and slings as missile weapons. Crossbows are not permitted at Odyssey.

Use armour and shield

You can wear culturally appropriate armour to gain three additional body hits rather than one. You can also use a shield. See page 28 for more information on cultural armour.

Extra hit

You can take one additional blow in combat before becoming incapacitated for each time you pick this skill.

Resilience

You are more likely to survive life-threatening wounds. See page 32 for more information.

PRIEST SKILLS

Priest skills are concerned with the interaction between the gods and mortals. Priests have a measure of standing with the gods called kudos.

Anyone can...

- All characters may participate in ceremonies and ask a priest to make a sacrifice on their behalf
- All characters can, if willing and not incapacitated, travel through a Gate of Horn between a nation's homeland and Atlantis where the Annual is held
- All characters except warleaders can, if willing and not incapacitated, travel through the Gates of Ivory to other lands on quests
- All characters may be prepared for the afterlife by a suitably skilled priest of their nation

Skills are needed to...

- A skill is required to sacrifice to the gods
- Skills are required to open the Gates of Horn and the Gates of Ivory
- A skill is required to prepare a body for burial

Ceremony

You may perform a ceremony to make sacrifices to the gods. This will increase your kudos and make the gods more sympathetic to you. Ceremonies may also be used to draw the attention of gods to a place if required as part of a quest.

You may perform a short ceremony at the start of an arena battle to announce a warleader. If that warleader wins then this increases your personal kudos; if they lose then kudos is lost. This may only be done by one priest per warleader per battle.

Open Gate of Horn

You can open the magical Gate of Horn between Atlantis and your nation's homeland, or between Atlantis and the home of the gods.

Part of the home of the gods is the Chamber of the Great Game. This is where Great Game challenges are declared and is shared by all the priests attending the Annual. Only priests and their attendants may travel to the home of the gods or the Chamber of the Great Game.

To meet the gods will usually require an invitation to open a gate at a specific time. Whilst there, any priest may petition the gods for a number of things such as granting or removing blessings from members of your nation, advice or guidance.

Open Gate of Ivory

You can open the magical Gate of Ivory between Atlantis and other lands. To send a group on a quest through a gate you will need to be present at an appropriate time and have knowledge of the destination gate. Gates can remain open for a fixed time only or can close immediately behind a group and will need to be opened from the destination for adventurers to return. Gates of Ivory may only allow the passage of a limited number of adventurers.

You may perform a rite over the body of a dead member of your nation and send their soul through a Gate of Ivory to the afterlife. This may affect your kudos with the god of death of your nation.

Only characters of the same nation as you may use a Gate of Ivory that you have opened. A referee must be present when using Gates of Ivory.

PHILOSOPHER SKILLS

Philosopher skills change the world in some way, either using knowledge of the balance of the four humors in the human body to heal wounds or making greater changes to the world at large by performing rites known as mysteries. Mysteries are powered by applying a magically pure form of one of the four elements, known as quintessence.



Anyone can...

- All characters can recognize and carry the different types of quintessence
- All characters may use preparations made by philosophers - normally in the form of potions, dusts, salves, vapours or oils
- All characters can observe whether a character is wounded, incapacitated or dead

Skills are needed to...

- A skill is required to use raw quintessence to perform a mystery, to produce either a preparation or a magical effect
- A skill is required to restore lost body hits to a wounded character



Nation

- *The physician skill and many mysteries you perform will only work on members of your own nation.*

Philosopher skills are strongly linked to the blood and nation of the philosopher. Effects, whether the application of quintessence or physician skills, normally only work on others from the same nation as the philosopher.

wound, infect and kill. Water magic is soothing and healing; it can restore health and vitality.

See the section on mysteries on page 34 for more information.

Apply quintessence

- *You can perform mysteries to create potions and other magical effects*

You are able to use the appropriate type of quintessence in a mystery. There is one skill for each of the types of quintessence: air, earth, fire and water. If you have any 'apply quintessence' skill then you are also able to use blood and coin in these magics.

Air is the foundation of offensive powers; it is used to strike harder and make characters stronger. Earth is the base of defensive magic; it can protect and repair. Fire is the source of curses and destructive change; it is used to

Physician

- *You can heal a wounded character to restore lost body hits.*
- *If you treat an incapacitated character then their chance of survival is greatly increased*

You can treat the wounds of another character who is from the same nation as you. This includes restoring lost body hits and treating characters who have been incapacitated. This is the most effective way to heal a character and stop a character dying.

You can use these skills on another character or on yourself as long as you are not incapacitated.

Physicians are also required to contribute blood to mysteries. See page 34 onwards.

