



HOMER'S ODYSSEY

A Fantasy Role-Playing Game Adventure

Playtest Material v0.3

Player's Guide

ἄνδρα μοι ἔννεπε, μοῦσα, πολύτροπον, ὃς μάλα πολλά
πλάγχθη, ἐπεὶ Τροίης ἱερὸν πτολίεθρον ἔπερσεν·
πολλῶν δ' ἀνθρώπων ἴδεν ἄστεα καὶ νόον ἔγνω,
πολλὰ δ' ὃ γ' ἐν πόντῳ πάθεν ἄλγεα ὄντα κατὰ θυμόν,
ἀρνύμενος ἥν τε ψυχὴν καὶ νόστον ἐταίρων.

HOMER'S ODYSSEY, BOOK 1, LINES 1-5
(ΟΜΗΡΟΥ ΟΔΥΣΣΕΙΑ, ΡΑΨΟΔΙΑ 1, ΣΤΙΧΟΙ 1-5)

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Please note that this game is still under development and that the following is playtest material.

Some characters and events in this book are fictitious. Any similarity to real persons, living or dead, is coincidental and not intended by the author. However, if you've had the opportunity to meet a Cyclops, be harassed by Sirens or lost your memory by eating lotus fruit, please get in touch with us. We'd love to hear your stories!

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WHO WE ARE

Seven Thebes™ is a new start-up company dedicated to the development of role-playing games and board games with mythological and historical themes. We are a small team who love gaming and are committed to developing high quality, original games. We conduct historical research to create worlds and games that retain the original flavour of the sources, but are also fun and epic to play.

Our company is named after the Ancient Greek tragic play Seven Against Thebes, by the poet Aeschylus, which relates the events of the War of Thebes, the first of the two great wars of the Age of Heroes (the other being the Trojan War).

WHAT IS THIS PRODUCT?

This is a role-playing game (RPG) adventure based on Homer's Odyssey. It is a product created by Seven Thebes in collaboration with the Getty Museum in Los Angeles, USA. The adventure has been designed using the rules and world setting of Land of Myth: Age of Palaces™, our fantasy RPG based on Ancient Greek Mythology and Homer's semi-historical world that corresponds to Mycenaean Bronze Age Greece. The game mechanics have been developed using the popular OGL-SRD5 mechanics. Although the rulebook for Land of Myth: Age of Palaces has not been released yet, the game has been under development for several years and has gone through various stages. Most notably, the game was originally 5th edition compatible, but it has grown into its own game with unique mechanics derived directly from the heroic world of the Homeric epics.

A BRIEF INTRODUCTION TO THE LAND OF MYTH: AGE OF PALACES™ & THE WORLD OF HOMER

Welcome to the Land of Myth!

Land of Myth: Age of Palaces™ is a fantasy role-playing game set in Mythological Ancient Greece. It is a game setting based on Homer's great epics (the Iliad and the Odyssey) which take place during Hesiod's 'Age of Heroes'. The greatest heroes from Greek Mythology such as Hercules, Perseus, Theseus, Achilles, Diomedes, Jason and Bellerophon, and their legendary exploits such as the Argonautic Expedition, the Calydonian Boar Hunt, the War of Thebes and the Trojan War all come from this unique Age of Heroes.

We strive to bring the original flavour of Homeric Greece to life in an epic gaming environment while remaining faithful to Ancient Greek mythology and cosmology. This is reflected in all aspects of the game: character classes; magic, spells and magical artefacts; the weapons, armours and equipment; the environment and the monsters. As a result, even though the world is full of mythical beings, peoples and beasts, there are no elves, dwarves or halflings, neither goblins nor orcs, nor many of the typical sword-and-sorcery monsters.

Following the Greek tradition of great stories and quests, our game's heroes are strictly human. This conveys humanity's place in the Greek cosmos, and the unique relationship Greeks have with their gods. Throughout Homer's Odyssey, the hero Odysseus meets numerous peoples (e.g. the Cyclopes, the Laestrygonians, the Lotus-Eaters) but none worship or offer sacrifices to the gods—two key features of human civilization. Humans differ from the world's other inhabitants in many ways, but primarily in their mortality and their dependence on the favour of the gods. The other races come from previous Ages, so their relationship with the gods and the land differs accordingly. They do not need to struggle to survive because the land provides for them.

This world was created during the Golden Age by the Titan god Cronus, father of Zeus. He made it for the children of the gods, a garden for the immortals. Consequently, this world is indifferent to the plight of mortals, who must fight against it to carve out small havens of human civilization. Unlike the peoples and creatures of previous Ages (Golden, Silver & Bronze) humans have to toil the land, sow and harvest, tend the flocks and build high walls in order to have food, shelter and safety. Human civilization is defined by this struggle. Agriculture, wine and bread, walled cities, and perhaps most importantly, the offering of sacrifices. Stepping beyond these enclosures of humanity is crossing the threshold from the normal into the supernatural, from safety into peril, from the mundane into the heroic.

This enchanted and supernatural land is the Wilderness. The Wilderness is both a physical space of flourishing nature, home to countless beings and monsters, as well as a living, sentient organism with the explicit purpose of expanding, growing and providing for its inhabitants. The Wilderness is everything: the verdant forests, the desert dunes, the icy tundras, the remote mountains, any environment that has remained wild and beyond the influence of human civilization. Where human influence ends, at the furthest edges of rural

settlements and farmlands, the Wilderness begins. However, since the Wilderness is a living organism, it perpetually reclaims any areas it has lost with unforgiving, neutral inevitability. This creates constant tension on the borderlands, where the Wilderness is trying to recover its lands and humans must fight it to maintain their farmlands and settlements.

In a world of intrigue, war and constant struggles against natural and supernatural forces, the heroes leave the safety of their cities and villages in search of great adventures. These are the player characters. As they adventure they will gain Glory, which is valued more than anything else in the Age of Palaces, and by serving the gods they will also earn Divine Favour. This way the player characters are travelling the road to true Heroic status. Becoming a renowned hero, one acknowledged even by the gods, is the ultimate goal of every adventurer in the Land of Myth.

THE GODS

There are many deities in the Greek Pantheon. There are the Primordial Gods, the oldest of all; then come the Titans who ruled over the Golden Age of Cronus; and then come the Olympians, led by the mighty Zeus, who have been ruling since the Silver Age. Although power resides with the Olympians, numerous minor gods and several old gods continue to wield power and vie for authority, prestige and the sacrifices of mortals.

Their constant conspiracy and competition among each other, and meddling in mortal affairs means in every mortal pursuit there is always at least one immortal who supports the cause and one who opposes it. The more grand the mortal schemes, the more attention they will attract and the greater their success or suffering will be.

Last but not least, we have neighboring deities, mainly from Egypt and Mesopotamia, who are also trying to establish a foothold in Greece—just as the Greek gods are doing in foreign lands. This constant effort to expand their influence causes new and old altars, sanctuaries and temples to constantly appear or resurface. Such places of divine power can be found in the remotest Wilderness havens or in the forgotten nooks and crannies of bustling cities. After all, this is a very ancient land and there are countless lost and forgotten places and cultures.

THE HISTORICAL WORLD OF THE HOMERIC EPICS

The historical era of the Homeric epics corresponds to the Late Greek Bronze Age, around the 12th century BCE, in the period of Mycenaean Greece. The Mycenaean Civilization (1700 to 1100 BCE) was named after the Peloponnese city of Mycenae which held the palace of king Agamemnon and was the successor to the Minoan Civilization. This was a period of great trade and manufacture. Mycenaean Greece was famous for exporting ceramics, terracotta figurines, carved ivory, gold jewelry and perhaps most famously, perfumed oil in small, elaborately decorated jars, highly prized throughout the Eastern Mediterranean and beyond.

The Mycenaean centers of power and religion were the fortified palaces of the local kings. Great examples of these palaces can be found in Mycenae, Tiryns, Pylos, Ithaca and many other locations around Greece. The king (anax) or local lord (basileus) ruled, organised trade, patronized craftsmen, played host to strangers, decided war and worshiped the gods from the safety and comfort of their palace. However, these palaces were not amidst sprawling urban centers, but rather acted as hubs of trade, politics and religion for rural and agricultural regions.

In this world of warriors, nobles and heroes, the key values of honour, martial valor (arete), pity and hospitality earned someone respect and glory both among their equals, but also in the eyes of the gods. A warrior, king or hero was expected to be equally good in war, worship, hospitality and tending to their community's needs. Even the greatest of nobles knew how to toil the land, fish, hunt and skin an animal, rig a ship and read the changes of the weather. One became a hero not by being above and beyond common life, but by being passionate about life, exploration and, of course, about war.

