

Overworld Navigation

Each adventure the players go on is set in a finite part of a larger world. The scope and scale of this region of the world is up to the GM, but it almost always takes the form of a set of interconnected locations, each of which will be the stage for a particular act of the drama. At the highest scale relevant for a single adventure in Last Odyssey, this is represented by a map that will be referred to in these rules as the *overworld*. In Last Odyssey, the overworld is a representation of the world as players will experience it. It is often helpful to project it onto a geographical map of the region of the world in which the adventure takes place, but it is not strictly necessary so long as GMs have a clear sense of how players will be getting from place to place.

Nodes and Paths

There are two basic, interrelated components that make up the overworld: *nodes*, which represent the places that players will be traveling to, and *paths*. For every location that is a significant distance away from any other location on the map such that players will have to expend travel resources in order to get there, a new node should be placed. A good rule of thumb is that if it would take at least the majority of a day to get to the new location, then a new node should be made to represent it.

When a new node is placed on the map (so long as there is more than one), at least one path should be drawn connecting it to another node. A path serves as a representation of how to get from one node to the next. There are two primary elements that make up a path. The first is the means by which the players will traverse the path. Most often, this will be on foot, although it could also be by vehicle (see the Vehicles and Fuel section for more details). The second is how long it will take to travel the entire path from node to node. The basic unit of time for this is the travel round. Each travel round represents approximately one day. Nodes should not take longer than a week to travel between; any longer, and GMs should place at least one more node in between them, and ideally multiple. See the Landmarks section for advice on how to do this. Finally, each path should be assigned a number between 0 and 10 called the *navigation difficulty* that represents how difficult it is for the player characters to determine where they are going. Each level of navigation difficulty reduces the probability that the players will be able to successfully get where they are going by 10%. GMs should follow these guidelines for determining which number is appropriate to assign to the path:

0-2. Roads with clear guideposts and boundaries.

3-5. Countryside trails that are well-traveled but not always recognizable by people who aren't local.

6-8. Forested paths and/or walking trails that are either overgrown or not always well-marked.

9. Completely overgrown and/or unmapped countryside.

10. Nearly impassable or hostile terrain--a volcano, a sheer cliff, an icy mountain, etc.

While traveling, players may encounter enemies or NPCs on the road. In addition to the navigation difficulty, each path is also assigned a *danger rating*, which is a number between 0 and 5 that determines how likely it is that they will encounter enemies during their journey, with 0 meaning that it won't happen and 5 meaning that it has a 50% chance of happening.

In Last Odyssey, travel does not occur at random. That is, "free roaming" is technically possible from a roleplaying standpoint, but the mechanics strongly disfavor it as a means for the players to find their destination. When the players want to set out on a journey, they should know at least one of two pieces of knowledge: either where they are trying to go, which is the location of the node, or the road, path, or direction on the map they are traversing, which is the path they will be taking. If they have neither of these, the GM should warn them that the path they take will be much more dangerous than normal, and increase both the danger rating and the navigation difficulty of the path they are taking by 3-5 points above what it would be if they had more knowledge. Note, however, that a path in Last Odyssey is not necessarily a literal representation of a road. If players do have a clear destination in mind, their "path" could be the path they forge through wild territory using their orienteering skills. In any case, players that take a path to nowhere should eventually end up somewhere. GMs are encouraged to either connect their random paths to already existing but undiscovered nodes in the overworld, or to eventually block their progress with mountains, rivers, or other natural obstacles to keep them from wandering too far from their objective.

Exploring interesting areas is rewarding in and of itself, and visiting new places and being exposed to new cultures can also lead to character growth. In Last Odyssey, this takes the form of a type of XP known as *Discovery XP*. When players either visit a new node, discover an interesting landmark, or discover a hidden or otherwise hard-to-reach area, they should earn 1 XP for doing so. If they manage to reach a node that is well-hidden or very difficult to find, they should earn 5 XP instead.

The Travel Round

Each day of travel along a path is represented by a *travel round*. To fully traverse a path is to complete the full number of travel rounds involved as determined by the GM. Each travel round represents approximately one day of travel, and is divided into three phases: the navigation phase, the encounter phase, and the camping phase.