See the section on the 'physician' skill on page 33 for more information.

SAFETY

In Odyssey, you can expect to engage in combat whenever you enter the arena and travel on a quest. Combat outside the arena is also possible, so all players should be familiar with the concepts.

This section covers the rules of combat and how to fight safely. Being safe is of paramount importance. If you are new to live roleplaying then please speak to the Game Operation Desk and we will arrange a suitable demonstration for you so that you can be confident that you are safely following the rules.



Weapon and armour checking

- *All your weapons and shields must be checked at every event by a weapon checker*
- *You may only use spears and javelins with collapsible tips*
- *Any armour that you use at an event must not have sharp protruding edges*
- *You can carry prop items such as a wooden staff but they must never be used in combat*

You must have every weapon and shield you bring to an Odyssey event checked by an official weapon checker at the start of the event to see if they are safe for use in combat. You do not need to have your armour checked but it must still meet minimum safety standards.

Weapons and shields will be randomly checked for safety and size before quests and arena combats.

The full guidelines they use for weapon safety and checking criteria are available from our website.

Fighting safely

- *You must pull all of your attacks so that they land with virtually no force*
- *You must not thrust with any weapon other than a spear or javelin with a collapsible tip*
- *You must avoid aiming for the groin, breasts, neck or face where possible*
- *Do not reuse arrows in the same combat*

Please use common sense in all cases.

You may put your hand in the air to indicate that you do not wish any player to make physical contact or hit you with a weapon. If you wish to harm a character who has their hand in the air then you must say, "OOC - I am incapacitating your character" while you are within arm's reach.

Further guidance for fighting safely is available from our website.

Grappling and body contact

- *You must not grapple, trip or make bodily contact with another player while fighting*
- *You must not grab an opponent's weapon or shield*

Prior to a small fight you and your opponent might agree to allow grappling or other techniques. You must personally have explicit permission from your opponent beforehand.

Man down

- *You should call MAN DOWN if you see anyone suffer a real injury*

This call alerts all players to the fact that someone is potentially hurt. You should alert the nearest member of crew if necessary.

COMBAT

Body hits

- *You start with one body hit*
- *Every time you are struck in combat you normally lose one body hit*
- *Skills, armour, special items, blessings and mysteries may provide you with additional body hits*
- *When you reach zero body hits you are incapacitated and may be at risk of death*

Every character has a number of body hits to represent the injuries they can endure before becoming so badly wounded so badly that they cannot act. It does not matter where you are hit, though blows to hands that are holding weapons and to feet that are on the ground do not count.

Once you have lost all your body hits you are incapacitated. You cannot go below zero. You do not die just by being on zero body hits, although another character may execute you.

Incapacitated

- *When you reach zero body hits you become incapacitated and should fall over*
- *You must not take any action other than talking while you are incapacitated*
- *You cannot drink a potion by yourself, but you can be fed one by someone else*
- *You can be executed or searched*
- *You remain incapacitated until successfully treated by a physician*

If you are incapacitated then you are so badly wounded that you are only semi-conscious. You must roleplay the fact that you are very badly wounded. You can sense what is happening around you but cannot act. You can talk, scream and make small movements while incapacitated, but you must not take any action such as attacking, defending or moving from the spot.

Execution

- *Anyone can execute an unresisting target by roleplaying delivering a killing blow*
- *You must have a weapon in your hand*

Execution is used to kill an unresisting or incapacitated target by inflicting a mortal blow. You do not need a skill to execute a character, you can do it with any weapon.

To deliver a killing blow requires concentration. Neither you nor the target must be being interfered with - including being healed, engaged in combat or moving. The principle is that an execution must be obvious and deliberate. If this condition is not met or there is any ambiguity then the execution is not valid.

You must roleplay delivering a blow with your weapon in such a way that it is obvious to everyone in the vicinity what you are doing. For example, you might position yourself to decapitate your opponent or plunge a blade into their heart. You must remember to pull your blow when executing a target.



Armour

- You gain additional body hits when you wear armour
- Anyone can wear armour to gain one body hit
- Characters with the armour skill gain three body hits by wearing the appropriate cultural armour

Armour protects you. This means you can take more blows in combat before becoming incapacitated.

Anyone may wear armour to gain one additional body hit. If you have the skill ‘use armour and shield’ you can wear culturally appropriate armour for three additional body hits rather than one.

All lost body hits, regardless of the source, are healed by physicians. Armour does not need to be repaired after combat.






Helmets are not part of most cultural armour however they are strongly recommended.

