

ΦΠΤΘ ΤΗΣ ΩΔΥΣΣΕΥΣ



Heroic deeds and inevitable
fate in ancient Greece





ROMANIA or ROUTE ITALY
PROPONTIS
SEA OF MARMARA
TERR. MERMER DEĞİZ
THE BLACK SEA
GULF OF SAROS
or Masegze Kofus
GULF OF SCALANOVA
GULF OF MACHU
WHITE SEA
ISLE OF CANDIA
S E A
PELAGO
the Venitians
SCIO or KIO
by the Greeks
XAMA
EGNIZ
i.e.
RHODO
RHODO
CARPATI
SCALE.
English Statute Miles about 69 1/2 to a Degree.
Geographic Miles 60 to a Degree.
Nautic Leagues 20 to a Degree.
Grecian Miles employed in the Archipelago about 37 1/2 to a Degree.
Grecian Miles employed in Turkey rated at 7, 1000, & about 47 to a Degree.
Assyria or Common Turkish Leagues each equal to a Grecian Mile.

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TEAM OF FRIENDS AND RPG
VETERANS

Special thanks to
ZOFIA ZDZIECH

I dedicate this game to my daughter
for she is my greatest adventure.

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*Of all creatures that breathe
and move upon the earth,
nothing is bred that is weaker
than man.*

- Homer, The Odyssey

Inspired by Into the Odd
by Chris McDowall.



The background is a detailed classical painting. On the left, a large, gnarled tree with dense green foliage stands on a rocky outcrop. In the foreground, a man in a green tunic and a wide-brimmed hat sits on the rocks, playing a long, curved wind instrument. Next to him, a woman in a pink and blue dress sits with her back to the viewer, looking towards the landscape. To her right, another woman in a green and blue dress sits, gesturing with her hand towards the distance. In the lower right foreground, a herd of goats and sheep is gathered. The middle ground shows a lush green valley with a winding path and a small pond. In the background, a coastal town with stone buildings and a prominent tower sits on a hill overlooking the sea. A large, craggy mountain rises behind the town under a sky with soft, white clouds.

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ΦΠΤ&ΘDVCTΦΘΠ

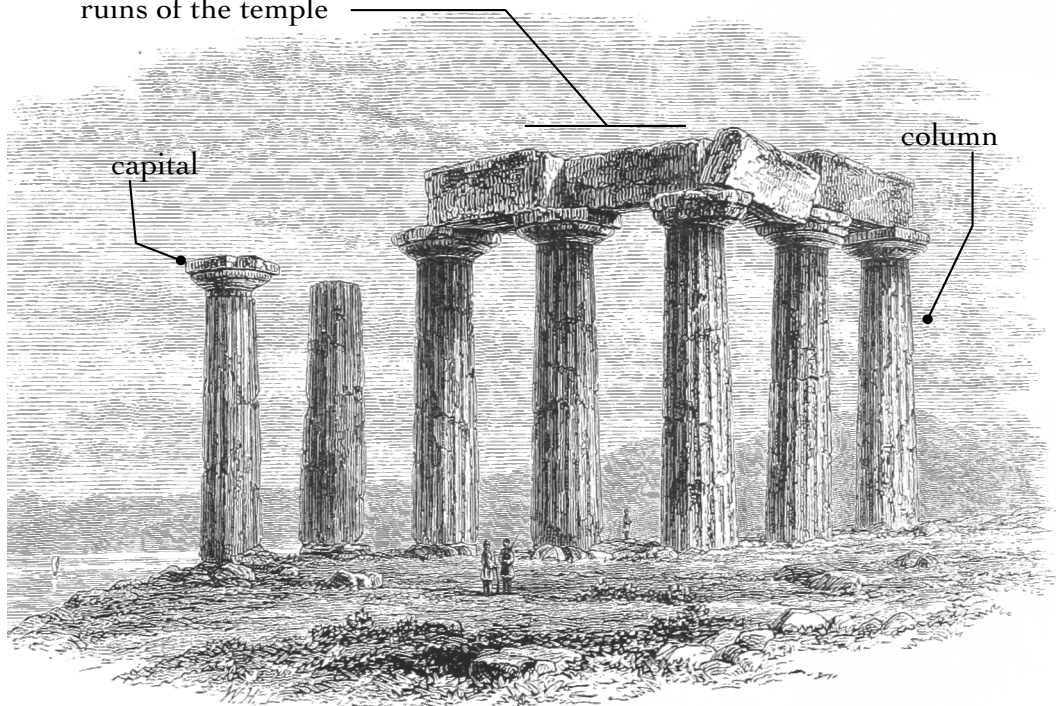
Φnto the Odyssey is an TTRPG designed for 2 to 6 players. You and your friends will play as heroes and adventurers in fantastic world inspired by the mythology of ancient Greece, poems like Illiad and Odyssey by Homer and works of writers like Robert Galasso and Eric R. Dodds.

The heroes are Greeks. Polis citizen who by fate were forced to forsake their previous lives. Great deeds of justice, slain monsters, legendary kingdoms and glory awaits them. They are extraordinary people, but still people - they can be hurt. It's your responsibility to craft their epic stories.

ruins of the temple

capital

column



It's your world

Despite *Into the Odyssey* being inspired by ancient Greek era and myths this is your fantasy world to explore - not a historical one. Modern tropes and ideas are welcome. Game of *Into the Odyssey* is an opportunity for you and your friends to hang out and tell interesting stories of legendary heroes and their struggles.

