



# ODYSSEY

TAKE YOUR PLACE IN THE GREAT GAME

## 2011 UPDATE

VERSION 1.0

# ODYSSEY 2011

## Welcome

Happy new year from all on the Odyssey team!

We were very proud of our first event, and expect to do even better this year. As a result of all of your feedback, we're making some changes to the game this year. These are listed below and a new revised full rulebook version 2 will be available for download soon.

We're also announcing the outcomes of arena battles at the first event. News about renown will follow, as well as an updated gazetteer reflecting the consequences of the first event for the game world.

## *Player events*

Players are welcome to run their own events in the Odyssey world. We have created a simple set of guidelines that are available on request.

## Changes to the game

### *Death*

We hope to simplify the death process and reduce the need for interaction with the GOD tent. The aim is to interrupt the flow of the game less when characters die.

### *Quests and arena access*

We would like to re-iterate that champions may only enter the arena with the warleader of their group and cannot change warleader during the event. In the future, quests will normally be restricted to one per player

Rather than implement complicated, bureaucratic ways to enforce this, we will continue to rely heavily on the honesty of players. However, we will be paying more attention to access. We would like to remind players that dishonesty in this is cheating.

### *Drowned Dead and arena staff*

We realise that our intent for Drowned Dead was not made sufficiently clear in the rulebook. Their costume and the "IC explanation" for their presence is purely to reduce their intrusion into the game world. If you prefer, imagine them wearing hi-vis jackets and ignore them in the way you would ignore referees in any other game.

To clarify: the Drowned Dead are OOC referees, and nothing else.

The court of King Minos, who administer the arena, are characters and as such you can chose to interact with them as you wish. However, please be aware that IC and OOC their prime function is to keep the arena working.

We appreciate that this may be unclear, and some of the costumed roles mix IC and OOC function. If at any point you are confused then please speak to GOD.

### *Arena*

We are developing plans for the arena to keep it busier in between the arena battles. If you have any plans that we could help here, then we are very interested in hearing them. Entertainers, gladiatorial combats, all are welcome.

### *Philosopher game*

The philosopher game will be changed for the next event. We are working hard on giving more options to players and improving the experience.

## Changes to the rulebook

There are a number of changes to the rules and the rulebook. In addition to further simplification of the rules and skills, some of the flavour text will be altered so that it does not obscure the meaning of the rules.

### Cultural Armour

Gladiator armour is now additional cultural armour for Rome. At a minimum this comprises:

- *Helm*
- *Arm guard (manica)*
- *Greave (single or pair)*

The armour can be either leather or metal.

### Weapon length and shield dimensions

On reflection, we were too relaxed about weapon length and shield dimensions. Weapon checkers and referees will be paying more attention to the kit used by players, especially the length of hand weapons and the dimensions of shields.

When we publish a revised rulebook, this will increase the length of javelins allowed. The allowed length of a javelin will now be 42" long. This means that all spears under that length must be safe to be thrown.

### Ceremony

The 'ceremony' skill is not appropriate for the sacrifice of specific items. Characters are welcome to roleplay the use of the skill in any number of culturally appropriate ways, but referees will only record the quintessence and coin used. We would hope that the roleplay itself is its own reward.

To perform a human sacrifice, as demanded by some gods, the skill 'open gate of ivory' is required.

### Expert physician

The 'expert physician' skill has been removed. The effects of a red bead pull is now based on the wounded character rather than the physician. If a wounded character receives a red bead then they survive if they have 'resilience' and die if they do not.

We understand these skill changes will affect your existing choices. Remember you may change your character's path or skill picks between games.

### Kit changes

The culture briefs will be changed and clarified.

The Persian immortal gains 'resilience' but loses 'use missile weapon'.

The Greek hoplite gains 'resilience' but loses one 'extra hit'.

The Greek physician gains one more type of 'apply quintessence' but loses 'expert physician'.

### Bead mix

The mix of white, red and black beads will be changed this year. Instead of 15/3/2 the most common split will be 17/2/1.

### Arrows

Arrows that have already been loosed must not be picked up and reused in the same arena combat.

### Arena battle results

Here are the results of the arena battles that happened at "Steer of Heaven", as announced by King Minos in the presence of all the heroes of the Middle Sea shortly before the end of the event. To the victors, the spoils: in tribute of drachma, of quintessence, or in special items for the next Annual!