Shields

- Shields can absorb all blows that strike them
- If you use a shield without the skill then any blows striking it are assumed to strike you
- You must actively use the shield in order to block a blow, if the shield is slung or just carried then it has no effect and the blow is assumed to have struck you
- If you block a STRIKEDOWN you must still fall over

If you have the skill ‘use armour and shield’ then any weapon or missile that strikes your shield is blocked and you do not lose any body hits. If you do not have the skill, or a shield is being carried rather than actively used, then any blow that strikes the shield affects you instead.

Each nation uses a particular style of shield. The skill ‘use armour and shield’ allows you to use any acceptable style of shield whether specific for your nation or not. There are lesser and greater mysteries in the game which give combat bonuses if you use the appropriate shield design for your nation.

Nation	Minimum Cultural Armour	Cultural Shield	Shield Design
Carthage	Rigid or woven leather or animal skins on the torso	Simple wooden or hide round shield, optionally reinforced with metal	
Egypt	Broad leather bands on the torso	Wooden or hide rectangular shield with tapered top	
Greece	Cuirass of layered linen, leather or metal on the torso	Domed round shield	
Persia	Leather or metal plates or scale on the torso	Figure-of-eight rectangular shield or crescent round design	
Rome	Leather or metal lorica segmentata on torso; or leather or metal ‘gladiator’ style helmet, manica and greaves	Curved rectangular or oval shield	

Shield designs

- *There are two basic shield designs - rectangular and round*
- *Each nation has a more specific shield design*

Rectangular shields should be no larger than 30"x48". Round shields are limited to 40" diameter. If shields are curved then the shield is measured across the chord, not around the curve.

Shields must be passed by a weapon checker before they can be used at events. Shields that are unsafe or too large will not be allowed. Later designs like curved heaters and kite shields are not allowed at Odyssey.



Missile weapons

- *You can dodge missiles or block them with a shield*
- *You cannot parry missiles with a weapon*

You need the appropriate skill to use a bow or sling. If a missile is shot at you, then you may attempt to dodge the missile or block it with a shield. You cannot parry a missile except with a shield. If an arrow or slingshot strikes your weapon then you must take the damage and effect as if you had been hit.

Thrown weapons

- *You can dodge thrown weapons or block them with a shield*
- *You can parry thrown weapons with another weapon*

You need the appropriate skill to throw a javelin. Thrown daggers and rocks are not allowed in Odyssey. If a javelin is thrown at you then you may attempt to dodge, parry with a weapon or block it with a shield.



The one second rule

- *You can only call damage or strike a blow once each second*
- *This rule also applies to all other calls in the game except RESIST*

You may only strike an opponent once per second. This applies to your attacks, not the number of weapons you are using. You may parry or feint as fast as you wish, but you must leave one clear second between each strike. This is called the "one second rule".

Combat calls

- You do not have to call normal damage
- You may choose to call *SINGLE* if you need to make it clear to an opponent that you have struck them
- Arrows do *IMPALE* damage automatically
- These calls might be caused by a weapon blow or by a ranged magical ability

If you are struck in combat by a weapon then you normally lose one body hit. Your opponent does not need to make a call unless it is a special effect, or if you are unsuspecting or unaware of the source of the blow.

All arrows do *IMPALE* damage. This does not require a special call.

If someone makes a damage call when they strike at you with a weapon then you only take the effect if they hit you. If you are hit then you lose one body hit in addition to the special call.

Ranged magical effects automatically hit you. If you have an ability or item that allows you to use a magic call then you will be given information on how to use it.



CURSE

- You have been touched by magic and must find a referee
- If you are in combat or action with another player then you must finish that first

Curses are variable magical effects that may be caused by mysteries created by mortals or by mythic powers. Their effects range from a stomach upset or a case of boils, to more devastating consequences such as death or petrification. Most curses may be alleviated at the whim of the gods or by other mysteries.

IMPALE

- You lose all remaining body hits
- All arrows do *IMPALE* damage automatically

If you are hit with an *IMPALE* then you immediately lose all your body hits. This makes you incapacitated.

PARALYSE

- You may not move or speak
- You count as being incapacitated
- The effect lasts for thirty seconds

If you are hit with a *PARALYSE* call, then you are prevented from moving. You may either freeze in place or else fall to the ground. You count as being incapacitated but cannot speak for the duration of the effect.

REPEL

- You must move directly away from the caller
- This effect lasts for thirty seconds

If you are hit with a *REPEL* call you are forced away directly away from the caller. This effect lasts for thirty seconds. If you are repelled into a corner or obstacle you cannot reasonably avoid then you should roleplay being pressed against it. You can speak and act as normal apart from this restriction.