What you need to play

*Φ*nto the Odyssey is best played in person. It's good to have a place without distractions. You also needs:

- This book.
- A few hours of free time.
- A set of RPG dice.
- Something for taking notes.
- A character sheet (at the end of this book).
- An open mind.



How to play

One player take role of *Poet* (sometimes called Game Master). He describes the scene to help others imagine the world and what is happening. Next, other players say what their characters do and find out what happens - You can do anything you want, like talk to other characters, attack, or use special items. Then the *Poet* describes another scene and so on.



HEROES ARE BORN

Δncient Greece is a place of great political, philosophical, artistic, and scientific achievements. It's here where city-state called *polis* became the defining feature of Greek life. Each of *polis* is protected by a particular god or goddess, to whom the citizens owe a great deal of reverence, respect and sacrifice. You are one of those citizens for whom *Moirai* weave extraordinary bonds and knots of fate.

Attributes

Ψour hero have three main attributes.

Soma (body) - breaking and lifting things, fighting etc.

Logos (mind) - perceptiveness, awarness, solving problems etc.

Psyche (spirit) - persuading someone, perceiving a lie, making good impressions etc.

For each of these attributes, roll 3d6. Keep the two highest numbers and add 3 to them, for a value between 5 and 15. You may swap two attribute values, if you want.



Hit Protection and coins

Ψour hero starts his journey with D6 H(it) P(rotection) representing his endurance to wounds before taking serious damage.

Roll another D6, this is number of coins (drachma) your hero possesses.

One *drachma* equal four *obol*.



1 Drachma

=



4 Obol

Former occupation

Now it's time to find who your hero was before he began his journey. Combine your number of Hit Protection with number of your coins and check it in table on the next page. This is what you were doing before now.

For example, if your Hit Protection is 4 and you have 6 coins, the number you should refer on table is 46.



ΩCCVPΛCTΦΘΠS

d66	Occupation	Belongings	Trait
11	Actor	Theatrical mask	Mimic any voice or sound
12	Architect	Range finder	Weaken any construction
13	Astronomer	Octant	Never get lost at night
14	Baker	Dough shovel	Can better ration food
15	Builder	Mud bricks	Resist harsh conditions
16	Carpenter	Saw	Make anything from wood
21	Ceramist	Wooden knife	Sleight of hands
22	Cook	Spices	Sense poisoned food
23	Courtesan	Elegant clothing	Always know how to behave
24	Doctor	Surgical tools	Know how to comfort others
25	Farmer	Sickle	Always find something to eat
26	Fisherman	Net	Swim like a fish
31	Hunter	Bow	Never lose prey
32	Jeweller	Pincers	Appraise anything
33	Labourer	Bag	Can made something from nothing
34	Magistrate	Scroll of laws	Know law in every Polis
35	Merchant	Boat	Get discounts
36	Messenger	Traveller bag	Fastest person in polis
41	Painter	Paints	Photographic memory
42	Philosopher	Walking stick	Can debate forever
43	Poet	Lyre	Never gets lower reputation than 1
44	Politician	Scroll with speech	Can easily deals pacts
45	Priest	Holy symbol	Know what pleased the gods
46	Sculptor	Chisel and hammer	Powerful grasp
51	Servant	Umbrella	Know what people want
52	Shepherd	Warm clothes	Animals trust you
53	Shoemaker	Leather stripes	Highly skilled in leatherwork
54	Slave	-	Hard to be remembered
55	Smith	Hammer	Can improvise tools
56	Soldier	Sword	Hard to be scared
61	Sophist	Student	Very persuasive
62	Teacher	Scroll with his field	Know something about everything
63	Vintner	Wine	Hard to get drunk
64	Washer	Basket	Have keen eyes for small details
65	Weaver	Thread	Can quickly repair clothes
66	Writer	Writing tools	Knows lot of languages





Occupation tells you something about your previous life, what you were doing before you begins your journey as a hero. Its work as a suggestion, spark of idea for you and your *Poet* to bring your character to life.

It also give you a single item which remains with you from your former job. Similar to occupation, treat it like a suggestion to make your character unique.

The last thing that help you flesh out your hero are traits. They are quirks and odd abilities that the character acquires through the course of his life. They're something special what you can do.

Epithet

People in your polis know you. Throughout your life they gave you epithet. You distinguish yourself by it. Epithet is a short, evocative phrase that describes the key feature of your personality, body or mind.

It gives you +1/-1 to Attribute test when it is relevant to the situations (decision belongs to you and *Poet*).

You can create your own Epithet or get one from the list below.

Lion-Hearted
Silver-Tounged
Eagle-Eyed
Great-Hunter

Lovely-Haired
Swift-Footed
War-Leader
Strong-Armed

Pure-Hearted
Far-Aiming
Horse-Taming
Well-Learned



GΘDS

Apollo
(knowledge)

Zeus
(authority)

Aphrodite
(charm)

Ares
(war)

Hera
(cunning)

Hestia
(order)

Poseidon
(strenght)

Artemis
(nature)

Hephaestus
(craft)

Hekate
(insight)

Hermes
(courage)

Demeter
(health)



Gods are cruel and fickle, passionate and vindictive, jealous and insecure. The people of the Greece recognise many deities. Some are worshipped across the whole of the Mediterranean Basin. Some are restricted to one region and some are patrons of just a single polis. However the most recognisable of them are Olympians - the inhabitants of Mount Olympus.