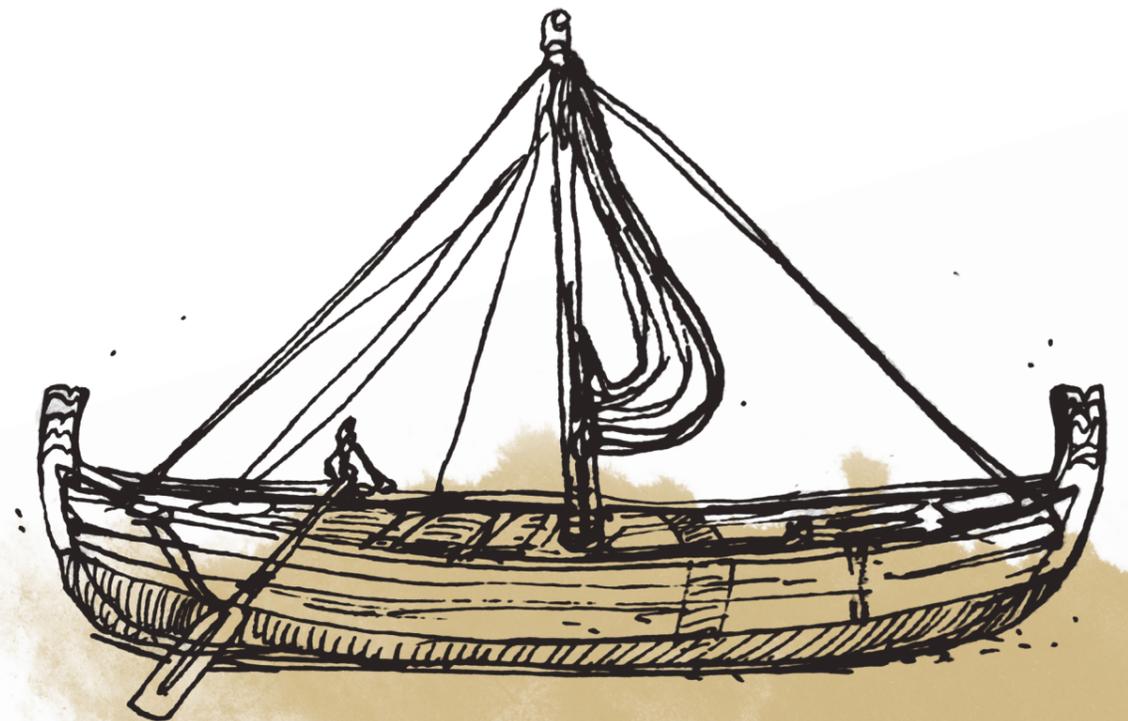
HOW DOES THIS ADVENTURE DIFFER FROM THE REAL HOMER'S ODYSSEY?

As you may suspect, this adventure scenario does not strictly follow the events of the ancient epic. Nonetheless, while we have drawn inspiration from other myths and adapted the story to produce a fun and exciting adventure, almost all of the scenario's characters, locations, events and information have been directly drawn from the original text.

The most significant change we made was to make Telemachos and his companions the protagonists. Second, we expanded Telemachos' company beyond Peisistratos. He is now accompanied by his aunt Ctimene, Halitherses the Seer and Phemia the bard, all of whom are mentioned in the original story of the Odyssey (with the minor difference of Phemia (female bard) is originally Phemios (male bard)). Moreover, we invented the character of Theoris, the Thessaly Sorceress from central Greece. Third, we have extended Telemachos' journey beyond Lakedaemonia (Sparta) into the wondrous, enchanted and perilous Wilderness where Odysseus had been trapped for the past ten years. Last but not least, we have re-imagined some of the famous locations and encounters of the Odyssey in order to create the story in this book.

We hope you enjoy playing this adventure as much as we enjoyed making it.

May Zeus look favourably upon you!





SAFETY & CONSENT

For a game to be fun and enjoyable, as it should be, it is crucial that all participants feel safe, comfortable, respected and heard. Especially in role-playing games (RPGs) where the participants simulate challenging situations with significant levels of realism and immersion, uncomfortable or even traumatic topics and situations can easily arise. Even more so in games which claim to be semi-historical, such as ours, to which people may bring their various assumptions or biases.

For this reason it is crucial for *everyone* involved in a game—players and game master alike—to share the responsibility of creating a safe and welcoming environment for all, irrespective of race, gender, sexuality, ethnicity, creed or anything else that could be used as an excuse to marginalize or exclude someone. It is also a standard and uncompromising obligation for everyone to observe good manners and etiquette, and to ensure no offensive language, profanity, invasion of privacy or any kind of harassment ever reaches the gaming space.

Land of Myth: Age of Palaces is a game set in a pseudo-historical era based on Mycenaean Bronze Age Greece, as described by the great Ancient Greek poet Homer in his renowned works the *Iliad* and the *Odyssey*. During this game's development, a lot of hard work was put into academic research that would ensure a fair representation of all aspects of life, politics, religion and technology for that period. Under no circumstances must this ever be used by anyone as an excuse for inappropriate or discriminatory behavior.

The historical reality of ancient civilizations, no matter how advanced they were, is sharply different from our reality today. When running a game and sharing a gaming space you are obliged to behave in a manner befitting 21st century sensitivities and etiquette.



Talk about things beforehand: Since this game includes potentially challenging topics, it is imperative that before the start of the game you spend a few minutes to talk about these with all participants. Clarify where everyone stands and set limits.

We have adapted the in-game social norms to match those of today, but some issues still need to be cleared with everyone in your gaming space. This game, like most fantasy games of this genre, includes violence, polytheism, sacrifices to the gods, violence to animals, etc. Take time to discuss these and ask everyone to clarify how they feel about these and where they draw the line. No one needs to explain themselves, and their position is non-debatable. Just take note of where everyone's limits are and respect them. Some subjects may have to be banned completely, e.g. animal sacrifices to the gods. While others may be acceptable by everyone if they are implied but not actually described, e.g. bloodshed and gore during combat.

Implement a Safety Tool: A simple and effective tool for setting boundaries while running the game is the 'X Card'. This is a piece of paper, index card etc., with an X drawn on it. Put it in the middle of the table or give each player their own. When someone has an issue with what is being discussed, described or happening (in the game or among the participants), they can raise or tap the card and indicate to everyone that what is happening is off limits for them. At that point it is the obligation of everyone to respect this, not ask questions, and move on with the game, skipping the topic in question.

Be Respectful! Be Cordial! Be Fair! This is the way for everyone to have fun.

THE LAND OF MYTH MECHANICS: A RULES-LIGHT VERSION

Below are all the rules and mechanics which differ from the OGL-SRD5 or are unique to Land of Myth.

NO ALIGNMENT

Greek morality and worldview lacked a clear-cut distinction between good and evil. Instead, they viewed Order and Chaos as opposing forces in the cosmos. The absence of Alignments does not mean the player characters (PCs) can run amok. PCs are expected to abide by social norms, respect the gods, avoid committing hubris and promote and protect the interests of the communities they serve. This is the real path to becoming a true Hero!

ABILITY SCORES

The six familiar Ability Scores of the OGL-SRD5 are the backbone of the game mechanics. Here is how we view them in our game:

Strength (**STR**): Physical prowess, power.

Dexterity (**DEX**): Reflexes, balance, agility, speed.

Constitution (**CON**): Physical endurance, stamina, perseverance.

Intelligence (**INT**): Intellect, deduction, logic, knowledge, memory.

Wisdom (**WIS**): Experience, observation, emotional intelligence, deeper understanding of life.

For saving throws, it represents the passive stamina of your psyche.

Charisma (**CHA**): Charm, persuasion, social skills, etiquette, artistic ability. For saving throws, it represents strength of character and psyche, for resisting outside influence or attack.

Land of Myth's Ability Score modifiers are different from OGL-SRD5. This is to limit the accumulation of bonuses, and to make the game grittier and more challenging (see the Ability Score Modifiers table).

ABILITY SCORE MODIFIER TABLE

Ability Score	Modifier
3-5	-2
6-8	-1
9-11	0
12-14	+1
15-17	+2
18-20	+3
21-23	+4
24-26	+5
27-29	+6
30	+7

DIFFICULTY CLASS – TARGET NUMBER

Land of Myth uses 'Target Number' (TN) instead of Difficulty Class (DC). While it functions the same, we feel it is more intuitive, and easier for new players to remember.

MAKING A CHECK

Whenever rolling an Ability or Skill Check, the player must roll equal to or higher than the Target Number (TN) set by the Game Master.

In Land of Myth the base TN is 11, which is increased for more difficult challenges, or decreased for easier ones. If a challenge is especially easy (TN 5 or below), don't call for a check.

Success, Failure & Fail Forward

In Land of Myth there are up to 4 possible outcomes to a check: High Success, Success, Fail Forward, and Failure. A High Success is when you surpass the TN by more than five (e.g. a total of 16 on a TN 11 check). Similarly, you Fail Forward if you fail a check

by five or less (e.g. a total between 6 and 10 on a TN 11 check). Rolling lower than 5 under the TN is a Fail. On a High Success, the GM can rule that not only was the task achieved, but some unexpected benefit was also obtained. On a Fail Forward, the GM should rule that the goal was achieved, but at a price. Because each situation is unique, the application or not of a High Success or Fail Forward is always at the GM's discretion. This is primarily a narrative tool that gives the GM the opportunity to produce dramatic outcomes with variable results.

Advantage & Disadvantage

Land of Myth does not use the OGL-SRD5 method of rolling 2d20. Instead, based on the situation, the GM assigns a bonus from +2 to +6 or a penalty from -2 to -6. When applying these, keep in mind that the OGL-SRD5's Advantage/Disadvantage system is roughly equal to +4/-4. As a general rule, ask players to describe their method and reason for using a specific skill before they roll the dice. Depending on their method and environmental factors, apply bonuses or penalties accordingly.

Critical Hit Damage

When scoring a critical hit, calculate the attack's maximum damage (max damage die and modifiers) then roll damage as usual and add it to the total. If you roll maximum damage, add it to the total as usual and roll again, repeating as necessary until you roll below max.

DAMAGE & HEALING

Healing in Land of Myth is not as fast or easy as in the OGL-SRD5 rules. The purpose is to make the game grittier and more challenging, but also to function as an incentive for the PCs to be creative, avoid battle when possible and, when they do engage in combat, to think tactically, make preparations and be open to retreating.

Rest: In Land of Myth, a Short Rest is 6 to 8 hours of sleep, representing your day's rest. A Long Rest is a week-long rest in a comfortable location with decent meals, which restores all lost hit points and exhaustion levels, without the need for any rolls.

