

Let the Odyssey Begin

What is Odyssey of the Dragonborn?

Odyssey of the Dragonborn is the long anticipated sequel to "Legacy of the Dragonborn" by Icecreamassassin and the Legacy/Odyssey team. This 8 part serial storyline is a "post end game" adventure which picks up after the main quest of Skyrim, and Legacy's "Shattered Legacy" and "Trial of Trinimac" questlines have completed. This adventure will take the Last Dragonborn to far off lands across Tamriel and beyond into the very planes of Oblivion in fulfillment of their true destiny. As the prophecy of the Dragonborn says "The world eater wakes, and the wheel turns upon the Last Dragonborn". But with the destruction of Alduin albeit temporary, does the wheel not still turn? With Alduin's purpose thwarted for a time, the Dragonborn's destiny continues to ride upon the ever constant turning wheel of time unto the end of the kalpa, and the inevitable retelling of the story. The Last Dragonborn's job is not yet done.

The Dragonborn will not be alone however, and who better to aid them than their now dear friend, Auryen Morellus, Curator of the Dragonborn Gallery. This adventure will find Auryen as a trusted companion on the many paths ahead, not only as a guide, but as a trusted partner in the field, accompanying the Last Dragonborn on their adventure, all the while more light will be shed on Auryen's past as it is tied closely to the events at hand it would seem.

Like many people, I always felt that the build up of the main story of Skyrim was leading towards a greater series of events involving the real villains of the story; the Thalmor, and found the end to be quite anticlimactic and with the DLC's having no focus on their story either, I felt rather let down. Well no more...

The time to take action against the Thalmor is nigh. The dominion has worked tirelessly for the first 2 centuries of this age to put into place every pawn, to set every stage to their grand plan, and now their efforts seem ripe for fruition. Factions have split, deals have been made, heroes and kings destroyed all in some effort to seize control for some greater purpose than simply gaining power. The winds of change are coming and it's getting very breezy at the Dragonborn Gallery...

Choice and consequence

A primary goal in the Odyssey series is to present larger opportunities to affect the world in open, non-linear ways. Be it with mere illusion of choice in dialogue options or Quests which will have multiple choices or outcomes based on those choices, many events play out only when you undertake them in certain ways but all give the real feeling that you are steering the story in

subtle ways. The world moves on without you and if you fail to act, some opportunities may pass you by. The ultimate outcome of Odyssey of the Dragonborn will hinge on many choices you make during the entire series, offering several possible endings. Your past actions in Skyrim will also influence your reputation and the paths you have presented to you. Your choices matter.

Focus and change

A major focus of Legacy was the acquisition and display of relics and artifacts of old, using their attainment as a milestone for progress throughout the game. While there certainly will be no shortage of unique items to collect in Odyssey, the focus of the mod series is very much more aligned to the development and progression of a vast open world and continuing storyline. Therefore those who are expecting much the same feel, may feel a bit like a duck out of the pond. Fear not however as there are much larger seas ahead with even greater things to be discovered. Your freedom to go about as you will, wherever you might, will be limited at times, and at points in the storyline, you may find your way home completely cut off for a time, but eventually the freedom to explore and travel across the lands will be restored until the next twist in the plot that compels the player's engagement for a time.

Explorers and Archeology

One central facet of Legacy of the Dragonborn has always been the explorers society and archeology system, which is getting even more life breathed into it as the explorers accompany the player into the new regions they find themselves. New chapter houses, new members, and new region specific dig sites with their own unique fragments and artifacts to add to the museum await. Each act will offer new excavation missions, as well as new "mini-excavation" dungeon quests which are themed similarly to a major dig but in the course of a single dungeon delve.

Dungeon Mechanics

No more childish Nord games of "match the animal". Much more complex and potentially deadly puzzles and traps await. Puzzles requiring translations, piecing together key objects, manipulating complex mechanical elements or solving involved riddles. Traps that do much more than simply wound or inconvenience you, but ones that may curse or drive you mad, or obliterate you entirely. Dungeon navigation is no longer simply limited to "find the lever". New methods of delving ever deeper with real time dig mechanics and other methods await. Time to think outside the box.

Inspiration and creativity

As the player explores the broader world, they will be struck by inspiration, earning points that can be spent to create and develop various works of art which can be dynamically displayed

anywhere you desire. Paintings, statues, sculptures and more will provide that extra sense of style and a new form of crafting and museum displayability.

New Beginnings or cut to the chase

Something as massive as Odyssey will require a fresh start with a new game. However, you needn't play through everything again to begin your Odyssey. Upon release, we intend to offer an in-depth "experienced character creator" start in conjunction as an addon to certain alternative game start mods. This system will complete all prerequisites, provide a character at level 60 with appropriate perk points to spend, full visage set and a number of options to select other quest lines and arcs to mark as completed along with all applicable rewards and finds. This system will allow you to jump head first into Odyssey right from the start.

Our intention at this point is to release Odyssey with a batch of "dummy" act plugins to reserve the load order index slot for the future release of followup acts, so that games can have content injected into their load order without having to restart their game each time.

Of course, the player can always choose to start from the beginning and fully establish their character and embark upon Odyssey in a natural way. The quick start method is also an excellent alternative if you have difficulty maintaining a stable long term game, and want to experience all of Odyssey before your game implodes on itself... Ah, the joys of modding.