You choose one god from the main twelve. This is your patron, the god who chose you to gave you his blessing. But be cautious, gods could be capricious. In the course of play you may change your patron god (or he or she may abandon you).

Your patron can give you **Divine Favour** - in terms of game mechanics it's reflected in D6 dice add to your tests. The test should be connected to Gods **domain** (which, as always, is decided by you and *Poet*).

There is a limit to how many times you can use Divine Favour, and what are the consequences of asking Gods for intervention, which are described in further details in chapter about rules.

You start your odyssey being in favour of your god.



ΠΛΜΣ

Ψ Your hero's name is important part of who he is. You will be recognised by it, you will make a promise and take an oath on it. It is possible that hero's name outlast his mortal life. If they manage to overcome hardships brought to them by Fate, memory of their mighty deeds will be kept through ages by poets in their songs.

Here is a list of some names you can choose.

Adrasta	Callisto	Frona	Kleio
Agathon	Chara	Gennadios	Klotho
Agyfa	Chariton	Glykeria	Klymene
Aegeus	Charon	Haemon	Leda
Alexios	Cyanea	Hebe	Miltiades
Alkaios	Damokles	Hermia	Nepheke
Anthys	Damon	Hippokrates	Nyx
Antiochos	Dareia	Hypatios	Oinone
Archaleos	Demeter	Ianthe	Ophelos
Anaxagoras	Dorus	Iesos	Panos
Aristos	Efimia	Iphigenia	Pyrros
Arkadios	Efthalia	Isokrates	Sophos
Armaios	Eirene	Kadmos	Stelios
Arras	Elpis	Kallias	Thalea
Artemisia	Eos	Kalliope	Themis
Chenaios	Eris	Karpos	Xanthe
Chiona	Eupheme	Hephalos	Xene
Caiaphas	Fotis	Khristos	Zotikos

*Customize a name by changing the ending: Agathon/Aghatos/Aghator.
Xene/Xeneos/Xeneor. Etc.*

ΡΣΡΝΤΛΤΦΘΠ

Reputation is tightly connected to your name. It represent your place in world of Into the Odyssey and what impact you have on it. As an adventurer, word of your deeds will spread far and wide in Mediterranean region.

Your Reputation only tells you how well known you are, not if you are feared or admired – that depends on the type of deeds for which you are known.

Depends on how others perceive you deed - as righteous or vile - you subtract or add your reputation score to social test.

Your starting reputation score is 0.



ΕQVΦΡΜΣΠΤ

The economy in Into the Odyssey is largely defined by the region's dependence on imported goods. Soil is of poor quality, agricultural trade is an important part of Greek economy. As a result of its strategic position in the Mediterranean, Greece controlled some of the most crucial seaports and trade routes - trade, craftsmanship and commerce is an important aspect of Into the Odyssey economy.

Military equipment

Weapons in Ancient Greece were mainly geared towards combat between individuals. Primary military technique was called the *phalanx*, a formation consisting of massed shield walls. Soldiers were required to provide their own equipment, because of that there was a considerable diversity in arms and armour among the Hellenistic troops.

The lack of any official peace-keeping force meant that most Greek citizens carried weapons for self-defence.

Weapon	Damage	Traits	Cost
Short spear	1d6	-	1 dr
Long spear	1d6	It's easier to keep enemy at distance	3 dr
Short sword	1d6	-	5 dr
Heavy sword	1d6	+1 to fighting from horse back	8 dr
Dagger	1d4	Easy to hide	1 dr
Bow	1d6	-	12 dr
Javelin	1d6	+1 damage on short distance	1dr
Sling	1d6	Could use stones as ammunition	2ob

Armor	Defence	Traits	Cost
Linen tunic	1	-	1 dr
Bronze armor	2	Crude	10 dr
Shield	1	Only against distance weapons	6 dr
Large shield	1	Crude	8 dr



Other goods

Item	Cost
knife	2 dr
rope	1 dr
hook	1 dr
wind-proof lantern	7 dr
musical instrument	5 dr
pain soothing balm	20 dr
expensive clothing	50 dr
sunstone to navigate	6 dr
pipe	2 dr
map	25 dr
backpack	2 dr
bedroll	3 ob
belt pouch	5 ob
bottle	2 dr
mug	1 ob
candle	1 ob
chest, small	2 dr
fishing net	2/4 dr
glue	2 ob
hammer	5 ob
ink	4 dr
manacles	12 dr
oil	3 ob
sack	1 ob
saw	1 dr
shovel	2 dr
soap	1 ob
torch	4 ob
waterskin	2 dr
tent	10 dr
paper, sheet	3 ob



Item	Cost
poor subsistence for day	2 ob
symposjon, per person	5 dr
bread	1 ob
cheese	2 ob
honey	5 ob
doctor	1 dr
messenger	5 ob
scribe	1 dr
furs	4 dr
hat	2 ob
cloak	5 ob
goat	6 dr
horse	55 dr
saddle	12 dr
saddlebags	5 dr
chalk	3 ob
cooking kit	3 dr
goat	6 dr
perfume	4 dr
scroll case	5 ob
hourglass	18 dr
bell	1/3 dr
book	6 dr
chain	18 dr
cauldron	2 dr
ladder	1 dr
hmmock	5 ob
lock	20 dr
mirror	10 dr
miner's pick	3 dr
marbles	4 ob

Now, in addition to the item from you occupation, you can buy everything you want for coins you have. You also start with simple clothes and shoes.