Healing Rate: The healing rate of a Short Rest is based on your Constitution (CON) ability score:

CON 8 or lower: 1d4 HP per day
CON 9-11 (mod 0): 1d6 HP per day
CON 12-14 (+1): 2d6 HP per day
CON 15-17 (+2): 3d6 HP per day
CON 18-20 (+3): 4d6 HP per day

Injuries: As damage accumulates, there are three stages of injury: Wounded, Severely Wounded and Unconscious.

Wounded: A creature is left with half ½ hit points or fewer.

Severely Wounded: A creature is left with a quarter ¼ hit points or fewer.

For this adventure, these conditions are greatly minimised to keep the rules simple. These are typically used to force combatants to make morale checks or simply flee combat, or in a few cases to trigger special effects or abilities.

Unconscious: When an attack reduces a character to 0 hp they do not die outright, unless the attack's damage was equal to 50% of their total hit points. While unconscious, a character must roll Death Saves, unless stabilised by another character who makes a successful Medicine check TN (DC) 11 to bandage them up.

A note on hit points: Monsters and beasts in Land of Myth, as well as player characters over 6th level, have significantly fewer hit points than their equivalents in the OGL-SRD5 mechanics. This is to make the game grittier, make combat faster, increase the significance of injuries, promote tactical thinking and force players to find alternatives to combat.

SKILLS

There are three kinds of skills in Land of Myth: General Skills, Class Skills and Combat Manoeuvres (which for the warriors are considered Class Skills).

General Skills represent knowledge and skills that all PCs and most NPCs have. These begin at -1 and increase by one for every skill point invested.

Class Skills are specialised skills unlocked by class training. Even without investing skill points in a class skill, you are still knowledgeable about it. These begin at 0 modifier and increase by one for every skill point invested.

These are the most important new skills that we added to the game:

General Skills

Mythology (INT): Knowledge of legends, lore, the gods, renowned heroes and monsters, and important events in the Greek world.

Seafaring (WIS): In a land surrounded by sea on all sides, nearly everyone has some knowledge of boats, ships, seafaring and navigation.

Worship (CHA): Knowledge of holy rituals and religious etiquette, religious festivals, the function of temples and oracles, but above all the performance of sacrifices, libations and funerals.

Warrior Class Skill

Hunting (WIS): This skill has two functions. It encompasses the knowledge and skill required to track, ambush, trap or shoot prey with bow or spear. It also reflects their knowledge of the importance of hunting as a social event and military exercise, among warriors.

Trickster Class Skills

Pickpocketing (DEX): Perform delicate, precise tasks including unobtrusively removing small items from another's belt or pouch.

Burglary (DEX): Access a location by collecting information, infiltrating, climbing and breaking in.

Stealth (DEX): Identical to the normal Stealth skill, but as a Class Skill it grants the Trickster a higher modifier.

Detect & Remove Traps (INT): Anticipate, detect and deactivate traps. As an optional rule, highly complex traps may require both an INT check to detect and a DEX check to deactivate.

Keen Senses (WIS): Like a sixth sense, detect information about the surrounding environment beyond the basic Perception skill, including the presence of hidden passageways or unseen dangers. You do not necessarily gain knowledge of the exact nature of these.

Disguise (CHA): Disguise your appearance and demeanor.

Lip-reading (WIS): Read lips and body language to understand what someone is talking about. This requires a full view of the person's face, and does not work when viewing

the subject from the side (profile).

Mimic Voice (CHA): Imitate the voice and manner of speaking of someone you have spent a few hours observing and listening to.

Begging (CHA): Roam the streets, loiter by the city gates and stalk the palaces and temples like a beggar. On a good day you can even gather 1d12 Obolos.

Juggling (DEX): Put on an entertaining show—juggle, joke and tease.

Appraisal (INT): Roughly estimate the value of something valuable, especially art and jewelry. Identify fake precious stones or metals.

Performance (CHA): A class skill indicating the trickster is professionally trained in one particular artistic skill (singing, theater or an instrument such as flute, double pipes, lyre or drum).

Seer Class Skills

Medicine (WIS): Identical to the normal Medicine skill, but as a Class skill it grants the Seer a higher modifier.

Mythology (INT): Identical to the normal Mythology skill, but as a Class skill it grants the Seer a higher modifier.

Ritual (CHA): Oversee religious rituals, festivals and cast ritual spells.

Magus Class Skills

Arcane Knowledge (INT): Knowledge and understanding of the magical arts. By default, the Magus has studied Greek magic, but this skill can be used to attempt to understand Egyptian or Mesopotamian magic.

Astronomy (INT): Knowledge of planetary movement, the seasons and the tides.

Rite (INT): Cast spells as rites or identify knowledge, materials and activities related to magical rites.

ACTIONS, REACTIONS & COMBAT MANOEUVERS

Action economy in this rules-light version of Land of Myth is similar to the OGL-SRD5 rules but not the same. Every round, each combatant can move and take action(s) and reaction(s), but there are no Bonus Actions. Instead, each round you can take either an additional action or another reaction. For example, a character could take 2 actions, 1 reaction and their movement, or they could take 1 action, 2 reactions and their movement.

Movement is 30 ft per round, broken down any way you like within your turn (no action or reaction required).

These are the various combat manoeuvres (actions and reactions) available in this rules-light module:

Attack (Melee or Range): On your turn, attack using an offensive skill or ability.

Attack of Opportunity: Warriors can attack a target when it leaves their melee weapon's reach.

Cunning Attack: Tricksters can deliver a powerful strike if one of the conditions below is met, dealing 1d6 additional damage for every 2 levels of Trickster (+1d6 for levels 1-2; +2d6 for levels 3-4, etc.). Cunning Attack requires 1 of the following:

- The target is surprised.
- The target cannot see you and does not anticipate your attack (e.g. you are attacking from behind or above).
- The target is blinded or deafened, or you are invisible and the target hasn't noticed you.

d. The target is currently engaged in melee combat with another opponent, and you are attacking from behind or flanking your target.

Disengage: Move out of the melee reach of an enemy without triggering an Attack of Opportunity.

Feint: Roll a melee feint attack, forcing your opponent to use their reaction to block. If the attack roll is successful, deal minimum damage without applying damage modifiers.

Fierce Attack: Throw caution to the wind with a savage, flailing melee attack, inflicting a critical hit on a success. Rolling an actual critical hit earns you one additional damage die. If the opponent is or becomes Wounded (½ hp) they are pushed back 5ft. The attack uses all that hero's actions and reactions that round, and takes place at the end of the heroes' turn.

Hide: Make a Stealth check to attempt to hide from an unaware enemy, or when beyond an enemy's line of sight. This requires an adequate hiding place, as determined by the Game Master. You remain hidden until you make an attack (successful or not) or an enemy finds you, usually because they are actively looking for you.

Parry: As a reaction, attempt to parry a melee attack, or a melee or ranged attack if using a shield. Make an opposed check against the attack roll of your opponent. To hit, the attacker's roll must be higher than both your Armour Class and your Parry.

Retreat: Defensively disengage from your opponent without triggering Attacks of Opportunity. Gain +1 to AC or, with a shield gain +2 to AC and you may grant 1 person within 5ft a+1 bonus to their AC. While Retreating you can only move backwards and cannot take any other actions or reactions. You may abandon the retreat at any time, at which time you lose the defensive benefits.

Run: Use one action to double the distance you can cover with your movement.

Trip: Make a melee attack against an opponent of medium size or smaller. If successful you inflict minimum damage, but force them to make a DEX saving throw where the TN is the result of your attack roll. If they fail, they fall prone.

INITIATIVE

The adventure module uses Side or Group Initiative. To determine turn order, each group in the encounter rolls a d20, going in order from highest to lowest. The acting order of each side's combatants is resolved narratively and is always at the discretion of the Game Master. If there are more than 2 sides in the encounter, roll initiative every round.

DIVINE FAVOUR

While normally Land of Myth characters individually accumulate Divine Favour to gain Tharsein Points, In this module, Divine Favour is measured as a group. Throughout the 6 scenes of this adventure it is up to the PCs to create opportunities to perform sacrifices or libations (see relevant rules below). This is tracked on the Game Master's Party form.

At the beginning of the adventure, the GM will ask each player to allocate 1 Divine Favour to a deity they feel is important to their character. This affects the Divine Assistance ability (see under Tharsein Points below).

SACRIFICES & LIBATIONS

In historical records and Homer's epic poems, the Achaean (Greeks) routinely sacrificed animals and offered libations (i.e. offerings of wine, or milk and honey, etc.) to the gods. For the purposes of the game, anything valuable such as perfumed oil, frankincense or myrrh, or even personal items, weapons and magical items are considered valid offerings. The GM may assign bonuses such as inspiration or extra Divine Favour for significant or innovative offerings (e.g. the head of the defeated Scylla or a magical item from the house of Circe).

All offerings, once placed on the altar, will disappear or evaporate in a pale blue light, usually when no one is looking. Removing any offering from an altar automatically removes 1 point of divine favour (normally this inflicts the Hubris condition, but that is not present in this rules-light module).

To determine if a sacrifice or libation was successful, a player must:

- a. Expend 1 Tharsein point to attract the attention of the Gods, then make a Worship skill check TN 12, your Glory modifier to the roll. The Glory modifier can be found on your character sheet under the Heroic Attributes section. At the end of the ritual, the libations or sacrifice disappear, but the PCs do not know if the Gods accepted the offering or not.
- b. If a Seer oversees the ritual, gain 2 important benefits:
 1. The Seer expends 1 Tharsein point, and characters present may expend additional Tharsein points to boost to the check by 1d6 per point.
 2. After the ritual the Seer automatically knows if the offering was pleasing to the Gods. If not, they can repeat the ritual the next day and even a third time the day after that with a -2 penalty, but not a fourth time.