CRUSH

- *This effect crushes a single item, making it unusable*
- *If you are not wearing armour then you lose all your body hits and are incapacitated*

If a CRUSH call targets an item such as a weapon or shield then the item is broken into many pieces and cannot be used. You must drop the affected item or put it away if you are holding it.

If you are hit with a CRUSH call and you are not wearing armour then you lose all your body hits and become incapacitated. If you are wearing armour then this call has no effect. Your armour is not affected.

STRIKEDOWN

- *If you are hit by a STRIKEDOWN then you must fall over*
- *If you block a STRIKEDOWN with a shield or weapon then you must still fall over*

If you are struck with a STRIKEDOWN then you are knocked over by the force of the blow. You should roleplay that you have been struck by a weapon with great force.

If you block a STRIKEDOWN with a shield or you parry a STRIKEDOWN with a weapon then the force of the blow will still knock you over although you will not take the damage from the weapon blow.



MASS

- *This call allows you to affect multiple targets at once*
- *You must indicate this by including the word MASS before your call*
- *If you use a MASS call then everyone within five metres except you is affected*
- *You can use your arms to indicate who should be affected*

You may target specific groups with this call by clearly holding out both arms to indicate an arc. The MASS call will then only affect those characters who are within five metres of you and who are inside the arc. You may choose to make the arc as large or small as you wish.

For example, the CURSE call normally affects a single target. If you have a special item that allows you to call MASS CURSE then you affect all characters within five metres of you. You might choose to hold your arms apart out in front of you as you make the call to indicate an area where characters are affected.

RESIST

- *You must call RESIST if a call does not affect you*
- *You must call RESIST even if you are only immune to some of the effects of a call*

If you are protected against a magic or damage call, then you must call RESIST to indicate to everyone that you have not been fully affected. It is very important to always call RESIST when you resist an ability so that other players know you have heard the call, but are not affected.

The RESIST call is the only call that does not follow the one second rule. Using RESIST has no effect on your ability to use other calls, nor does it interrupt any action or skill use.

WOUNDS

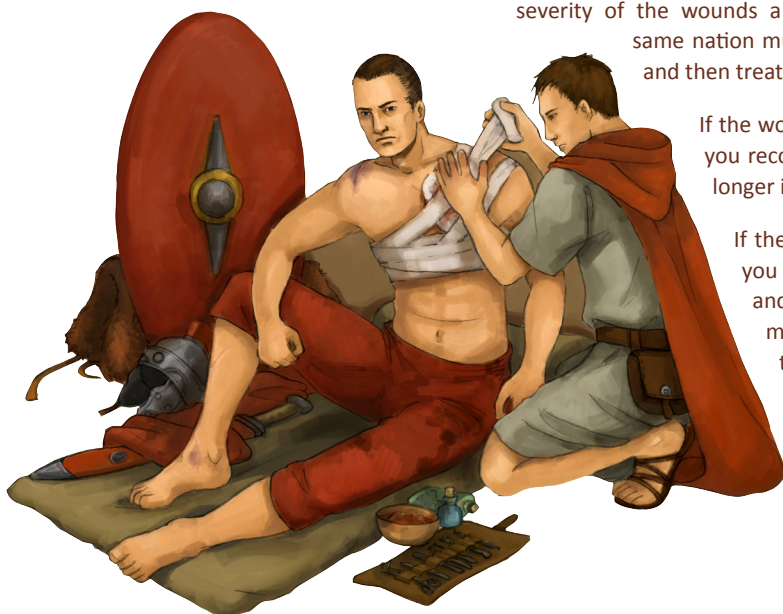
Recovering lost body hits

- You recover all lost body hits after fifteen minutes if you are not incapacitated

If you are wounded but not incapacitated then you will recover lost hits naturally after a period of fifteen minutes of rest. If you have lost all your body hits then you are incapacitated and will not recover until you receive aid.

Only a character of the same nation with the physician skill can treat you. These characters will be able to quickly restore your lost body hits using their magic.

If not treated you will remain incapacitated indefinitely. If you do not have access to a physician then you may choose to treat yourself but you have only a small chance of survival. This requires a referee.



Incapacitated on Atlantis

- You recover automatically when treated by a physician of your nation
- You do not require a referee

If you become incapacitated while on Atlantis then you will automatically recover fully when treated by a physician of the same nation as yourself. This does not require a referee.

You are not at risk of death unless you are executed or you attempt to treat yourself without the help of a physician.

Incapacitated in the arena or on a quest

- You may die when treated
- You do require a referee

If you become incapacitated in the arena or on a quest then you may die. To determine the severity of the wounds a physician from the same nation must consult a referee and then treat you.