ΦΙΤΘΗ ΤΗΣ ΩΔΥΣΣΕΥΣ



Soma



Logos



Psyche



Name Aristos

Epithet Eagle - eyed

Patron god Artemis (nature)

Coins

2 dr



Former occupation Shepherd

Trait Animals trust you

Equipment

chisel
hammer
clothes and shoes

Notes

*A man who has been
trough bitter experiences
and travelled far enjoys
even his sufferings after a
time.*

- Homer, The Odyssey



GAME RULES

Tests

Φn Into The Odyssey, rolling dice means your character confronts a dramatic moment. Thus, you should only roll dice when absolutely necessary, in important situations or tough challenges.

Each time you make a test you and *Poet* should decide what ability you will be testing. Roll D20. If you roll equal or under the appropriate Ability Score you pass. A roll of 1 is always a success and 20 always a failure.

Hit Protections

Hit Protection represent character ability to avoid being hit.

When an individual takes damage, they lose that much HP. If they take more damage than their remaining HP they are wounded, and any remaining damage is removed from their Soma score. They must then pass a Soma test to avoid Critical Damage.

If a character has their Soma score reduced to zero they are dead. If their Logos or Psyche are reduced to zero the character is paralysed or catatonic respectively, and cannot act until their Ability score is restored. They must be carried to safety.

Δ character that takes Critical Damage is unable to do anything but crawl until they are tended to by an ally and have a rest. They die of their injuries if left untended for an hour.

Δ few minutes of rest and a drink restores character's HP. Ability loss and other serious ailments require the aid of a specialist service to recover.



Attacking

△ All players declare who they are attacking before any dice are rolled. Attackers roll the damage die dictated by their weapon, causing that much damage to the target.

Attackers wielding two weapons roll damage for both and keep the higher result.

Multiple attackers targeting the same opponent roll their damage together and keep only the highest result.

Under certain circumstances an attack receives a bonus, noted as +d6, +d8 etc. This is rolled as an extra attack against the same target. Remember that only the highest result causes damage. Attacks against a completely helpless target always receive +d12.



Occupation

Ω On the mechanical side of the rules, occupation informs you what special things you can do - it is called a Trait. There is no numerical bonus related to it, but if you or the *Poet* feel that it can give you an extra narrative or dice bonus, go for it!

In addition to this, the *Poet* can give you dice or narrative bonus when you perform task related to your occupation.



Epithet

Character Epithet can possibly affect actions during the game and both the players and the *Poet* may announce their effects in the game.

Whenever an action should benefit from a detail in the character's Epithet, the player can claim +1 to an Attribute on tests related with that Attribute. It also could be -1. The *Poet* has the final say in whether the character's Epithet applies in the situation.

Gods



The gods are an integral part of people's lives. They serve as both guidance and leadership, but they're also jealous and fickle beings. Sometimes, gods favour some people for reasons only known to them and you are one of that people.

When you need help, you can ask your patron for Divine Favour - you receive a D6 dice which you add to your test. The test should be related with the God's domain.

Unfortunately gods are fickle. After you receive Divine Favour, the *Poet* determines in secret number of tests (for example D4 or D6) after you receive Disfavour to your next test - you receive a D6 dice which you extract from your test.



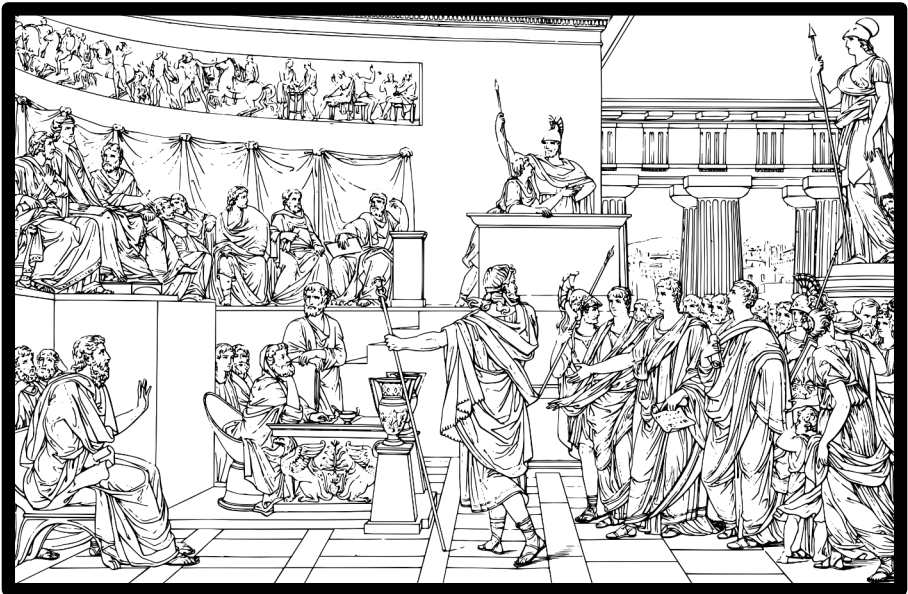
Reputation

Everything you do is seen and judged against the social standards of the time and the Gods. Your reputation, your honor, your standing, your fame, your renown, could be your greatest assets.

In term of mechanics, your reputations gives you a bonus or penalty - depends if you are a hero everyone wants to be like, or some monster everyone is afraid.

Your reputation is reflected in numbers from 0 to 5. Zero is when you start your adventure and nobody is really having anything extraordinary to say about you, and five is when bards tale tales about your mighty deeds in all cities across Ancient Greece.