THARSEIN POINTS

Tharsein (θαρσεῖν) is an Ancient Greek word meaning 'have courage' or 'be bold'. As you acquire Tharsein points, you should pursue your goals knowing that the Gods are on your side!

Heroes can spend Tharsein Points to gain one of the following effects, and Seers can use them for magic (see Magic and Spellcasting). Combat benefits can be gained once per round (or per encounter if specified) by using a free action or reaction to trigger the effect. Note that some allow you to expend more than 1 point at a time to increase the effect:

Perform Sacrifice or Libation: To perform a Sacrifice or Libation, a participant must expend 1 Tharsein point. When performed by a Seer, participants can offer additional Tharsein points to boost the sacrifice or libation roll by 1d6 per point. (see Sacrifices & Libations).

Boost A Roll: Boost a roll (Attack, Damage, Ability or Skill check) by 1d6 per point expended. You can boost your roll or an ally's.

Buy a Saving Throw: Magic is uncommon and dangerous, so very few spells give free Saving Throws. If a spell allows a saving throw, you may expend a Tharsein point in order to roll a save, or you fail the save automatically. A spell's text will provide additional details.

Unstoppable: Once per encounter, when you roll maximum damage, expend a Tharsein point to roll again and add it up as if it was a critical hit. If you roll maximum damage again, add it up and reroll again, etc.

Impose Penalty to a Roll: Once per encounter, reduce an opponent's roll (Attack, Ability or Skill check, or Saving Throw) by 1d6 for each point you expend.

Take an Action Out of Turn: Before an opponent starts their action, if you have an unused action slot that round, expend 1 Tharsein point to act before them on their turn.

Use Special Ability: Most special abilities require spending one or more Tharsein points.

Be A Hero: Cooperate with your Game Master to attempt an implausible, heroic action using one of your skills. The GM will suggest a TN, then you roll the check. Additional Tharsein points from you or your allies give a 1d6 boost per point.

Divine Assistance: Once every 3 days, you may expend 3 Tharsein points to call upon a deity for aid. Multiple PCs (or NPCs) can contribute Tharsein points, and the GM will usually call for a Worship check. If successful, the GM describes how the deity assists you. You may only petition deities with whom you have Divine Favour and you have a

+1 bonus to your check for every Divine Favour point above 1.

Cheat Death: Once a day, when making Death Saves, expend 1 Tharsein point to automatically gain 2 successes.

HOSPITALITY SCENES: A STRUCTURED SOCIAL ENCOUNTER

In this module, we're unveiling a new mechanic for Land of Myth: Age of Palaces that allows you to run structured social encounters (like Hospitality or Court scenes) based on the descriptions found in Homer's epics.

Hospitality is an important theme in both in the Iliad and the Odyssey. Ancient societies highly valued social contracts like hospitality that ensured one's survival far away from home. The Greeks, like many ancient (and medieval) societies believed that any stranger who appeared at your doorstep could be a god, and even if they weren't, the gods would be closely watching how you treated them.

Structure of social encounters: Social encounters are structured Skill Challenges where the PCs must accumulate a number of successes before they accumulate a number of failures (usually 3). Every participating PC and NPC must make at least 1 Move before the end of the encounter, but only one character from each side (guests & hosts) can make a move in each scene (so there can be scenes where only one side, or where no one makes any moves).

Role-playing is a key aspect of these encounters, which could take priority over die-rolling and guide the GM to lower or increase the TN for each check.

Accumulating more successes than the minimum required by the challenge, means the overall success of the encounter is even greater.

Rolling a critical failure (1) results in accumulating a failure as well as negating one success.

In the end, the GM decides the success of the encounter based on the group's successes and failures.

Social Action Points: At the start of a Hospitality Encounter every PC and NPC has 1 social action point (except the Host who has unlimited social action points). Parties with fewer than 7 PCs also have a communal pool of additional points so the party has a total of 7. Players can use inspiration or Tharsein points as additional social action points to initiate moves, or to boost checks (1d6 per point).

Expend a social action point to make a move of your choice. Role-play the interaction either in character or simply by narrating your thinking and actions. Based on your description and feedback from your fellow players, the GM assigns a TN and you make a skill check. As always, the base TN is 11, which the GM adjusts if needed. Some moves match a skill, e.g. making an Entertain move to recite a poem, would use your Performance skill. Your Glory modifier could apply to various situations during a social encounter.

MOVES

These moves are available during Hospitality encounters. Remember that these are primarily cues for role-playing and cannot be resolved by simply making a roll:

Supplicate: Kneel before your host and ask for their help (usually seeking hospitality).

Orate: Make a speech.

Praise or Give Blessing: Give 1 Tharsein point as an inspiration point to someone else

(PC or NPC).

Make A Toast: Express gratitude during the meal.

Entertain: Sing, tell a story, joke around, etc. Success adds 1 social action point to your party's pool.

Flatter: Complement a NPC. If successful, earn 1 inspiration point to use next time you talk to them.

Read the Room: Understand the room's prevailing sentiment, the topics of conversation and discover any hidden undercurrents.

Excuse Yourself: Leave the table without offending the host when they have been too generous with their hospitality and forgotten that the guests are tired and in need of rest.

Tell A Lie: Deceive those around you. Lying is uncommon and frowned upon in these social occasions so make sure it is a risk worth taking—failure can cost you.

Compel To Act: Engage someone who has been avoiding you, thereby forcing them to make their move as soon as possible. Your target must have an available move, otherwise you cannot compel them.

Make A Libation or Sacrifice: Evoke or appease a deity. Often takes place both during dinner and before departure.

Hospitality Scenes*

Listed below is the suggested scene order according to the Homeric epics. The players and game master will collaboratively narrate the scenes that apply (you are not required to use every scene for every Hospitality encounter), choosing in which scene, which if any characters (guests &/or hosts) will make a move.

Every hospitality encounter begins when the PCs arrive at the threshold of the potential host, so the opening scene is usually initiated but the guests. The host then decides whether to admit the guests or send them away. Note that sending guests away is very rare among civilized peoples (Greeks, Egyptians, Mesopotamians, Phaeacians etc.) but very common among Wilderness and other peoples (e.g. the Cyclopes, nymphs, etc.).

Scene Sequence

Arrival at Threshold (be greeted by a dog at the door, waiting to be acknowledged)

Supplication

Reception (host notices the visitors, hesitates, rises from seat, bids the guests welcome, attends to their horses, takes their spears, and leads them in)

Host Seats the Guests

Feast Takes Place

After-Feast Drinks

Identification (host questions the guests, guests identify themselves)

Exchange of Information (host gives information & guests bring news from afar)

Entertainment

Guests Pronounce Blessing on Host

Host or Guests make a Libation to the Gods

Guests Ask to be Excused & Host Prepares Beds at the Portico†

(†guests are always given beds close to the entrance)

Departure Preparations

Host offers Gifts

Departure Libations

Departure Omen

Guests Escorted Out

*Credit is due to the amazing book by Steve Reece, *The Stranger's Welcome: Oral Theory and Aesthetics of the Homeric Hospitality Scene* (University of Michigan Press, 1993)

MAGIC & SPELLCASTING

Spellcasting in Land of Myth has been significantly altered from the OGL-SRD5 to reflect the flavour of sorcery in Ancient Greek mythology and the Homeric world. Magic in the Land of Myth is uncommon and not very powerful. Some aspects of Theurgy (divine magic) are common, like divination or low level healing, but anything more is rarely encountered.

Spellcasting in Land of Myth:

- Seers do Theurgy (divine magic), using Tharsein points to cast spells.
- Magi do Sorcery, using Aether Points to cast spells
- Spells are grouped in Methodi, the equivalent of Schools in OGL-SRD5. The Methodi function like Class Skills. To be able to cast spells from a Methodus you need to become proficient by expending skill points.
- The level you can cast a spell at is determined by how many skill points you have invested in that Methodus and not by your character's level.
- Both Theurgy & Sorcery spells can go up to 9th level, but spells of 7th to 9th level can only be cast as rituals and will not concern us here.
- Spellcasting mechanics do not change whether you are using Tharsein or Aether points, but these points are earned in different ways.
- To cast a spell, read the spell's description to determine its cost in Tharsein or Aether points, and its Spell Target Number (Spell TN). The Spell TN usually matches the level of the spell or the level you want to cast the spell at (e.g. a Level 1 spell typically has Spell TN 1, a Level 4 spell typically has Spell TN 4).
- You may spend additional points (maximum 2) to gain additional d6s to increase your chances of successful spellcasting. Then roll your d6s and see if the result is equal to or higher than the Spell TN. If yes the spell is successful, if not the spell malfunctions (see below).
- You can never expend more than 3 points to cast a spell. However, the Magi may expend up to two additional Metatropic points (for a total of 5) in order to manipulate the spell effect (extend range, area of effect or duration, or increase damage). These extra points are expended when the spell is cast, and are lost if the spell fails, but do not give additional d6s for the spellcasting.
- Because spells have an inherent chance of failing during casting, Saving Throws are rarely free. To buy a Saving Throw, the spell's victim must expend a Tharsein or Aether point.
- While the spell's description tells you how it works, most spells are intentionally a little open ended to allow the spellcaster to give the spell a shape and flavour that suits them.
- Spells with prolonged effects may require concentration. If they do, no other spells can be cast while maintaining concentration. Such spells can be ended or dismissed as a free action at any time.
- There are no free spells like Cantrips or 0 Level Spells.
- Spells do not require components.