If the wound is not fatal then you recover fully and are no longer incapacitated.

If the wound is fatal then you remain incapacitated and will die within a few minutes. If you have the skill 'resilience' then the physician may make a second attempt to treat you.

PHILOSOPHY

Philosophers have two powers available to them. Some combine the physical arts of anatomy, surgery and medicine with the magical ability to manipulate the elemental humors of a living body to enable fast healing of wounds. Other philosophers have sought out the secrets of Prometheus and the other Titans. These mysteries tell how to combine quintessence, blood and coin to perform magic.

Philosopher skills are magical and founded in understanding of quintessence – either as it occurs within the body as humors or in larger quantities in the environment.

These rules are only required reading for those with these skills, as the core concepts and rules relevant to all are covered in the Combat chapter on page 27.

This section covers the mechanics of healing using the arts of a physician and more information on alchemical mysteries.

Permanent healing is best achieved by physicians. Only the rarest mysteries offer this rather than just temporary respite.

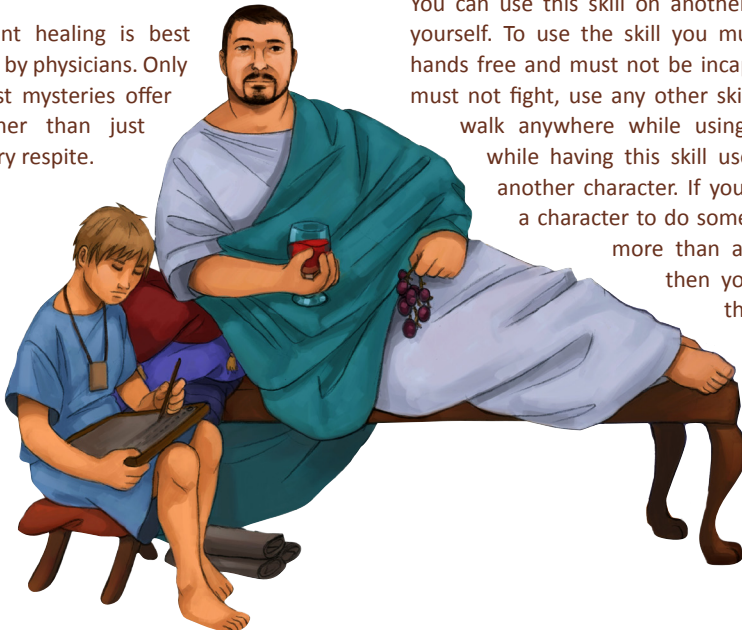
Physician skill

- *This is the most common way to restore lost body hits and stop a character from dying*
- *You can use this skill to treat a wounded character from your own nation*
- *If a character was wounded while on a quest or in the arena then they may die when you treat them*

The physician skill allows you to treat a character to restore their body hits. After two minutes of successful treatment they regain all their lost body hits. If relevant, they are no longer incapacitated. Only one character may treat a patient at a time. Wounds sustained on Atlantis are always successfully treated.

Physicians combines a knowledge of anatomy and surgery with the ability to manipulate humors. The magical nature of this skill means it can only be used on a character of your nation.

You can use this skill on another character or yourself. To use the skill you must have both hands free and must not be incapacitated. You must not fight, use any other skill or ability or walk anywhere while using this skill or while having this skill used on you by another character. If you stop treating a character to do something else for more than a few seconds then you must begin the two-minute count again.



Dying

- *If a character was incapacitated while on a quest or in the arena then they may die when you treat them*
- *You must obtain a referee and pull a bead from the bag when you treat them*
- *Characters with resilience are more likely to survive*

If you are treating a character who was incapacitated in the arena or on a quest then you must obtain a referee before you can treat them. After two minutes of treatment, you can draw a bead from a bag carried by a referee to determine if the treatment is successful.

If you draw a black or red bead then the treatment fails and your patient remains incapacitated and will die within a few minutes.

If you draw a white bead then you successfully treat the patient, they cease to be incapacitated and are restored to full body hits.

The actual combination of beads varies but would typically be 17 white, 2 red and 1 black. .

If you are treating a character with the resilience skill then a red bead is treated as if it were white.

Beads are drawn by the physician and shown to the referee. The actual bead is not shown to the patient. The treating physician may choose to declare a black was drawn even if it was not.