This number (depends if it's bonus or penalty) is added or subtracted from your social tests.



Items

△ All heroes start their adventuring fully equipped with all the personal items and gear they consider best suited to a life on the road.

Different types of treasure, from gems to artwork to functional items, have a certain value. Traders try to haggle their price down or, in the case of expensive items, may not be able to afford it at all.

You can only carry a total of 10 gear, including a maximum of 2 crude items. Smaller items do not take space.

C Crude - Generally, items that need two hands to carry, or are otherwise uncomfortable to use, count as crude. Anyone carrying more than two crude items is reduced to 0HP.



More rules

Rolls - when outcome of your action is uncertain or to avoid danger from a risky action or situation.

Turns - On their side's turn, each individual can move and perform one action. When it is unclear which combat side should act first, each character must pass a Logos roll to be able to act before the opponents.

Armour - subtracts its score from the result of any damage rolls against the wearer.

Impaired - when firing through cover, or fighting in handcuffs, roll d4 damage only (cannot receive bonus damage).

Critical damage - a character that takes critical damage is unable to do anything but crawl until they are care for by an ally and have a rest. They die of their injuries if left untended for an hour.

Ability Loss - if a character has their Soma score reduced to zero they are dead. If their Logos or Psyche are reduced to zero the character is paralysed or catatonic respectively, and cannot act until their ability is restored. Ability loss and other serious ailments require the aid of a specialist service to recover; like visiting holy temple or medic.

Manoeuvres - If the players wants to take an action like disarming the opponent, pushing or grappling someone in combat, the target makes a save to avoid consequences.

Deprivation - Someone deprived of a crucial need (e.g. food, water or warmth) cannot benefit from rests.

Reaction - when a social reaction to a character is uncertain, the character must pass a Psyche test to avoid a negative reaction.



Morale - the leader of a group must pass a Psyche test to avoid their followers begin to flee when they take their first casualty, or lose half of their total numbers. This applies to opponents and allies but not player characters.

Blast damage - attacks that affect all targets in the appropriate area, are rolled separately for each target.

Detachments - large groups of combatants fighting together are treated as a detachments:

- When they take critical damage they are routed.
- When they Soma reach 0 they are wiped out.
- Individual attacks against detachments are impaired, unless they are blast damage.
- Detachments attacks against individuals receive +D12 bonus dice and cause blast damage.

Scars - if an attack takes you to exactly 0HP, take a permanent scar. Look up the amount of damage caused on the ScarsTable below.

Scars	
1	Battlescar – A part of you is violently marked. Roll 1d6: 1: Eye 2: Cheek 3: Neck 4: Chest 5: Stomach 6: Hands Reroll your Maximum HP on d6 and keep the result if higher.
2	Shaken Nerves – You stammer and shake. After you take something to calm your nerves, reroll your Maximum HP on d6 and keep the result if higher.
3	Hobbled – Reduced to a limp until fixed.
4	Smashed Mouth –You spit teeth and blood. You look a mess until you see a doctor.
5	Bloody Mess –You need stitches. You are <u>deprived</u> until it's done by a doctor. Reroll your Maximum HP on 2d6 and keep the result if higher.

6	Punctured Organ – A vital organ is in a critical state. If you take <u>critical damage</u> before seeing a Specialist you die. Reroll your Maximum HP on 2d6 and keep the result if higher.
7	Maimed – A part of you is torn off. Roll 1d6: 1: Nose 2: Ear 3: Finger 4: Thumb 5: Eye 6: Chunk of Scalp
8	Torn Limb – A random limb is torn off or in need of amputation
9	Splintered Mind – You are <u>deprived</u> until you spend a whole evening emotionally unloading.
10	Shattered Ego – You are dealt a humiliating blow. Reroll your Maximum HP on 3d6 and keep the result if higher.
11	Fractured Skull – You feel like a slightly different person. Reroll your <u>Psyche</u> on 2d6.
12	Doomed to Die – You shouldn't have survived that. You have nightmares of your own death. If you fail your next <u>roll</u> against <u>critical damage</u> you die horribly. If you pass, remove this effect and reroll your Maximum HP on 3d6 and keep the result if higher.



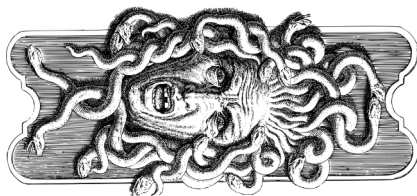
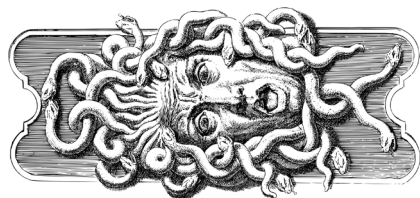
ΓΛΤΣ

Oracle is the highest authority both civilly and religiously. Inspired by deities, provide wise and insightful counsel or prophetic predictions.

This chapter includes a variety of oracle tables. Use them in whatever way best fits your preferences and the needs of your story - change them, mix or combine them to see what future brings to your players.

Using this tables you can find answers about discoveries, events, places, characters goals, or situations. If combined, they provide endless possibilities.