## *The challenges of the first day*

**10.30am** Carthage challenges for Emporiae led by the Pillars of Tingis and Yalad Beker Zabab

Won by the Pillars of Tingis who now hold Emporiae

**11.00am** Egypt challenges Carthage for Cyrene led by the Khemenethorus.

Won by the Khemenethorus who now hold Cyrene.

**11.30am** Greece challenges Rome for Rhegium led by the Children of Perseus and the Daedanauts.

Won by the IV Legio who now hold Rhegium.

**12.00pm** Persia challenges Greece for Miletus led by the Sons of Marduk and the Conclave of Enki.

Won by the Sons of Marduk who now hold Miletus.

**12.30pm** Rome challenges Carthage for Panormus led by the Collegium Domus Grypi.

Won by the Collegium Domus Gryphi who now hold Panormus.

**1.00pm** Carthage challenges Rome for Ostia led by the Hannon Souk.

Won by the Hannon Souk who now hold Ostia.

**1.30pm** Egypt challenges Carthage for Leptis Magna led by House Ramekhet and the Servants of the Living God.

Won by the Hannon Souk who now hold Leptis Magna.

**2.00pm** Greece challenges Rome for Pompeii led by of the Dogs of Thrace.

Won by the Cruentus Anatidae who now hold Pompeii.

**3.00pm** Persia challenges Greece for Ilium led by the Hyrcanian Tigers and the Hyrcanian Lions.

Won by the Hyrcanian Lions who now hold Ilium.

**3.30pm** Rome challenges Carthage for Palma led by the IV Legio.

Won by the IV Legio who now hold Palma.

**4.00pm** Carthage challenges Rome for Syracuse led by the Aynukmelita and the House of Naravas.

Won by Neptune's Fist who now hold Syracuse.

**4.30pm** Greece challenges Rome for Neapolis led by the Aegis Hellas.

Won by House Praxis who now hold Neapolis.

**5.00pm** Persia challenges Greece for Serdika led by the Kingdom Of The Eternal Scorpion and the Azad.

Won by the Dogs of Thrace who retain Serdika.

**5.30pm** Rome challenges Carthage for Gades led by the Cruentus Anatidae and Neptune's Fist.

Won by the Pillars of Tingis who now hold Gades.

**6.00pm** Carthage challenges Rome for Maseilla led by the Sacred Hammer Guard.

Won by the Sacred Hammer Guard who now hold Maseilla.

**6.30pm** Greece challenges Rome for Cumae led by Diogenes of Isthmia of the Sons of Bellerophon.

Won by the Sons of Bellerophon who now hold Cumae.

**7.00pm** Persia challenges Greece for Rhodes led by the Blades of Palmyra, the Guardians of the Nameless City and the Eyes of Darius and the Temple of the Devouring Wind.

Won by Aegis Hellas who now hold Rhodes.

**7.30pm** Rome challenges Carthage for Tarraco led by Lucius Praxis of the House Praxis.

Won by the Sentauri who retain Tarraco.



## *The challenges of the second day*

**10.00am** Rome challenges Greece for Serdika led by Cruentus Anatidae and Neptune's Fist.

Won by the Dogs Of Thrace who retain Serdika.

**10.30am** Persia challenges Greece for Kos fought by the Azad, the Kingdom of Eternal Scorpions, the Sons of Marduk, the Eyes of Darius and the Conclave of Enki.

Won by the Kingdom Of Eternal Scorpions who now hold Kos.

**11.00am** Egypt challenges Carthage for Leptis Magna fought by Khemenethorus and House Ramekhet.

Won by House Ramekhet who now hold Leptis Magna.

**11.30am** Carthage challenges Rome for Palma led by the Pillars of Tingis, the Sacred Hammer Guard, Aynukmelita and Yalad Beker Zabah.

Won by the Sacred Hammer Guard who now hold Palma.

**12.00pm** Greece challenges Rome for Ariteum led by Aegis Hellas and the Sons of Bellerophon.

Won by the Collegium Domnus Griphi who now hold Arretium.

**12.30pm** Persia challenges Ephesus (Greece) fought by the Blades of Palmyra, the Temple of the Devouring Winds, the Hyrcanian Lions, the Hyrcanian Tigers and the Guardians of the Nameless City.

Won by the Hyrcanian Tigers who now hold Ephesus.

**1.00pm** Egypt challenges Greece for Knossos led by the Servants of the Living God and House Ramakhet.

Won by the Daedanauts who now hold Knossos.

