



ODYSSEY

TAKE YOUR PLACE IN THE GREAT GAME

Live Roleplaying in a time of Myths and Legends

Fight deadly combat in front of an audience of hundreds, practice intense politics that could change the world, challenge the machinations of gods and monsters, or explore the unknown – how will you earn immortality in the epics of Odyssey?

Odyssey is a live roleplaying game set in a mythical version of the Ancient World. Players will fight in arena battles, quest through mystical gates to adventure in lost corners of the world, discover forbidden magical wisdom and decipher the will of the gods and vie for their blessing.

Odyssey is a LRP project on an epic scale. We aim to create an immersive environment where everything you see, touch and experience is as real as we can make it. If you have ever dreamt of playing a hero in the age of Hannibal, Socrates and Cleopatra; of wielding the power of the gods or of claiming victory on the blood soaked sands of the arena floor in front of hundreds of baying fans, then Odyssey is the game you've been waiting for!

Odyssey offers an unique mix of large-scale plot, fierce arena combat and quests for glory and great reward.

Each event is an Annual - a weekend long festival ordained by the gods. Central to the Annual is the Great Game.

Warleaders and their champions will fight in arena combat - victory in these battles wrests control of areas of the Ancient World and brings the victor the wealth and resources those lands represent. Success here will involve fast-paced strategy and diplomacy.

The gods rarely walk the earth themselves but summon the priesthood to their presence to set them tasks and hear their pleas. Priests are wily individuals who negotiate and make manifest the intrigues of the gods.

The new magics of philosophy are still young and unravelling their secrets is no easy task. Philosophers have access to rites, potions and preparations that can change the nature of the world.

Bands of the brave, whether of champions, priests or philosophers, may quest through mystical gates to far off or hidden places. These expeditions will reward the daring with glory or wealth.

Take your place in the Great Game at www.odysseylrp.co.uk



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Arena

The grand arena at the centre of Atlantis has been created by the gods to house battles between rival warbands.

The arena challenge is the culmination of strategy and planning by the warleaders and priests. The aim of every warband is to dominate their enemies' territory and commandeer the tribute of the people.

Gods

Alexander the Great first used the gods and their gifts to dominate the civilized world. He then turned on them with deadly intent. The Annual is designed to provide a focus of mortal ambition in the arena. The priests are the agents of the gods and only they are able to meet the gods, hear their directives and try to win their favour.

Priest

You are the link between mortals and the gods. You hear the words of the gods directly and have to pass on their guidance or instructions to your fellows. You may make sacrifices to the gods to attempt to win their favour and blessings, but make no mistake: it is a delicate and difficult balancing act to avoid the wrath of one god or another.

Philosopher

You may be an alchemist, desperately seeking whispers of the secrets stolen from the gods by Prometheus and using them to change the world; or a physician dedicated to learning more about life in all its forms and as such in demand by those who embrace bloody and dangerous confrontations.

Warleader

You are amongst the leaders of your nation and it is your choice when to fight in the arena. You will need to know your enemy as yourself in order to lead your champions to glory. In return for success you will be granted the wealth of your tribute cities.

Nation

Each character is from one of the five nations of the Ancient World.

Normally, characters get together with others in a group - perhaps from the same city or sharing another common bond.

Champion

You are one of the greatest warriors and adventurers of the age. You are part of a warband where you fight with your comrades in the arena. You truly shine on quests where you can gain personal glory, fame and riches, though at great risk.

Quests

Through those priests able to open the magical gates of Ivory, the gods send their most fortunate and favoured to quest in far off lands where they face unknown dangers for the promise of great rewards. These groups are normally dominated by heavily armed champions ready to deal with monstrous foes, but the physicians or priests they protect are vital in achieving their objectives and returning to Atlantis alive.

Attendant

You are one of the others who attend the Annual. Only you know if you are an honest trader; a thief or spy drawn by the scent of money and death; or a servant or slave of a warleader or champion. The Annual is yours to explore freely - will you carve yourself a place?