D20	Action	Theme
1	avenge	battle
2	defeat	risk
3	guard	time
4	inspect	secret
5	eliminate	honor
6	hold	vow
7	aid	relationship
8	capture	barrier
9	gather	trade
10	protect	bond
11	acquire	peace
12	restore	burden
13	find	faction
14	affect	freedom
15	release	possession
16	journey	stranger
17	secure	land
18	find	creature
19	learn	resource
20	defend	destiny



D20	Object	Quality
1	amulet	ancestral
2	scroll	broken
3	chest	crystal
4	cloak	divine
5	crown	forbidden
6	fruit	damned
7	helm	forgotten
8	idol	golden
9	lyre	last
10	mask	lost
11	neckle	of death
12	shield	profane
13	symbol	secret
14	sword	bizarre
15	tree	chaotic
16	vase	dying
17	egg	enigmatic
18	flower	eternal
19	gem	fortunate
20	globe	inhuman

Use these tables to generate a point of interest and its descriptor or to answer a question about a place where someone or something can be found.

You can free your mind using these key words. You can interpret them as you like, a sword or ruins not necessarily should be readed literarly.

D20	Location	Descriptor
1	ruin	remote
2	cave	grim
3	woods	wild
4	village	inaccessible
5	waterfall	occupied
6	shrine	forgotten
7	outpost	flooded
8	hideout	ruined
9	bridge	perilous
10	camp	hidden
11	city	contested
12	pass	diverse
13	plain	mystical
14	marsh	settled
15	spring	isolated
16	battlefield	strange
17	road	abundant
18	grove	beautifull
19	moor	corrupted
20	bay	defended



D20	Character	Event
1	alchemist	absubction
2	amazon	awakening
3	astrologer	blessing
4	blacksmith	ceremony
5	champion	corruption
6	colossus	crisis
7	nymph	curse
8	elder	deal
9	general	defense
10	god	doom
11	master	escape
12	minstrel	intrigue
13	oracle	journey
14	orator	prophecy
15	prophet	revenge
16	slave	ritual
17	thief	treason
18	traveler	trickery
19	king	war
20	assassin	wedding



LEGENDARY ΦΤΣMS

Φtems presented below are only loose propositions on how they can affect their bearers. Because rules of the game are light and intuitive you can interpret some indications depending on your play style. For example Shield of Ajax could give its wielder first position on initiative or give him some bonus to initiative, or it could even give him some bonuses to defence. Armor of Achilles for example force up on attackers aiming other parts of the body then torso, so they have penalties to attack.

It's your game so after all it's your decision how in the end each item will be working. But remember one thing - this are extraordinary and rare items so if anyone of them appear in your campaign it should be central for it.



Armor of Achilles - made by Hephaestus. Impenetrable - attacker must hit locations other than torso. When you are hit by opponent roll D20, on results 1-9 ignore damage.

Bronze Armor of Diomedes - he was second best warrior after Achilles. His armor increases combat skills of the bearer.

Ariadne's Diadem - given to her by her husband Dionysus that was made by Hephaestus - increases Logos.



Cap of Invisibility - its owner was the god of the underworld Hades. Turns the wearer invisible.



Aegis - Zeus' shield. Attacker must make Soma SAVE or he gets D6 damage from electricity.

Shield of Ajax - a huge shield made of seven cow-hides with a layer of bronze. Using this shield gives bearer better initiative in combat.

Shield of Achilles - you can make attacks with this shield and unbalance your opponents.

Corona Borealis - crown given by Dionysus to Ariadne. Wearing this crown you can disguise your appearance.

Aphrodite's Magic Girdle - this item gives his wearer extraordinary skills in positive social interactions, especially connected to love.

Winged Petasos - the winged traveler hat of the messenger god Hermes. Wearing this hat you can make two actions in your turn.

Girdle of Hippolyta - a girdle that was a symbol of Hippolyta's power over the Amazons. You gain 2 points of reputation in contacts with Amazons.

Shirt of Nessus - the poisoned shirt that killed Heracles.

Harpe - an adamantine sword used by the hero Perseus to decapitate Medusa. Reduces armor by 1.

Sword of Damocles - a huge sword hung above the throne where Damocles sat, it was held at the pommel only by a single hair of a horse's tail. You can re roll your Divine Favour dice but you must accept new result.



Sword of Peleus - you always succeed in hunting for animals.

Caduceus - the staff carried by Hermes. It is a short staff entwined by two serpents. It gives his wielder advantage on bargain.

The Rhabdos - a staff belong to the sorceress Circe. Could transform chosen person into animals for 1 hour.

Spear of Achilles - created by Hephaestus. Always attack first.

Trident of Poseidon - when struck the earth it caused earthquakes- could knock prone everyone in few meters from wielder.

Hephaestus's Labrys - a double-headed axe used by Hephaestus to slice open Zeus's head and free Athena. Rolling natural 20 to hit decapitates the opponent.

Apollo's bow - a bow that was crafted of sun rays. It have extraordinary range and it's easier to hit.

Heracles's bow - which also belonged to Philoctetes, its arrows had been dipped in the blood of the Lernaean Hydra - maximum damage.

Eurytus' bow - make two shots in your turn.

Baetylus - sacred stone endowed with life. When bearer of stone dies the stone crumbles to dust and bearer is brought back to life.