**1.30pm** Carthage challenges Rome for Genoa led by the Hannon Souk, the House of Natuvara and the House of Gades.

Won by the Hannon Souk who now hold Genoa.

**2.00pm** Greece challenges Persia for Miletus led by the Dogs of Thrace, the Daedanauts, the Children of Perseus and the Macedonian Spartans.

Won by the Sons of Marduk who retain Miletus.

**2.30pm** Rome challenges Carthage for Ostia led by Collegium Domus Gripi, IV Legio and House Praxis.

Won by the Hannon Souk who retain Ostia.

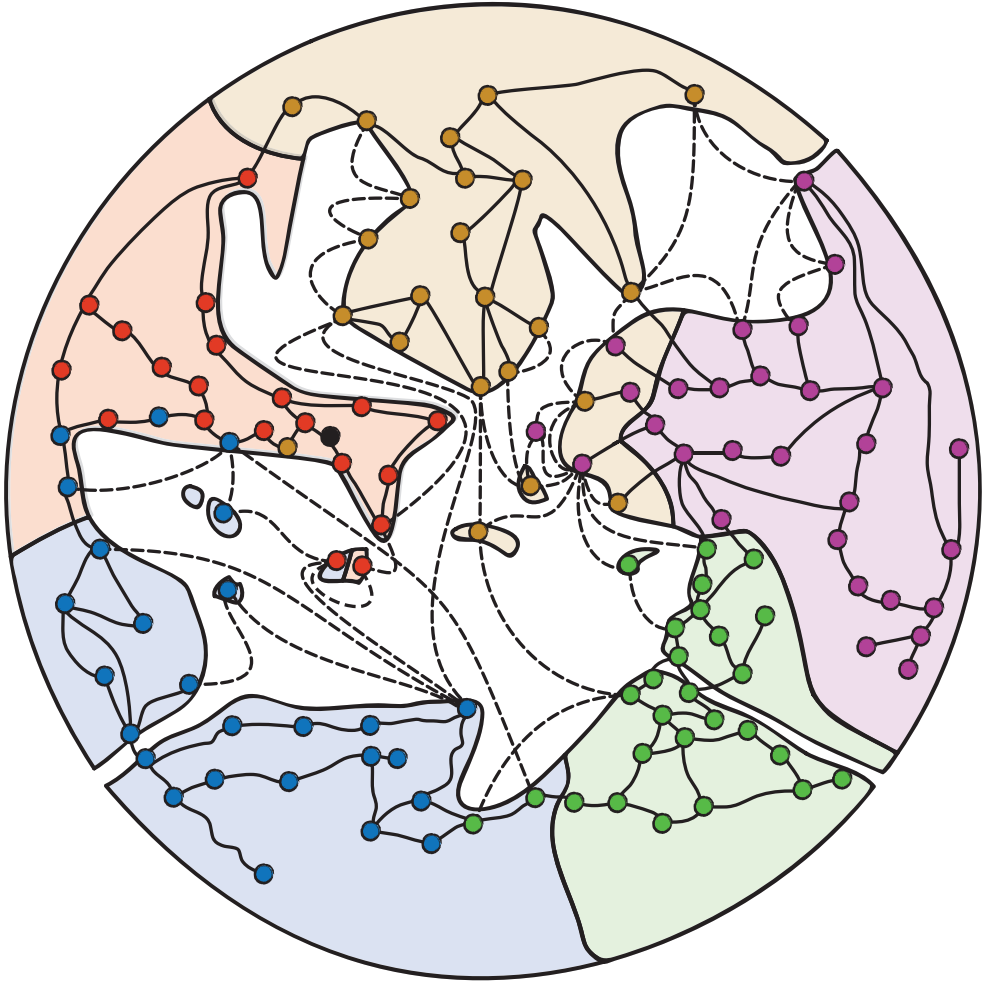
## *Map notes*

The following territories will not send tribute to any warleader as they are isolated from their capitals:

- *The Carthaginian territory of Genoa.*
- *The Greek territories of Cumae and Xanthos*
- *The Roman territories of Antium and Nicea*

The territory of Neapolis has been badly damaged by an erupting volcano. It no longer produces any tribute, nor can tribute pass through it to a capital.

The next version of the gazetteer will incorporate any other updates on territories, for example as a result of mysteries and quests. Some changes, however, remain private to the warleader who has control of the territory.





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