Magic

The mysteries of magic: secrets stolen from the gods by defiant Titans such as Prometheus. The least of them are magical potions that may heal, strengthen or curse. The greatest can cause volcanoes to erupt and destroy, mighty waves to rise and flood, or islands to rise from the sea. These mysteries are at the command of those philosophers with knowledge of the correct formulae and sufficient quintessence to power them.

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The world of Odyssey is made up of five nations left over from the empire of Alexander. Each has its own culture, customs and gods. Beyond these civilised lands, barbarians scrape a living below the consideration of mortals and the true gods.

Each of the nations has a number of settlements that are shown on the map. A settlement offers tribute to the warleader who controls it. Warleaders gain and lose control through battling in the arena.

This game of nations forms the backdrop to the stories of the world of Odyssey that develop from the objectives of all the characters in the world - players portraying warleaders, champions, priests, philosophers and attendants plus those characters introduced by the story team.

The Gods

Each culture in the Ancient World has its own gods, who act primarily through their agent priests who they summon to their hidden homes. The gods are extremely powerful in comparison to mortals but are vulnerable to each other. The Annual exists to allow competition between their followers as an alternative to direct conflict. Within each pantheon, gods conspire against each other to gain the upper hand. Only the wiliest of priests can maintain good relations with all of them.

The Monsters

After Alexander was defeated, his army was scattered. A few generals were able to escape the wrath of the gods and return home, but many of Alexander's followers were cursed to assume monstrous aspects. More beast than man, they roam the borders of civilization - deep deserts and high mountain passes. The bravest champions hunt them in search of hidden treasures. These creatures may also be in possession of the discarded playthings of the gods - objects of great and wondrous power.



Rome

Rome at this time has yet to become a great imperial power. It is a thirsty, young and vigorous nation that is on the rise, slowly breaking out of the Italian peninsula. The Romans thrive as Greece wanes to their east. Carthage, their great rival, sits across the sea, blocking Roman expansion south. The Romans fear and hate kings as tyrants, and swear there will never be another King of Rome. Senators elected from and by the citizens, offer a strong, stable alternative to the decadence and despotism of kings.

Carthage

Carthage is the most famous and wealthy trading city on the Mediterranean. A labyrinthine nation of venomous ambition and dark gods, it remains a beacon on the shores of North Africa for adventurers and freebooters. It is ruled by a mysterious elite who seldom wander far from their walled inner city of temples and palaces. Life is cheap in Carthage, peopled as it is by great slavers and traders whose silver tongues mark them as the true descendants of the Phoenicians who came before them.

Greece

Greece is the cradle of civilization. Seat of philosophy, democracy, learning and culture. Land of heroes, of Sparta, of Athens, of Corinth. Heroes in plumed helmets with spear and shield, children of gods and makers of myths. Greece stands at a crossroads - it could choose to stand as one, following the lead of the Macedonians or it could risk hubris and demand to be recognized as a number of states. The glory days of the city-states have passed but there is knowledge, skill and pride at the heart of the peninsula.

Egypt

The whole of Egypt is dedicated to the glory of the gods - from temples in the desert to gigantic monuments to their immortal pharaohs. The Black Land, ancient Khem, land of mysteries, of magic, of strange animal-headed gods and funerary rites more fabulous than any festival for the living - the true land of the dead. Egypt looks upon young Greece and younger still Rome and sneers behind its fan at these upstarts; it has seen such empires come and go and none but Egypt endures.

Persia

The Land Between Two Rivers, Mesopotamia. Seat of the most ancient civilizations of all - Ur, Akkad, Babylonia, Assyria. All are now subjects of the King of Kings, part of the court of the Thousand Nations of Persia where satraps politick constantly to gain another inch up the slippery pole of favour. Great cities, wild desert lands and mountains, were united during the conquests of Alexander, but Persia has now reverted to the playground of kings and the cradle of imperial ambition.