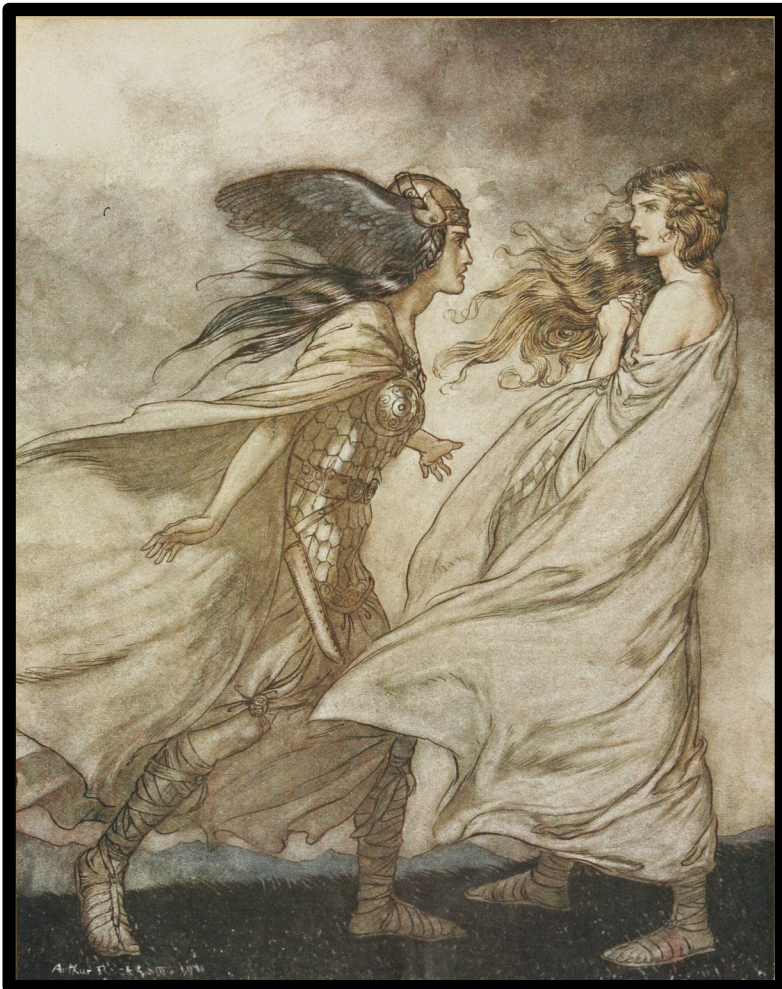
Ambrosia - drink of the gods. Whoever drinks this will be cured.



Triton's conch shell - a twisted conch shell when blew like a trumpet can calm or raise the waves.

Orpheus' lyre - a golden lyre given to him by Apollo. Music from this instrument could charm all animals, beasts and magical creatures.

Thread of Ariadne - the magical ball of thread given to Theseus by Ariadne. Bearer of this item never get lost.



ΒΣΤΦΛ&Ψ

Heroes will encounter all kinds of dangers, but probably one of the most perilous are monsters. These inhuman beings could be extremely fast or extraordinary strong and some of them have unnatural powers.

In Greek mythology, most of creatures were unique individuals, but the world of Into the Odyssey is yours to create so there could be more than one Minotaur or maybe Gorgons had more sisters living somewhere in distant island. In the end, it was only a myth, use your imagination, these monsters are your tools to create unique adventures.

Gorgons - The Gorgons were daughters of Echidna and Typhon. They were called Stheno, Euryale, and the most famous of them, Medusa. At first, Greeks simply portray them as a monsters born into a large family of monsters, but later there was a legend, that they were once beautiful women who was transformed into a monsters by gods as punishment. Gorgons are human-like creatures with snakes instead of hair. When wearing clothing, that conceals her head Gorgons can be mistaken for a human even at closer distances. They like playing with their prey.



Soma 14 Logos 12 Psyche 10

Petrifying Gaze - Everyone who looks at Gorgon must take a Soma test or starts turning into a stone. After second failed test the transformation is complete.

Poisonous bite - Victim must make a Soma test or will be poisoned
- poisoned character take 1D3 Soma damage each turn.



Harpies - Spirits (daimones) of sudden gusts of wind. In some places they were known as the hounds of Zeus. When someone suddenly disappeared, it was said that he had been carried off by the Harpies. Despite being described as ugly creatures, in fact they were beautiful maidens. Harpies tend to wear baubles and trinkets stolen from their victims.

Soma 10 Logos 12 Psyche 14

Captivating song - A harpies song has the power to infect the minds of those that hear it. When a harpy sings, all creatures hearing the Harpy must succeed on a Psyche test or become captivated. A creature that successfully saves is immune to Harpy's song for 24 hours. A victim under the effects of Harpy song moves toward the Harpy using the most direct means available. If the path leads them into a dangerous area, that creature receives a second test to end the effect before moving into peril.



Sirens - Half-birds, half-maidens, the Sirens were dangerous creatures who lured sailors and their ships to shipwreck on the rocky coast with their enchanted singing. They were daughters of the river god Achelous and a Muse.

It was said that the Sirens were fated to die - either through heartache or suicide - when sailors should hear them sing and live to tell the story.

Soma 14 Logos 12 Psyche 10



Siren song - A siren's song has the power to infect the minds of those that hear it. When a Siren sings, she can bring Fascination or Obsession on the listener. When a Siren sings, all creatures hearing her must succeed on a Psyche test.

Fascination - A victim under the effects of a Siren song moves toward the Siren using the most direct means available. If the path leads them into a dangerous area, that creature receives a second test to end the effect before moving into peril.

Obsession - An obsessed victim becomes defensive of the siren and does all he can to prevent harm from coming to her, even if this means attacking his allies in her defense.





Giants - A race of great strength and aggression, but not necessarily of great size. They were born out of the Titan's Uranus blood that fell onto the earth.