The *navigation phase* of travel is when players choose what direction along the path to follow, and whether or not they are able to remain on course. First, the GM should make a roll on the appropriate weather table to determine the day's weather. See the Weather and Climate section for what effects this could have on a travel round. Second, one of the players should make a *navigation roll* in order to determine whether or not their group successfully continues in the right direction along their journey. To do so, the player should first note what the navigation difficulty of the path is. Then, they should subtract any relevant modifiers from this number, such as from maps, a Guide, or from backtracking. If the resulting number is zero or below, the navigation phase ends and the group moves on to the encounter phase. If

the resulting number is nonzero, the player should then roll a 1d10. If the result is less than or equal to their Mind and greater than the number they derived from the navigation difficulty, the players proceed to the encounter phase without further incident. If this is not the case, roll a 1d6 and consult the table below to see what occurs instead. Once you have done so, proceed to the encounter phase.

1-2. Frustrated. The player characters waste a day trying to figure out where they are. They spend an extra travel round without getting any closer to their destination.

3. Backtracked. The player characters advance backwards along the path instead of forwards. Not only do they waste a travel round, they must also spend 1 additional travel round to reach the next node.

4. Sloppy. The player characters continue on as normal, but the danger rating of the path counts as 1 more until they reach their destination. This bonus can stack, but the danger rating can never increase past 5 in this manner.

5. Sidetracked. The player characters will continue along the path as normal, but each subsequent navigation roll will be made as though the navigation difficulty were 1 higher than it actually is. This penalty can stack.

6. Totally Lost. The player characters lose the path entirely. Until they are able to make a successful navigation roll to get back on track, each additional failure will count as though they are Totally Lost for another travel round.

If players fail a navigation roll and do not wish to receive a penalty, one of them may instead spend an Anima to succeed. See the Anima rules in the campaign guide for more details.

The next phase of the travel round is the *encounter phase*. If the one of the players successfully completed the Scouting action the day before, they may choose to avoid the encounter entirely. If not, then GM may choose to either initiate a pre-planned encounter or make an *encounter roll*. If they wish, the GM may also choose to simply forgo any encounters. When they do this is entirely at their discretion, but it is recommended that this be done rarely, and if done at all then for the sake of pacing or to indicate that an area has been made safe by player actions.

To make an encounter roll, first take the navigation difficulty, divide by two, round down, and subtract it from 10. Then, add the danger rating to 0. Record both numbers, and roll a 1d10. If the result of the roll is greater than the first number, the characters will encounter a natural hazard that impedes their progress. If the result of the roll is less than or equal to the second number, the players will be forced to engage in combat with a group of enemies. See the Hazards and Encounters section for more details on how to deal with these situations.

If the players do not encounter a hazard or a group of enemies, they will instead have a *benign encounter*. A benign encounter is an encounter that is beneficial instead of challenging. This is a good chance to give your players space to roleplay in a low stress environment, or, if they prefer, to simply breathe a sigh of relief that their travel round did not end in violence. The GM is encouraged to come up with their own possibilities for benign encounters, but if they don't have one on hand then they should roll a 1d6 and consult the table below to see what the players encounter.

1-3. Nothing eventful happens.

4. The players encounter an unexpected landmark, such as a lake or a canyon. They earn 1 Discovery XP for discovering something new.

5. The players encounter a group of friendly NPCs who are willing to share resources. During the camping phase, they will not have to expend any supplies in order to fully rest (see below).

6. The players encounter a traveling merchant who is willing to sell them a few supplies. Choose an example shopkeep or roll on the Vendor Table in the Goods section to see what they might be selling.

Sometimes, an area is too wild or too dangerous for friendly NPCs to be around. If the result of the above roll feels unrealistic, the GM may choose to have the players not encounter anything instead.

After the encounter phase is over and done with, the last phase of the travel round is the *camping phase*. The camping phase is a representation of what your players do when they rest for the evening. During the camping phase, each player chooses one of ten different actions to take, six of which are locked behind their having access to one of the six combat jobs. There are also four basic actions they can take:

Shelter. Pitching a tent, digging a latrine, and other activities necessary to protect from the elements. If a character takes this action, all of the player characters will regain half their current maximum MP during the night, rounded down.

Cook. Turning provisions into a proper meal. If a character in the party takes this action, all of the player characters will regain half their current maximum HP during the night, rounded down.

