

Introduction

In Last Odyssey, player characters will journey over large distances over the course of the campaign, passing through entire continents or even different worlds. The rules for this part of the game are meant to create a structure by which GMs can contextualize combat and story encounters and create the sense that players are not just moving from scene to scene, but are in fact navigating a living, breathing world. While GMs are free to create whatever kinds of campaign they want to, there are a few assumptions that the rules for traveling through the overworld are balanced around:

The world is sparsely populated, with rare points of light. Settlements in Last Odyssey tend to be small in scale. Even the largest cities will likely not have populations greater than 1 million. This creates a sense of loneliness, as well making settlements easier to map out for GMs and easier to understand for players.

The world is dangerous, and full of monsters. It is a rare region where players will not run into enemies while traveling on the road, and rarer still that those enemies will be human beings. Players will have to be careful when traveling from place to place, and will generally not be able to do so casually.

Ordinary travel is risky and costly. Even without monsters, players will still have to contend with managing food and supplies, staying on course, and improvising unexpected detours. Even traveling with caravans or vehicles does not guarantee that things will all go according to plan.

Much of the world is unknown to many, and some of it is unknown to all. Information about a particular location and its denizens will be scarce, forcing players to attempt to uncover it through talking to NPCs, using their own in-character knowledge, and digging up forgotten secrets.

Magic is common and dangerous, and the players can use it. In and out of combat, the players can harness Anima, and its more mundane counterpart, Mana, which both empower them to do things that mundane human beings cannot. Why this is can be left a mystery, but some thought should be devoted to how this affects the world.

The following ruleset is a guide for exploring the worlds of Last Odyssey, including how to construct them, how to simulate them, how to populate them, and the costs of navigating through them. In contrast to the combat rules, many of the rules here should be interpreted as frameworks for constructing the game world. Many of the individual details, such as the backstory of the world and the places and people within it, are left to the GM to construct. The point of these tools is to facilitate that construction such that the result is conducive to playing a game with the tone that Last Odyssey strives to set.