Classical representations show Gigantes as man-sized hoplite warriors in armour or as primitives clothed in animal-skins and armed with rocks and flaming brands.

Giants fought Zeus and other gods during the Gigantomachy - probably the most important war among gods in Greek mythology.

Soma 18 Logos 8 Psyche 8

Stomp attack - Angry Giant stomps his feet with huge strength. Everyone close to him must take a Soma test or fall prone.



Tritones - They are the watchers of the sea, daimones in the service of the god Poseidon.

Tritones had the upper bodies of men and the lower bodies of Hippokampoi (fish-tailed horses).

Soma 14 Logos 12 Psyche 10

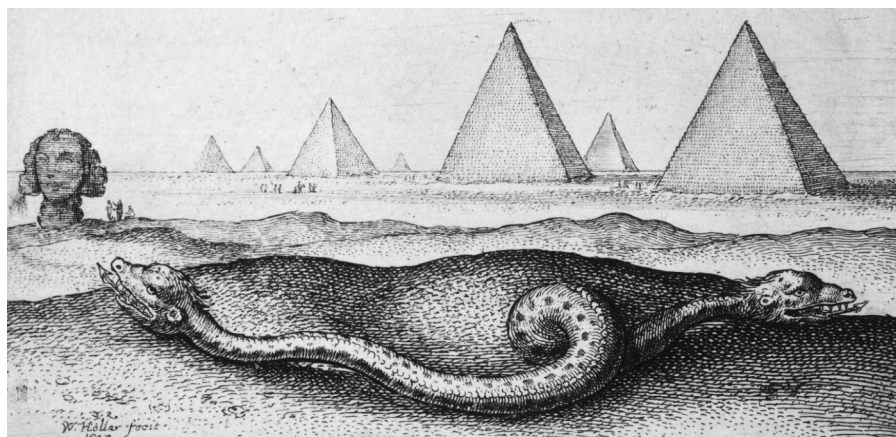


Amphisbaena - In Greek mythology it was a corpses-eating serpent with a head at each end. Legend says the amphisbaena was spawned from the blood that dripped from Medusa of the Gorgons head as Perseus' flight over the Libyan Desert with her head in his hand.

It travels in undulant crawl, looping the coils of its long body back and forth and keeping both of its heads at the alert. Adult amphisbaenas can grow up to 4 meters in length and weigh as much as 100 kilograms. Amphisbaena is a dreaded predator, her attacks rely on speed and a deadly venom.

The amphisbaena has a twin head, that is one at the tail end as well, as though it were not enough for poison to be poured out of one mouth.

— Pliny the Elder, *Naturalis*



Soma 14 Logos 4 Psyche 8

Poisonous bite - Victim must make a Soma test or will be poisoned - poisoned character take a 1D3 Soma damage each turn.

Split - An amphisbaena functions normally even if cut in half. To truly kill her, a warrior must crush both her heads. If cut in half it continues to function as two separate snakes, and when left for 1 minute, the split Amphisbaena can rejoin its two halves.



Chimera - According to the Homeric poems, Chimera was a fire-breathing monster of divine origin. It was a three-headed monster with the body and head of lion, a goat's head rising from its back, and a serpent for a tail.

Their flight means they can choose their prey, ravaged the countryside and they usually hunt a large area in search of easy food.

A beast great and terrible, and strong and swift-footed. Her heads were three: one was that of a glare-eyed lion, one of a goat, and the third of a snake, a powerful drakon.

— Hesiod, *Theogony*



Soma 16 Logos 4 Psyche 6

Breath Weapon - Chimera can breath fire. Everyone standing in front of her (6 meters cone) must make a Soma test or will be set on fire - take D10 damage.



Sphinx - A female monster with the body of a lion, the head and breast of a woman and eagle's wings. It was said she have been a daughter of Orthus and Chimaera.

Sent by the gods to plague towns as punishment for crimes, preying on people and devouring all who failed to solve her riddle. Some kings offered the throne to the one who would destroy her.

According to some legends, Sphinxes can be also guarding some of the gods' secrets.

They are very territorial beasts, grow increasingly irritable each time their solitude is invaded. Even so, if Sphinx lair is known, she can expect visitors in search of the fabled wisdom of Sphinx.



Soma 15 Logos 18 Psyche 12

Riddled reality - Sphinx can telepathically project a befuddling series of riddles, puzzles, and logic paradoxes in minds of people she can see. Person caught in this mind trap must make a Psyche test or will be stunned for 1D4 rounds.



Hydra - A gigantic, nine-headed water-serpent, which haunted the swamps.

The most famous was Lernaean Hydra, offspring of Typhon and Echidna, who was brought up by Hera. It ravaged the country of Lerna near Argos. It was recognizable by its' nine heads, the middle of which was immortal. Heracles hunted up the monster, and with his sickle and burning arrows, he burned away the heads of the hydra and buried the ninth immortal one under a huge rock.

Soma 15 Logos 18 Psyche 12

Fast healing - Each round hydra regenerates 1D6 HP.

Regenerate head - When a Hydra head is cut off, two heads regrow in its place in 1D4 rounds (A hydra cannot have more than twice its original number of heads). To prevent new heads from growing, fire damage must be dealt to the stump before new heads

Poisonous bite - Victim must make a Soma test or will be poisoned - poisoned character takes 1D3 Soma damage each turn.



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Rules light, inspired by greek mythos,
role playing game about facing your
destiny.