Explore. Take a look at the surrounding area. If there are any branching paths, secret landmarks, or other areas nearby, the GM should reveal them to the player who does this. If not, this action gives the players a +2 to their next navigation roll.

Recover. Players who take this action will recover all of their HP if they have taken damage and other characters are using both the Shelter and Cook actions during this camping phase. If they are already at full HP before the amount they regain from Shelter, they will recover all of their MP instead. Players who want to be the subjects of the Mend action (see below) must also take this action while camping.

In addition to the four actions every player character can take, there are six more actions that each player can only take during the camping phase if they have unlocked the corresponding job. These actions are listed below.

Striker: Hunt. The player whose character takes this action should roll a 1d10. If the resulting number is equal to or below half their character's Body rounded down plus half their Striker rank rounded down, the party regains 1d4 Supplies. These Supplies may not be used until the next camping phase.

Caster: Divine. The player whose character takes this action should roll a 1d10. If the resulting number is equal to or below half their character's Mind rounded down plus half their Caster rank rounded down, the GM should make a roll on the Weather Table for the following day and inform the party of the result. This will then be the following day's weather.

Healer: Mend. The player whose character takes this action should choose another player character that is taking the Recover action and roll a 1d10. If the result is equal to or lower than half their character's Spirit rounded down plus half their Healer rank rounded down, the Recovering player character can remove 1 injury or status effect of their choice. If they have no injuries, this action does nothing.

Defender: Watch. The player whose character takes this action should roll a 1d10. If the result is equal to or below

half their character's Spirit rounded down plus half their Defender level rounded down, the GM should roll the night's Ambush Check and inform the players of the result. If there is an ambush that night, the enemies that attack will not gain a surprise round. See below for more details.

Support: Gather. The player whose character takes this action should roll a 1d10. If the result is equal to or below half their character's Mind rounded down plus half their Support level rounded down, the party will acquire an additional battle item appropriate to the area. Which item this is can be determined by GM fiat, or they can roll on an enemy's Item Table to see what the player receives.

Saboteur: Scout. The player whose character takes this action should roll a 1d10. If the result is equal to or below half their character's Body rounded down plus half their Saboteur level rounded down, the GM should make an encounter roll early for the following day. If the players wish, they may proceed with this encounter, or they may choose to have a benign encounter instead. If there would otherwise be no probability of a benign encounter, they must instead choose the opposite kind of encounter to the one rolled. That is, if the GM rolls an enemy encounter, the players can choose to encounter a natural hazard, and if the GM rolls a natural hazard, the players can choose to encounter enemies instead.

Every time the camping phase happens, players must expend an amount of Supplies equal to the number of characters in the party plus the number of followers traveling with them. This is a representation of the amount of rations, toiletries, water, and other important items that they consume in order to camp. If they do not have enough or want to conserve resources, they may opt to not distribute Supplies to every character. Characters that have not had Supplies distributed to them will not be able to heal as a result of the Shelter and Cook actions. If the party is completely out of Supplies, none of them may take the Shelter or Cook action until they have found more.

At the end of the camping phase and before the player characters recover their HP, MP, injuries, and status effects as a result of their actions, the GM should roll a 1d10. This roll is referred to as the *ambush check*. If the resulting number is equal to or below half their path's current danger rating rounded down, they will be ambushed by enemies, and will have to fight an extra enemy encounter before they can heal. If no players have taken the Watch action during the camping phase, the enemies will also gain a surprise round during this encounter.

To fully make it down a path, the players should complete the number of travel rounds required to cross its distance. On the final day of travel, the GM should have the players go through the navigation phase one more time. It is up to them whether or not the players make a navigation roll, but they will always roll on the weather table. If they fail their navigation roll, the negative effects play out as normal. If they gain an additional travel round, they will have to try again the following day. If not, they will have arrived at their destination. Players can also elect to turn around and go back the way they came at any time. Traversing a path backwards like this will take a number of travel rounds equal to the number of travel rounds they have expended thus far that brought them closer to their destination, plus any extra travel rounds they are forced to take due to failed navigation rolls on the way back.

Oftentimes, players will find themselves walking the same path multiple times. As their characters familiarize themselves with a path, it should become easier to walk it in the future. For every previous time the characters have traveled a path, the navigation difficulty should be reduced by 2.