• When a spell fails roll on the below table:

- 1 A pulse of force explodes, centered on the caster. It is soundless, odorless and carries a blue static charge. Everyone within 60ft is knocked prone.
- 2 The caster is incapacitated for 1 round.
- 3 The spells range is halved or doubles
- 4 Minor explosion in the air within 5ft of the caster. Everyone within 5ft including the caster takes 1d4 points of damage.
- 5 A cloud of smoke rises from the caster's hands.
- 6 There is a very bright flash
- 7 The spell is cast but not in the intended location or direction.
- 8 One random person or creature within 60ft (the caster not included) suffers -2 penalty on all rolls and checks for 1 round
- 9 The spell fails, but the castre does not lose the Tharsein or Aether points used in casting it.
- 10 The spell takes effect normally but with double damage or duration.

Spell descriptions are listed on the Character Sheets of the spellcasters (Seer & Magus).

COINS & MONEY IN LAND OF MYTH: AGE OF PALACES

The most common coinage in the Age of Palaces is the silver Drachmas, the bronze Obolos and the copper Khalkos, with most daily items costing no more than a couple Obolos. The golden Mna is a rarer coin, used by the aristocracy for larger expenses and trade. However, as the most valuable metal is bronze (used for weapons and armours), the most valuable 'coin' is the Talanton. A very large and heavy slab of bronze, weighing 8.5kg (almost 19lbs.) shaped like an ox-hide. It is used only for hoarding wealth and saving for times of war, for exchanging gifts between royalty, and other rare occasions of political and diplomatic significance.

Coins	Talanton	Mnes	Drachma	Obolos	Khalki
Talanton* (bronze)	1	60	6,000	36,000	288,000
Mna (gold)	1/60	1	100	600	4800
Drachma† (silver)	1/6,000	1/100	1	6	48
Obolos (bronze)	1/36,000	1/600	1/6	1	8
Khalkos (coppers)	1/288,000	1/4,800	1/48	1/8	1



TELEMACHOS AND HIS QUEST

**All player characters have the following information*

Telemachos is the son of Odysseus, the famous hero of the Trojan War and King of Ithaka, an island kingdom in the Ionian Sea. Once Troy had been sacked and the decade-long war had ended, Odysseus set sail for Ithaka. But before he and his companions could make it around the southern end of the Peloponnese, a strong northern wind blew them off course, sending them on a perilous journey across enchanted lands. When they did not arrive at Ithaka and with no news of their whereabouts, Odysseus and his warriors were soon presumed dead, forever lost to the sea.

As the years went by, a group of suitors from eminent families of the region descended on Odysseus' palace, all hoping to marry the newly widowed Penelope. The suitors showed no respect for the family, for Penelope, or for the rules of hospitality. Instead, they greedily overstayed their welcome, eating and drinking through the palace's stores, disrespecting the family and blackmailing Penelope.

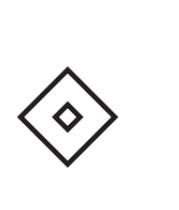
Telemachos, only a newborn when his father left for Troy, had grown into a young teenager by the time the suitors arrived. Now, finishing the second decade of his life, he feels that he must step up and claim his place as head of the household. He wants to kick the suitors out of the palace, protect his

mother and his heritage and bring closure to the mystery of his missing father.

With help from the goddess Athena, who was always fond of his father and had helped him throughout the Trojan War, Telemachos found a ship and a crew of volunteers. They sailed to Pylos where he visited the palace of the sage king Nestor, looking for news of his father's fate. Having no news to offer, Nestor gave Telemachos a chariot and instructed his son Peisistratos to escort him, as guide and companion, to Lakedaemonia (Sparta) to find king Menelaus and queen Helen.

Soon after Telemachos' departure from Ithaka, Ctimene, Odysseus' sister and wife of Eurylochos (a prominent yet often disloyal companion of Odysseus) visits Ithaka and learns about his journey. She immediately sets off to meet him at Pylos, accompanied by Halitherses the Seer and Phemia the Bard, who would rather search for their king than spend their days with the suitors. Once in Pylos, king Nestor gives them horses and directs her to follow her nephew to Lakedaemonia.

That's where our story begins, at the royal court of king Menelaos and queen Helen, where Odysseus' son Telemachos and Nestor's son Peisistratos have just arrived.



By the time this scenario begins, Odysseus is the sole survivor from all his companions and soldiers (four ships set off from Troy). For the past seven years Odysseus had been kept captive by the beautiful nymph Calypso, on her magical island. Calypso is very much in love with Odysseus, and promised him everlasting youth and happiness if he stayed with her. However, all Odysseus could think of was his home, Ithaka and his wife, Penelope.

Just as Telemachos sets off on his journey, Zeus ordered Calypso to release Odysseus. Grudgingly she obeys and instructs Odysseus to make a raft and sail away. After nearly drowning in a storm sent by Poseidon, Odysseus is washed ashore on Scheria, the island of the Phaeacians, where he will stay until Telemachos finds him.

A Note About the Player Characters

If there are fewer than six players, ensure Telemachos and Halitherses are among the characters played. The adventure is built around Telemachos' journey and requires Halitherses as a mediator to the gods. Unless of course, you and your players decide to improvise!



The

Character's Name **TELEMACHOS** Played By _____
 Class **Trickster** Ancestry **Son of king Odysseus of Ithaca** Background **Noble**
 Place of Birth **ITHACA** Place of Residence **ITHACA**

LEVEL
5

HEROIC ATTRIBUTES

KLEIOS	NOSTOS	PONOS	HONOR
Earned This Season	Earned This Season	Earned This Season	+5 to -5 starting at +1
Glory mod. +3	Fate Points 0		+2

Your Goal for this Questing Season _____

Your Goal for this Session _____

STRENGTH

14 +1

DEXTERITY

17 +2

CONSTITUTION

13 +1

INTELLIGENCE

8 -1

WISDOM

15 +2

CHARISMA

10 0

THARSEIN

Total **3**

Current _____

AETHER

Total _____

Current _____

WEAPONS

	Attack	Damage	Range	Wear
Sword	+3	1d8 +1	5ft	
Dagger	+3/+5	1d4 +1/+2	5ft or 20/60	
Bow	+5	1d6 +2	80/320	

ARMOUR PIECES & SHIELDS

Item	AC mod	Item	AC mod	AC Base
Helmet		Small Shield	+1	10
Forearm Guards	+1			Total with shield 19 without shield 16
Shin Guards				
Linothorax Armour	+2			

GENERAL SKILLS (these modifiers do not include the ability modifier)

- ◇ +2 Acrobatics (dex)
- ◇ -1 Athletics (str)
- ◇ +2 Deception (cha)
- ◇ 0 Insight (wis)
- ◇ -1 Intimidation (cha)
- ◇ +1 Investigation (int)
- ◇ 0 Medicine (int)
- ◇ -1 Mythology (int)
- ◇ -1 Nature (int)
- ◇ - Perception (wis)
- ◇ -1 Performance (cha)
- ◇ +3 Persuasion (cha)
- ◇ -1 Riding (dex)
- ◇ +3 Seafaring (wiz)
- ◇ - Stealth (dex)
- ◇ +1 Survival (wis)
- ◇ +2 Worship (cha)

TRICKSTER CLASS SKILLS (these modifiers do not include the ability modifier)

- ◇ +2 Pickpocketing (dex)
- ◇ +1 Burglar (dex or wis)
- ◇ +3 Stealth (dex or wis)
- ◇ +1 Detect/Remove Trap (int)
- ◇ +1 Keen Senses (wis)
- ◇ +1 Disguise (cha)
- ◇ 0 Lip-reading (wis)
- ◇ 0 Mimic Voice(cha)
- ◇ 0 Begging (cha)
- ◇ 0 Juggling (dex)
- ◇ 0 Appraising (int)

TRICKSTER COMBAT MANOEUVRES

- ◇ +2 Melee Attack (str)
- ◇ +3 Range Attack (dex)
- ◇ +1 Parry (dex)
- ◇ +4 Cunning Attack (dex)
- ◇ 0 Disarm (dex)
- ◇ 0 Feint (wis)
- ◇ 0 Retreat (str)
- ◇ +1 Trip (dex)

Hit Dice **5d8**

Hit Point Total **34**

Temporary hp _____

Current hp (injuries) _____

Injury Scale

Wounded (1/2hp) **17hp**

Severely Wnd (1/4hp) **8hp**

Unconscious (0hp) **0hp**

Death Saves **Exhaustion**

Success

Failure

SAVING THROWS

◇ STR +1 -1 INT ◇

◇ DEX +2 +2 WIS ◇

◇ CON +1 0 CHA ◇

ACTION ECONOMY

Movement **30ft**

Actions Slots **3**

(1 Action & 1 Reaction + 1 slot to use as either)

DIVINE FAVOUR BOONS & SPECIAL ABILITIES

Fast Attack (1 per encounter; 1 action)

Expend 1 Tharsein point. As a reaction, when an opponent is about to make a melee attack against you make a melee attack against them fist. Use DEX modifier for this attack. If you succeed and your damage causes them to become Wounded (1/2 hp) or Severely Wounded (1/4 hp) they must make a CON save TN 11 or their melee attack against you automatically fails.

Dirty Trick (1 per encounter; 1 action)

Expend 1 Tharsein point. Make a melee or range attack roll against a target. If you succeed you do not roll damage, but the target is now blinded or deafened.

Character Background

TELEMACHOS

You are the son of Odysseus, the king of the island kingdom of Ithaca. Your father left for Troy 20 years ago when you were a newborn, and you have never seen him. In his absence you father's palace has been run down by suitors seeking to take your mother on marriage. You are cunning and quick thinking like your father – or so everyone tells you. As you are turning 20 and become a man, you need to find the truth about your father.