Mysteries

- *A mystery is a rite that produces a preparation or a magical effect*
- *Each mystery has a specific name, recipe and effect*
- *You may work with other philosophers from the same nation to combine your skills to perform complex mysteries*
- *You will need a referee to get the results of a mystery*

Mysteries use quintessence and other ingredients to bring about a change in the world. Mysteries are not designed to be used directly in combat but they might have an indirect effect. There is no need for you to memorize the powers and their effects but you should make sure you are familiar with all the calls listed in the combat section.

To complete a mystery requires a combination of ingredients. These are drawn from the four types of quintessence - air, earth, fire and water, plus blood and coin. All ingredients are consumed in this process.

To use any amount of an ingredient in a mystery you must have the correct 'apply quintessence' skill. If you have any 'apply quintessence' skill then you may also use coin as an ingredient. You may co-operate with other philosophers to pool your skills on a single mystery.

You get the results of a mystery by taking the ingredients to a referee.

It must be apparent to anyone within 10 paces that a mystery is being performed. A mystery is interrupted and fails if you stop roleplaying it for any reason. In this situation ingredients are not consumed.

All philosophers and physicians contributing to the a mystery must be from the same nation.

Quintessence

- *Quintessence is raw magic phys-repped by **Profound Decisions***
- *Quintessence manifests in four types: air, earth, fire and water*

Raw magic is found in the form of quintessence. Quintessence occurs naturally in many locations. It is often part of the tribute paid to warleaders in the Great Game.

Quintessence can be traded and will be phys-repped by **Profound Decisions**. Any character can recognize quintessence for what it is.

When quintessence is used in a mystery the physical object is consumed and should be handed to a referee.

Blood

- *Blood plays an important part in magic in the world of **Odyssey***
- *It restricts who can collaborate on performing a mystery and who may be affected by the result*

Most mysteries require the philosopher to use blood as one of the ingredients. These mysteries, and any preparation produced, only affect people from the same nation as the philosopher who performed them.

Having blood drawn does not normally cause damage but some greater mysteries require larger quantities that are harmful. Such donations must be gained as part of a roleplayed bleeding process rather than the splash from a combat wound or similar.

Each point of blood donated to a mystery must come from a different philosopher. If a mystery requires more than one point of blood then multiple philosophers from the same nation must work together.



Lesser mysteries

- *These can be performed anywhere using thirty seconds of appropriate roleplaying*

Lesser mysteries are the most commonly known magical effects. To complete a lesser mystery you must know the name, recipe and effect. These recipes are often traded between philosophers.

Most recipes produce a one-dose preparation that is available for later use. This is usually either a potion (that must be drunk) or dust (that must be sprinkled on the ground or an item).

Greater mysteries

- *To perform a greater mystery you must possess a specific physical focus*
- *There may be additional restrictions on where and how they are performed*

Greater mysteries include the most powerful magics mortals have access to, in some cases rivalling the powers of the gods. The results of performing a greater mystery may be a particularly powerful preparation or some larger change to the world. Greater mysteries may shake the earth to its very foundations, rain down destructive fire, or meld air and water to subtly affect the balance of power between the five civilized nations.

All greater mysteries require a specific physical focus that must be present when you perform it. Most physical foci are unique such as the flayed skin of Prometheus. All physical foci will be provided by Profound Decisions and cannot be reproduced.

If you have any 'apply quintessence' skill then you may choose to know the *Wisdom of the Seer* lesser mystery that detects the presence of magic in an item. If this is used on a focus for a greater mystery then it will indicate that the item is a focus and may give more information on that mystery.

For some foci this will include full instructions to complete the greater mystery but for others such detail must be discovered in play.

Some greater mysteries can be performed anywhere but others must be performed at a specific location. There is no set duration for a greater mystery; the time required for a successful completion will be given in the instructions. There may be additional requirements. These might be marked on the physical focus or could require quests or investigation.

Many greater mysteries only function when the heavens are in a particular constellation. In game terms this means they commonly may only be used at one Annual.



Preparations

- *Anyone can use a preparation*
- *Most preparations only have an effect if you are from the same nation as the creating philosopher*
- *Once open you are considered to have used the item*
- *You cannot reseal preparations and you must take the effects straight away*

All preparations are issued in sealed bottles containing an instruction note. When you wish to use the item, you must open the phys-rep and the effects of the item will be written on a slip inside. The note must be destroyed and the bottle returned once it has been used.

Preparations cannot be resealed or divided into their component quintessence. They do not stack. Each individual item or person may only have one effect active at a time. If a second potion is taken or preparation applied then the new one is wasted and has no effect unless otherwise stated.



Duration

The duration of a mystery is normally described in dramatic rather than precise language. The table below shows the most common durations, though others are possible.