Sometimes, the travel time between two locations will be significant but will not encompass an entire day. GMs have a few options when it comes to dealing with these situations. If they deem it appropriate, they could represent travel along a short path with a *partial travel round*. A partial travel round is constituted by a navigation phase and then an encounter phase, but not a camping phase, as the players will arrive at their destination before they need to take a full rest. Using partial travel rounds will create a sense of wide space between two locations, and is best done in cases when traveling is particularly dangerous or when player characters are spending a long time in the vicinity of a relatively large but bounded area, such as a large metropolis or a megadungeon. When and how the players take rests will then depend on where they currently are.

Like combat rounds, play during a travel round is systematic. This means that no player actions taken outside of the explicit set of possible actions during each phase will have any mechanical effect on the course of the round, with two notable exceptions. First, player characters may use as many of their abilities and items as they like over the course of the round at any time except when they are in combat, in which case they are constrained by action points and Initiative as per usual. Second, the GM has the freedom to allow the players to solve an enemy encounter or natural hazard differently than was originally intended. For example, a player character might use an Emotion Skill Challenge to intimidate a bear into fleeing, or might use a piece of Lore about their environment to traverse a deadly ravine. Still, the GM is not obligated to allow players to solve encounters this way, especially because making travel too easy will rob it of the sense of danger that it is meant to invoke. It should go without saying that this is a mechanical restriction and not a roleplaying one. Players and the GM ought to engage in as much free narrativizing of the action as they wish, so long as they adhere to the rules of the game.

Natural Hazards and Enemy Encounters

There are two types of dangers that players will most commonly encounter on the road: *natural hazards* and *enemy encounters*. A natural hazard is a blockage due to the environment--a tangle of brambles, a field of poppies that put characters to sleep, a swamp filled with leeches, or a similar type of obstacle. To survive a natural hazard, players must approach it like a puzzle challenge, using Supplies, lateral thinking, and/or Anima to overcome it. To survive an enemy encounter, players will have to win in combat or flee.

When the result of the encounter roll is that the players will come across a natural hazard, the GM should present them with a challenging obstacle appropriate to the climate of the path they are crossing. The Weather and Climate section contains examples. The players may tackle this problem any way they want to, and they may come up with a solution that does not require the expenditure of any items or Anima. If so, allow them to pass over the hazard as normal. However, the standard solution to a natural hazard consists of spending Supplies and/or explaining what equipment from the players' pack they are using to overcome the challenge, and then succeeding in a relevant Skill Challenge (see

the campaign guide for more details). Less dangerous natural hazards might only require the expenditure of Supplies, while more dangerous ones might count as puzzles with multiple stages. If the players cannot come up with a solution to the problem at hand, they may also backtrack and attempt to circle around the hazard. If they do so, they must spend an extra travel round navigating their way through an alternative route. If the players are able to pass the natural hazard without needing to backtrack, they also all earn 1 XP. Certain kinds of natural hazards can also be passed by the use of Lore.

The consequences of failing to deal with a natural hazard depend on the hazard. However, here are some ideas:
The players all receive a status effect, such as Toxin, Burn, or Frostbite.
The players, or any player character who fails the appropriate Skill Challenge, receive an injury.
The players are forced to backtrack and waste a day of travel.
One or more of the above.

The other possible type of hostile encounter the party could come across is an enemy encounter. This is a group of 3-5 enemies, ideally the same tier as the players, that the players have to defeat in combat in order to continue on. Prior to the player characters setting out on their journey, the GM should decide which enemies are present along the path. This will give them a chance to learn about their abilities and their various creature and elemental types in order to be better prepared. If the players defeat this group of enemies, they continue on to the camping phase of the travel round as normal. If the players flee the encounter, they must spend an extra travel round along their journey in order to regroup and roll on the encounter table again the following day. Finally, if at least one of the players performed a successful Scout action during the prior travel round and decided to go ahead with having an enemy encounter, they will gain an extra surprise round during combat. Once the battle is over, distribute items and XP as normal.

If the players are all downed during an enemy encounter, what happens next depends on the motivations of the enemies. See the Enemies section in the Campaign Guide for more details. This section will also provide guidance on how players might avoid a fight if they feel they cannot handle it.

It is mechanically possible to roll both a natural hazard and an enemy encounter on the encounter table. When this happens, the GM should decide which one the players encounter, but they shouldn't encounter both in a single travel round.