Player Notes

Coinage

	Value in Drachma	Treasures, Gems & Artefacts
Talantom	- 6,000	
Mna	3 100	
Drachma	80 1	
Obolos	50 1/6	
Khalkos	50 1/48	

Magical Items

Prophecies Received

Character's Name **CTIMENE, Queen of Same** Played By _____
 Class **Warrior** Ancestry **Daughter of king Laertis of Ithaca** Background **Noble**
 Place of Birth **PYLOS** Place of Residence **Island of SAME**

LEVEL 5

HEROIC ATTRIBUTES

KLEOS	NOSTOS	PONOS	HONOR
Earned This Season	Earned This Season	Earned This Season	+5 to -5 starting at +1
Glory mod. +3	Fate Points 0		+2

Your Goal for this Questing Season _____
 Your Goal for this Session _____

STRENGTH 15 +2
DEXTERITY 17 +2
CONSTITUTION 14 +1
INTELLIGENCE 8 -1
WISDOM 10 0
CHARISMA 13 +1

THARSEIN

Total _____
 Current _____

AETHER

Total _____
 Current _____

WEAPONS

	Attack	Damage	Range	Wear
Spear	+4	2d6 +2	10ft	
Sword	+4	1d8 +2	5ft	
Dagger	+4/+7	1d4 +2	5ft or 20/60	
Shield	+4	1d6 +2	5ft	
Bow	+7	1d6 +2	80/320	

ARMOUR PIECES & SHIELDS

Item	AC mod	Item	AC mod	AC Base
Helmet	+1	Medium Shield	+2	10
Forearm Guards	+1			Total with shield 18 without shield 16
Shin Guards	+1			
Scale Armour	+3			

- GENERAL SKILLS** (these modifiers do not include the ability modifier)
- +2 Acrobatics (dex) +1 Medicine (int) -1 Riding (dex)
 - +1 Athletics (str) -1 Mythology (int) +1 Seafaring (wiz)
 - 1 Deception (cha) -1 Nature (int) +1 Stealth (dex)
 - +1 Insight (wis) -1 Perception (wis) 0 Survival (wis)
 - 1 Intimidation (cha) 0 Performance (cha) +1 Worship (cha)
 - 1 Investigation (int) -1 Persuasion (cha)

- WARRIOR COMBAT MANOEUVRES** (these modifiers do not include the ability modifier)
- +2 Melee Attack (str) +1 Defence (dex)
 - +5 Range Attack (dex) +1 Shiled Cover (dex)
 - +2 Parry (dex or str) +1 Shield Push / Attack (str)
 - +2 Counter Attack (dex) 0 Retreat (dex)
 - 0 Fierce Attack (str)
 - 0 Feint (wis)

Shield Cover: Requires medium or large shield. You kneel to take 3/4 cover behind your shield, gaining +5 to AC & DEX saves, but cannot move nor make attacks. You may use 1 action to stand up and in this round you can only move half your speed. While in cover, one more creature of Medium size or smaller can take 3/4 cover behind you. This creature can make ranged attacks or cast spells.

Shield Push: User your shield to push a target away or knock him prone. Make an opposed skill check vs. the opponent's DEX save. On a success the target is pushed back 10ft, while on a success by more than 5 they are knocked prone.

Hit Dice **5d10**
 Hit Point Total **37**

Temporary hp _____
 Current hp (injuries) _____

Injury Scale

Wounded (1/2hp) 18hp
 Severly Wnd (1/4hp) 9hp
 Unconscious (0hp) 0hp

Death Saves Success _____ Failure _____

Exhaustion _____

SAVING THROWS

STR +2 INT -1
 DEX +2 WIS 0
 CON +1 CHA +1

ACTION ECONOMY

Movement 30ft
 Actions Slots 3
 (1 Action & 1 Reaction + 1 slot to use as either)

- WARRIOR CLASS SKILLS**
- +3 Hunting (dex or wis)
 - 0 Charioteering (dex)
 - 0 Mounted Combat (dex)
 - 0 Tactician (int)

- DIVINE FAVOUR BOONS & SPECIAL ABILITIES**
- Second Wind (1 per encounter; 1 action)**
 Expend 1 Tharsein point to regain 1d10 hit points plus your CON modifier.
- Keen Hunter (1 per encounter; 1 action)**
 Expend 1 Tharsein point. When you make a range attack using a bow you also add your Hunting skill modifier to the attack roll and gain +1d8 damage. If the attack is successful you target must make a CON save TN 10 or be incapacitated until the beginning of your next turn.

Character Background

CTIMENE, Queen of Same
 You are the daughter of old king Laertis of Ithaca and the sister of king Odysseus. You husband, Eurylochos of Same, left with Odysseus to fight in the War of Troy and it's been 20 years since you last saw or heard from either of them. In your husband's absence you took over the reigns of the island kingdom of Same and your rule has been one of prosperity and justice.

Player Notes

Coinage

	Value in Drachma	Treasures, Gems & Artefacts
Talantom	6,000	
Mna	100	
Drachma	1	
Obolos	1/6	
Khalkos	1/48	

Magical Items

Prophecies Received

Character's Name **PEISISTRATOS (male)** Played By _____
 Class **Warrior** Ancestry **Son of king Nestor of Pylos** Background **Noble**
 Place of Birth **PYLOS** Place of Residence **PYLOS**

HEROIC ATTRIBUTES

LEVEL **5**

KLEOS	NOSTOS	PONOS	HONOR
Earned This Season	Earned This Season	Earned This Season	+5 to -5 starting at +1
Glory mod. +3	Fate Points 0		+2

Your Goal for this Questing Season _____
 Your Goal for this Session _____

STRENGTH 17 +2
DEXTERITY 14 +1
CONSTITUTION 15 +2
INTELLIGENCE 8 -1
WISDOM 13 +1
CHARISMA 10 0

THARSEIN
 Total **3**
 Current _____

AETHER
 Total _____
 Current _____

WEAPONS

	Attack	Damage	Range	Wear
Spear	+6	2d6 +2	10ft	
Sword	+6	1d8 +2	5ft	
Dagger	+6/+3	1d4 +2/+1	5ft or 20/60	
Shield	+6	1d6 +2	5ft	
Javelin	+3	1d6 +1	30/120	

ARMOUR PIECES & SHIELDS

Item	AC mod	Item	AC mod	AC Base
Helmet	+1	Large Shield	+3	10
Forearm Guards	+1	*large shield has -3 on DEX Saves		
Shin Guards	+1			Total with shield 19
Scale Armour	+3			without shield 16

- ### GENERAL SKILLS
- (these modifiers do not include the ability modifier)
- ◇ 0 Acrobatics (dex) ◇ 0 Medicine (int) ◇ +1 Riding (dex)
 - ◇ +2 Athletics (str) ◇ -1 Mythology (int) ◇ -1 Seafaring (wiz)
 - ◇ 0 Deception (cha) ◇ -1 Nature (int) ◇ 0 Stealth (dex)
 - ◇ -1 Insight (wis) ◇ +1 Perception (wis) ◇ 0 Survival (wis)
 - ◇ +1 Intimidation (cha) ◇ -1 Performance (cha) ◇ +3 Worship (cha)
 - ◇ -1 Investigation (int) ◇ -1 Persuasion (cha) ◇ _____

- ### WARRIOR COMBAT MANOEUVRES
- (these modifiers do not include the ability modifier)
- ◇ +4 Melee Attack (str) ◇ +1 Defence (dex)
 - ◇ +2 Range Attack (dex) ◇ +1 Shiled Cover (dex)
 - ◇ +2 Parry (dex or str) ◇ +3 Shield Push / Attack (str)
 - ◇ +2 Counter Attack (dex) ◇ 0 Retreat (dex)
 - ◇ +3 Fierce Attack (str) ◇ _____
 - ◇ 0 Feint (wis) ◇ _____

Shield Cover: Requires medium or large shield. You kneel to take 3/4 cover behind your shield, gaining +5 to AC & DEX saves, but cannot move nor make attacks. You may use 1 action to stand up and in this round you can only move half your speed. While in cover, one more creature of Medium size or smaller can take 3/4 cover behind you. This creature can make ranged attacks or cast spells.

Shield Push: User your shield to push a target away or knock him prone. Make an opposed skill check vs. the opponent's DEX save. On a success the target is pushed back 10ft, while on a success by more than 5 they are knocked prone.

Shield Attack: The Shield Attack is an upgrade of the Shield Push. Make an attack using your shield. If the attack roll is successful, rolling damage and then if you want make the opposed check for the shield push.

Hit Dice **5d10**
 Hit Point Total **42**

Temporary hp _____
 Current hp (injuries) _____

Injury Scale

Wounded (1/2hp) 21hp

Severly Wnd (1/4hp) 10hp

Unconscious (0hp) 0hp

Death Saves Success Failure

Exhaustion

SAVING THROWS

◇ STR +2 -1 INT ◇
 ◇ DEX +1 +1 WIS ◇
 ◇ CON +2 0 CHA ◇

ACTION ECONOMY

Movement **30ft**
 Actions Slots **3**
 (1 Action & 1 Reaction + 1 slot to use as either)

- ### WARRIOR CLASS SKILLS
- ◇ +1 Hunting (dex or wis)
 - ◇ +2 Charioteering (dex)
 - ◇ 0 Mounted Combat (dex)
 - ◇ +1 Tactician (int)
 - ◇ _____
 - ◇ _____

DIVINE FAVOUR BOONS & SPECIAL ABILITIES

Second Wind (1 per encounter; 1 action)
 Expend 1 Tharsein point to regain 1d10 hit points plus your CON modifier.

Nestor's Wisdom (1 per encounter; 1 action)
 Expend 1 Tharsein point. Your father's wisdom and wartime experiences have been passed on to you. You spot an enemy's movement before they have done it. Choose one ally who can target your opponent and give them a free attack which they must make now.