Duration	Description
Instant	One-shot instant non-persistent effect
Arena/Quest	One arena combat or quest
Sunrise/Sunset	Until the next time the sun rises or sets
Annual	The whole duration of an Annual
Permanent	Forever

Ask a referee if you have any issues with the duration of a mystery.

Starting mysteries

- All philosophers may choose to know these mysteries

The following mysteries are commonly known. You may, if you wish, assume you know these at the start of the game.

Some mysteries do not require any quintessence or can be performed using quintessence of any type. You can only perform these mysteries if you are a philosopher. Unless otherwise stated mysteries produce preparations which can be stored for later use.

Club of the Cyclops	1 Air	1 Blood 1 Drachma
This creates a potion that grants the ability to use a weapon to hit for a STRIKEDOWN.		
The drinker of this potion may use a melee weapon to call STRIKEDOWN once in an arena combat or on a quest. This does not have to be the first strike with the weapon.		
The potion only affects characters from the same nation as the philosopher but the blow affects all characters.		

Break the Final Journey	2 Water	1 Blood 1 Drachma
This potion temporarily restores the drinker from being incapacitated.		
The drinker can act as if they had one body hit remaining and may use active skills or move as normal. This potion is often given to physicians in emergencies so they are then able to heal themselves.		
The effect lasts for around two minutes - long enough for physicians to heal themselves from being incapacitated.		
It only affects characters from the same nation as the philosopher.		

PLAYING THE GAME

This section covers miscellaneous rules of how to play the game and gives information on the game organization.

If you have any questions at the event then please come to the Game Operation Desk (GOD), which will be clearly indicated on the event map. Here you will find staff able to help you. Outside of events, the best way to get help is to email *Profound Decisions*. Contact details are on our website.



Crew

- *Our crew are split into teams*
- *Only referees are able to answer rules queries*
- *Many crew wear official *Profound Decisions* coloured caps in OOC areas*

If you need a member of crew for any reason, the best place to go to find one is the Game Operation Desk.

Referees - yellow caps

Responsible for: rules and rules queries, certain skills require the presence of a referee.

GOD team - blue caps

Responsible for: administration, event packs, creating a new character, briefing sheets.

Weapon check - grey caps

Responsible for: weapon checking

Story team - black caps

Responsible for: character roles, managing the *Odyssey* campaign, campaign-related queries.

Site team - red caps

Responsible for: site management, such as car parking, erecting tents and site layout.

First aid - green caps

Responsible for: medical assistance. Either go to the first aid tent or find the nearest member of crew equipped with a radio.

Photographers - purple caps

Responsible for: publicity images. If you do not want your image used then please tell the GOD team.

Drowned Dead

- *Drowned Dead are referees*

Atlantis attracts the bodies of those who drown in the Mediterranean Sea. These dead are animated in service of the Annual. They wear white hooded robes.

They are out of character referees and have no in character role in the game. They are able to witness mysteries and supervise the use of Gates of Horn and Ivory. If you have a problem on the field then you may ask a Drowned Dead who will try to help you.

Drowned Dead are incapable of IC speech or communication and any speech should be assumed to be OOC information. They will normally have a radio to contact other staff.

Court of King Minos

The arena and some other parts of Atlantis are run in character by the court of King Minos, long dead ruler of Atlantis. These creatures dress in black robes.

The court of King Minos are in character and are part of the interactive game world. If you have an in character question about the Annual then you can normally find members of the court at the arena.

Volunteer ‘monsters’

We use a dedicated team to cover our core crew requirements but will be offering some opportunities for volunteer monsters for quests. Please enquire at GOD for more information.

Game Operation Desk (GOD)

- *If you have any query then you may go to GOD*
- *You can also approach one of the Drowned Dead*

If you require any help or assistance then please come to GOD where we will do our best to help you.

Photographs

- *You must have an identifiable photograph taken at GOD or upload a passport-style photograph to your online account*

You must ensure that we have a photograph before you enter play for the first time. Profound Decisions uses these photographs if we need to locate a player in an emergency.



Complaints procedure

Profound Decisions is a professional live roleplaying company dedicated to producing high quality events. However, the majority of crew that you encounter are volunteers who are there to enjoy the event and not to deal with problems or complaints. Please remember that this is their hobby too. We require our players to be civil towards all members of the volunteer crew at all times.

If you do have any problems or concerns then please go to GOD and ask to speak to a member of the Profound Decisions management team. The management team are employees of Profound Decisions whose job it is to deal with any problems that you have. If an issue is serious or distressing then we would urge you to bring it to our attention as early as possible. We will try to promptly resolve any problems that arise.