Character Background

PEISISTRATOS
 You are the son of the most respected sage-king Nestor of Pylos. Your father was one of the Argonauts, later fought the centaurs and took part in the hunt of the Calydonian boar, before setting off to fight in Troy. You have been raised with your fathers stories of his wondrous exploits and have learned from his wisdom, and pity.

Player Notes

Coinage

	Value in Drachma	Treasures, Gems & Artefacts
Talantom	- 6,000	
Mna	7 100	
Drachma	50 1	
Obolos	30 1/6	
Khalkos	30 1/48	

Magical Items

Prophecies Received

Character's Name **HALITHERSESE** Played By _____
 Class **Seer** Ancestry **Son of Ithacians** Background **Agricultural**
 Place of Birth **ITHACA** Place of Residence **ITHACA**

LEVEL	HEROIC ATTRIBUTES			
5	KLEOS	NOSTOS	PONOS	HONOR
	Earned This Season	Earned This Season	Earned This Season	+5 to -5 starting at +1
Experience Points	Glory mod. +1		Fate Points 0	+1

Your Goal for this Questing Season

Your Goal for this Session

STRENGTH	15	+2
DEXTERITY	10	0
CONSTITUTION	13	+1
INTELLIGENCE	14	+1
WISDOM	8	-1
CHARISMA	17	+2

THARSEIN
Total 8
Current

AETHER
Total
Current

WEAPONS

	Attack	Damage	Range	Wear
Sword	+2	1d8	5ft	
Dagger	+2/+5	1d4 0/+3	5ft or 20/60	

ARMOUR PIECES & SHIELDS

Item	AC mod	Item	AC mod	AC Base
Helmet	+1	Small Shield		8
Forearm Guards	+1			Total without shield 12
Shin Guards				
Linothorax Armour	+2			

GENERAL SKILLS (these modifiers do not include the ability modifier)

◇ -1 Acrobatics (dex)	◇ +4 Medicine (int)	◇ -1 Riding (dex)
◇ -1 Athletics (str)	◇ +3 Mythology (int)	◇ -1 Seafaring (wiz)
◇ +2 Deception (cha)	◇ -1 Nature (int)	◇ -1 Stealth (dex)
◇ +1 Insight (wis)	◇ +1 Perception (wis)	◇ -1 Survival (wis)
◇ +1 Intimidation (cha)	◇ -1 Performance (cha)	◇ 0 Worship (cha)
◇ -1 Investigation (int)	◇ 0 Persuasion (cha)	◇ _____

SEER CLASS SKILLS TV (these modifiers do not include the ability modifier)

◇ +2 Medicine (int)	◇ +2 Sacrifice & Libation (cha)
◇ 0 Mythology (int)	◇ +1 Begging (cha)
◇ +3 Ritual (cha)	◇ _____

SEER COMBAT MANOEUVRES

◇ +2 Melee Attack (str)
◇ +3 Range Attack (dex)
◇ +1 Parry (dex)

SPELLCASTING

Seer Spellcasting Ability for Divination & Sacrifices/Libations is Charisma

Apotropaic	3	Spell Level
Epiclisis	2	Spell Level
Gnosis	3	Spell Level
Phaenomena	2	Spell Level
Therapeutic	2	Spell Level

Hit Dice	5d6
Hit Point Total	22
Temporary hp	
Current hp (injuries)	

Injury Scale	
Wounded (1/2hp)	11hp
Severely Wnd (1/4hp)	5hp
Unconscious (0hp)	0hp

Death Saves	Exhaustion
Success	
Failure	

SAVING THROWS

◇ STR	+2	+1	INT
◇ DEX	0	-1	WIS
◇ CON	+1	+2	CHA

ACTION ECONOMY

Movement	30ft
Actions Slots	3

(1 Action & 1 Reaction + 1 slot to use as either)

DIVINE FAVOUR BOONS & SPECIAL ABILITIES

Divination (1 per day; 15-60 min Ritual)
 Expend min 1 Tharsein point for a spelcasting 1d6.
 When you attempt a divination you need to determine the precise subject or question and what is for you the desirable outcome. You need to discuss these among all the PCs and the GM.
 Then the GM needs to determine:
 a. How plausible is the desired outcome,
 b. How invested are the gods in this issue (supporting & opposing gods).
 Based on these the GM determines the TN (base TN 11).
 The Seer makes a Ritual check and everyone involved, including the seer may expend Tharsein to boost the roll. However, rolls of 1 or 6 are dismissed and only 2 to 5 are added to the check. Determine whether the result is a Fail, Fail Forward, Success or High Success and adjust your narrative accordingly.

Character Background

HALETHEERSESE
 You can still remember the reign of old king Laertis, the father of Odysseus. A great and fair king he was. What a curse befell him, to have his son survive 10 years of war in Troy but disappear in the sea on his return voyage. You have remained loyal to both Penelope, Odysseus' wife and to their son Telemachos, and like all of them, you want to see Telemachos taking control of his heritage before the damned suitors spend it all away.

SPELLS

Bless
 apotropaic
Tharsein dice: 1 for 1-3 targets; 2 for 4-6 targets
Spell TN: equal to the number of targets Casting
Time: 1 action
Range: 30ft
Duration: 2 rounds
Concentration: No
Saving Throw: No
Effect: You gain a bonus to attacks, skill checks, ability checks and saving throws, equal to half the level of the caster (round down, min 1).

Banish Curse
 therapeutic
Tharsein dice: 1
Spell TN: 3
Casting Time: 1 action
Range: touch
Duration: instantaneous
Concentration: No
Saving Throw: No
Effect: Choose to remove from the affected target one of the following conditions: Charmed, Cursed, Frightened or Charmed

Earthquake
 phaenomena
Tharsein dice: 2
Spell TN: 3
Casting Time: 1 action Range: 60ft
Duration: instantaneous
Concentration: No
Saving Throw: Free DEX save TN 14
Effect: Choose a 25ft radius area to be struck by an earthquake. The ground breaks up and permanently becomes difficult terrain. Anyone with the area of effect when the spell is cast must make a DEX save TN 13 or fall prone.

Light
 evocation
Tharsein dice: effect 1: 1; effect 2: 2
Spell TN: effect 1: 1; effect 2: 3
Casting Time: 1 action
Range: effect 1: 10ft; effect 2: 20ft
Duration: effect 1: 10 rounds (1 min); effect 2: instantaneous
Concentration: No
Saving Throw: effect 1: no; effect 2: 1 Tharsein or Aether point, DEX save TN 12 for half damage.
Effect: You produce light. If you choose the weak version of the spell (effect 1) you cause one object the size of an apple to glow brightly with pale light (10ft bright and 10ft dim light). If you choose the powerful version of the spell (effect 2) you emit a ray of scorching light, on one target for 2d6 damage. You may expend up to 2 additional Tharsein points to increase the damage by 1d6 per point.

Coinage

	Value in Drachma	Treasures, Gems & Artefacts
Talantom	- 6,000	
Mna	- 100	
Drachma	70 1	
Obolos	30 1/6	
Khalkos	50 1/48	

Magical Items

Prophecies Received

Character's Name **PHEMIA** Played By _____
 Class **Trickster - Bard** Ancestry **Daughter of CEPHALLENIANS** Background **Vagabond**
 Place of Birth **CEPHALLONIA** Place of Residence **Island of ITHACA**

HEROIC ATTRIBUTES

LEVEL **5**

KLEOS	NOSTOS	PONOS	HONOR
Earned This Season	Earned This Season	Earned This Season	+5 to -5 starting at +1
Glory mod. +2	Fate Points 0		+1

Your Goal for this Questing Season _____
 Your Goal for this Session _____

STRENGTH
10 0

DEXTERITY
17 +2

CONSTITUTION
13 +1

INTELLIGENCE
8 -1

WISDOM
14 +1

WEAPONS

	Attack	Damage	Range	Wear
Sword	+2	1d8	5ft	
Dagger	+2/+5	1d4 0/+3	5ft or 20/60	
Bow	+5	1d6 +3	80/320	

ARMOUR PIECES & SHIELDS

Item	AC mod	Item	AC mod	AC Base+Dex
Helmet		Small Shield		9+2
Forearm Guards	+1			Total with shield 15 without shield 14
Shin Guards	+1			
Linothorax Armour	+2			

GENERAL SKILLS

(these modifiers do not include the ability modifier)

◇ +2 Acrobatics (dex)	◇ 0 Medicine (int)	◇ -1 Riding (dex)
◇ -1 Athletics (str)	◇ -1 Mythology (int)	◇ -1 Seafaring (wiz)
◇ +2 Deception (cha)	◇ -1 Nature (int)	◇ - Stealth (dex)
◇ +1 Insight (wis)	◇ - Perception (wis)	◇ 0 Survival (wis)
◇ -1 Intimidation (cha)	◇ -1 Performance (cha)	◇ +1 Worship (cha)
◇ -1 Investigation (int)	◇ 0 Persuasion (cha)	◇ _____

TRICKSTER CLASS SKILLS

(these modifiers do not include the ability modifier)

◇ +2 Pickpocketing (dex)	◇ +2 Lip-reading (wis)
◇ 0 Burglar (dex or wis)	◇ +1 Mimic Voice(cha)
◇ +3 Stealth (dex or wis)	◇ +1 Begging (cha)
◇ +1 Detect/Remove Trap (int)	◇ +2 Juggling (dex)
◇ +2 Keen Senses (wis)	◇ 0 Appraising (int)
◇ +2 Disguise (cha)	◇ _____

TRICKSTER COMBAT MANOEUVRES

◇ +2 Melee Attack (str)	◇ 0 Disarm (dex)
◇ +3 Range Attack (dex)	◇ 0 Feint (wis)
◇ +1 Parry (dex)	◇ 0 Retreat (str)
◇ +4 Cunning Attack (dex)	◇ 0 Trip (dex)

Hit Dice **5d8**

Hit Point Total **36**

Temporary hp _____

Current hp (injuries) _____

Injury Scale

Wounded (1/2hp) 18hp

Severly Wnd (1/4hp) 9hp

Unconscious (0hp) 0hp

Death Saves

Success

Failure

Exhaustion

SAVING THROWS

◇ STR 0	◇ INT -1
◇ DEX +2	◇ WIS +1
◇ CON +1	◇ CHA +2

ACTION ECONOMY

Movement **30ft**

Actions Slots **3**

(1 Action & 1 Reaction + 1 slot to use as either)

DIVINE FAVOUR BOONS & SPECIAL ABILITIES

Charmshield (1 per encounter; 1 action)
 Expend 1 Tharsein point. As a action, begin playing music or singing. Every ally within 30ft who can hear you, gets a free saving through against being charmed, frightened, or any similar
 Charmshield requires concentration. While playing music you cannot take other actions or reactions. If you receive damage you need to make a CON save TN 11 or the effect breaks.