Legacy of Alexander

- *There is one common currency*
- *There is one common language*

One legacy of Alexander is the dominance of a single currency in the civilized world.

The most common way for characters to gain coin is tribute gained for controlling territory in the Great Game. A typical territory will provide a warleader with either 10 or 50 drachmae.

One drachma is the typical expected pay for a champion for an Annual. Most champions are great warriors but poor businessmen. They have great tales to tell, but rely on their warleader for goods. The reputation of a warleader can sometimes be judged by the conspicuous wealth of his champions.

The various denominations are:

Coins	Make
5 chalkoi	1 obolus
4 oboloi	1 drachma
5 drachmae	1 pentadrachma
4 pentadrachmae	1 mina
5 mina	1 talent

Talents are bars of silver and the other denominations are coins.

There is one common language in the civilized world. Some regional languages, such as Greek and Latin, remain in use but only by scholars.

Artefacts

- *Profound Decisions provide the phys-reps for all unusual game items*
- *Permanent magical artefacts are rare in the Odyssey world*
- *Such items are individual and named*
- *Profound Decisions will keep artefact phys-reps between events*

Profound Decisions provide the phys-reps for all unusual game items including coins, quintessence and all artefacts. These cannot be copied or replicated. Profound Decisions phys-repped items, other than coins and quintessence, will be clearly marked with the logo.



There are few permanently enchanted items known to exist in the Odyssey world. Philosophers can create preparations to temporarily enchant items but this magic normally fades quickly. The gods have been known to share some with their trusted servants and, very occasionally, a quest can discover one.

Artefacts, particularly weapons, are commonly known by names. For example, the Aegis of Athena is an indestructible shield and the Dagger of Tanit is a small blade that can cut down the mightiest warrior with a scratch.

If you obtain an artefact you must hand it in at the end of the event. Many artefacts only have powers for one quest or arena combat per Annual. These artefacts may be handed in to Profound Decisions immediately after they have been used. You should keep coin and quintessence between events.

Stealing items

- *You should keep any Profound Decisions phys-repped items that you steal*
- *You must return other IC phys-reps to GOD within thirty minutes*

You may steal any obviously IC item such as money, a map, IC scroll or document or any item that is phys-repped by Profound Decisions. If you steal IC money or an item phys-repped by Profound Decisions from another character then you should keep it; but if you steal any other

item then it is important to make sure that the player gets their phys-rep back.

We recommend that you bring stolen items that are not Profound Decisions phys-reps to GOD rather than returning them directly so that the victim does not know who has stolen their item OOC. Prompt return of stolen items will ensure that you are not embarrassed by a referee coming to find you and the stolen item.

Searching a character

- *You must not touch a player unless they are comfortable for you to do so*
- *You must roleplay searching for thirty seconds*
- *You may perform an actual search only if both of you prefer to do so*

You can search an unresisting character with thirty seconds of appropriate roleplaying. They must then hand over any IC items they are carrying. If you both agree then you may instead perform a real search. Unless this is the case, there should not be any physical contact.

Roleplaying effects

- *You may experience magical effects that influence your roleplaying*
- *You decide how any magic affects the way you play your character*

You may be the target of a power or ability that refers to “roleplaying effects”. This is an influence on your character’s personality and mood.

Although we encourage all players to roleplay these effects to the full in order to enhance the game for everyone, it is up to you how you interpret and roleplay the effects. These effects may be emotions or urges that you are experiencing, but you are free to choose how your character responds to these feelings taking into account what you are comfortable roleplaying.

Character death

- *You can create a new character at GOD*
- *You are welcome to create a new character in your existing group*

A character may die in battle or on a quest, or be murdered by enemies more quietly. Alternatively, you might decide that a character is no longer fun or interesting to play and choose to retire them.

If your character dies or retires during an event then you should go to GOD where you can create a new character. There is no penalty for retiring your character or dying during an event.

You are welcome to create a new character that is a member of the same group as your previous character. Most players enjoy roleplaying in a group with their friends and this also makes it easier to invest in good quality costume and props. Whatever you do, we encourage you to make your new character’s personality as different as possible to your previous character. This will help avoid confusion between the two.

Behaviour while OOC

- *You must not use any IC information you gained while OOC*

Many players would prefer to discover information IC without knowing it OOC first, so you should not discuss IC information with other players unless you know they are happy for you to do so. If another player provides you with IC information that will adversely affect your roleplaying against your wishes while you are both OOC, then you should raise the matter with a referee. The referee may give you permission to use that information IC.

You cannot use IC information that you have gained while you are OOC unless you have been given specific permission to do so by an Odyssey referee.