Fast Attack (1 per encounter; 1 action)
 Expend 1 Tharsein point. As a reaction, when an opponent is about to make a melee attack against you make a melee attack against them fist. Use DEX modifier for this attack. If you succeed and your damage causes them to become Wounded (1/2 hp) or Severely Wounded (1/4 hp) they must make a CON save TN 11 or their melee attack against you automatically fails.

Character Background

PHEMIA
 You have served in the court of king Odysseus for as long as you can remember, faithfully standing by queen Penelope as the years went by, waiting for her husband's return. You watched Telemachos grow up amidst the chaos and the disrespect the suitors brought on the royal palace and you have resented them for that. Nothing would please you more, than to see king Odysseus return and drive every one of them into the sea.

Player Notes

Coinage

	Value in Drachma	Treasures, Gems & Artefacts
Talantom	- 6,000	
Mna	- 100	
Drachma	70 1	
Obolos	50 1/6	
Khalkos	50 1/48	

Magical Items

Prophecies Received

Character's Name **THEORIS** Played By _____
 Class **MAGUS (THESSALY SORCERESS)** Ancestry **Daughter of Sorceresses** Background **Mentee**
 Place of Birth **IOLCOS** Place of Residence **LAKEDAEMONIA**

LEVEL
5

HEROK ATTRIBUTES

KLEOS	NOSTOS	PONOS	HONOR
Earned This Season	Earned This Season	Earned This Season	+5 to -5 starting at +1
Glory mod. +1	Fate Points 0		+1

Your Goal for this Questing Season _____
 Your Goal for this Session _____

STRENGTH
15 +2

DEXTERITY
10 0

CONSTITUTION
13 +1

INTELLIGENCE
14 +1

WISDOM
8 -1

CHARISMA
17 +2

THARSEIN
Total **8**
Current _____

AETHER
Total _____
Current _____

WEAPONS

Item	Attack	Damage	Range	Wear
Sword	+3/+6	1d4 +1/+2	5ft or 20/60	
Dagger	+6	1d6 +2	80/320	
Makhaira	+3	1d6 +1	5ft	

ARMOUR PIECES & SHIELDS

Item	AC mod	Item	AC mod	AC Base
Helmet		Small Shield	+1	8
Forearm Guards	+1			Total without shield 12
Shin Guards	+1			
Linothorax Armour				

- GENERAL SKILLS** (these modifiers do not include the ability modifier)
- | | | |
|--------------------------|------------------------|----------------------|
| ◇ +2 Acrobatics (dex) | ◇ +3 Medicine (int) | ◇ -1 Riding (dex) |
| ◇ -1 Athletics (str) | ◇ +1 Mythology (int) | ◇ -1 Seafaring (wiz) |
| ◇ 0 Deception (cha) | ◇ +3 Nature (int) | ◇ +1 Stealth (dex) |
| ◇ +1 Insight (wis) | ◇ 0 Perception (wis) | ◇ +1 Survival (wis) |
| ◇ -1 Intimidation (cha) | ◇ -1 Performance (cha) | ◇ -1 Worship (cha) |
| ◇ +2 Investigation (int) | ◇ -1 Persuasion (cha) | ◇ _____ |

- MAGUS CLASS SKILLS** (these modifiers do not include the ability modifier)
- ◇ +3 Arcane Knowledge (int)
 - ◇ +1 Astrology (int)
 - ◇ +3 Rite (int)

- MAGUS COMBAT MANOEUVRES**
- ◇ +2 Melee Attack (str)
 - ◇ +4 Range Attack (dex)
 - ◇ +2 Parry (dex)

- SPELLCASTING**
 Seer Spellcasting Ability for Divination & Sacrifices/Libations is Charisma
- Apotropaic 3 Spell Level
 - Epiclisis 3 Spell Level
 - Goetia 3 Spell Level
 - Physis 2 Spell Level
- The available spells are at the back of this character sheet.

Hit Dice **5d6**

Hit Point Total **24**

Temporary hp _____

Current hp (injuries) _____

Injury Scale

Wounded (1/2hp) **12hp**

Severly Wnd (1/4hp) **6hp**

Unconscious (0hp) **0hp**

Death Saves Success _____ Failure _____

Exhaustion _____

SAVING THROWS

◇ STR +1	+2	INT	◇
◇ DEX +2	-1	WIS	◇
◇ CON +1	0	CHA	◇

ACTION ECONOMY

Movement **30ft**

Actions Slots **3**

(1 Action & 1 Reaction + 1 slot to use as either)

DIVINE FAVOUR BOONS & SPECIAL ABILITIES

True Arrows (1 per day; 15-60 min Ritual)
 When you or an ally is making a range attack with a bow, expend 1 Aether point and earn a +6 bonus to attack and +4 to damage.

Character Background

THEORIS
 Your family moved to the Peloponnese from the foothills of the enchanted mountain of Pelion, home of the centaurs. Growing up, you mother and aunts taught you their secrets of sorcery. When you showed talent in it, they agreed to send you off to be taught by a real sorceress from Thessaly. Then the Trojan war came and your father joined the forces of king Eumelos of Phrae who sailed with the Atrides (king Agamemnon and king Menelaos). When the war ended and your father did not returned, you begun searching for news, eventually reaching Mycenae and then Lakedaemonia. In Lakedaemonia, Queen Helen recognised immediately your magical talent and offered you a place in her court, which you accepted.

SPELLS

Aura of Protection
 apotropaic
Aether dice: 1 for 1-3 targets; 2 for 4-6 targets
Spell TN: equal to the number of targets Casting
Time: 1 action
Range: 30ft
Duration: 3 rounds
Concentration: No
Saving Throw: No
Effect: Every target gets +2 bonus to AC and to DEX saves.

Call Upon Nature
 epiclisis
Aether dice: 1
Spell TN: 1
Casting Time: 1 action
Range: 60ft
Duration: 1 hr
Concentration: No
Saving Throw: No
Effect: You call upon the spirits of nature around you (trees, springs, lakes, rivers, sacred sights, etc). A translucent, ghost-like figure of rough humanoid shape appears. You can communicate with it telepathically to exchange very basic information and to give it very basic orders. When the spell expires or it drops to 0 hit points it vanishes:

Nature Spirit
 AC: 18
Hit Points: 15
Movement: 50ft (it can pass through physical objects and barriers, but it cannot carry other items through). Energy Drain (melee): Att: +5; one target; reach 10ft; Dmg: 1d6 energy drain

Poison Ivy
 physis
Aether dice: 1
Spell TN: 1
Casting Time: 1 action
Range: 60ft
Duration: 10 rounds (1 min) Concentration: No
Saving Throw: Free STR save TN 12
Effect: Choose a 15ft radius area to set a trap of poison ivy which will wrap around the legs of anyone trying to cross. The area becomes difficult terrain. Anyone entering the area, or beginning their turn there takes 1d6 poison damage and must make a STR save TN 12 or become restrained. They may repeat the saving throw at the beginning of their next turn.

Push Back
 apotropaic
Aether dice: 1 for 1-3 targets; 2 for 4-6 targets
Spell TN: equal to the number of targets Casting
Time: 1 action
Range: 10ft
Duration: Instantaneous
Concentration: No
Saving Throw: No
Effect: Choose the appropriate number of targets. You stomp your foot on the ground and your targets get pushed back 10ft and each received 1d6 damage.

Scorpions & Centipedes Swarm
 physis
Aether dice: 2
Spell TN: 3
Casting Time: 1 action
Range: 350ft
Duration: 10 rounds (1 min)
Concentration: No
Saving Throw: Free CON save TN 12 Effect: You summon all the scorpions and centipedes within range to converge in a 20ft radius area centered at a point of your choice within range. Every time someone begins their turn within the area, they take 3d6 poison damage, or half that if they succeed in the CON save TN 12. If someone receives damage three times, they become poisoned for 5 turns.

Weave an Enchantment
 goetia
Aether dice: 1
Spell TN: 2
Casting Time: 1 action
Range: 60ft
Duration: 30 min
Concentration: Yes
Saving Throw: 1 Tharsein or Aether point, CHA save TN 12 after the first 1 min. Effect: You need to maintain visual contact with your target either physically or through magical means. You begin whispering things which they hear as if you were standing next to them. Choose one effect, Charmed or Frightened, and the source of the target's affection or fear.

Coinage

	Value in Drachma	Treasures, Gems & Artefacts
Talantom	-	6,000
Mna	2	100
Drachma	100	1
Obolos	50	1/6
Khalkos	50	1/48

Magical Items

Prophecies Received

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