Marta Pszczolińska, "Entry on: Assassin’s Creed Odyssey – Legacy of the First Blade by Ubisoft ", peer-reviewed by Elżbieta Olechowska and Katarzyna Marciniak. Our Mythical Childhood Survey (Warsaw: University of Warsaw, 2023). Link: http://omc.obta.al.uw.edu.pl/myth-survey/item/1564. Entry version as of November 21, 2026.

Ubisoft

Assassin’s Creed Odyssey – Legacy of the First Blade

worldwide (2018)

TAGS: Achaea Ancient Fashion Ancient Greece Ancient Warfare Herodotus Macedonia Messenia Odyssey Persians Sparta





We are still trying to obtain permission for posting the original cover.

General information	
Title of the work	Assassin’s Creed Odyssey – Legacy of the First Blade
Studio/Production Company	Ubisoft Entertainment
Country of the First Edition	Worldwide
Country/countries of popularity	worldwide
Original Language	English
First Edition Date	2018
First Edition Details	Ubisoft Entertainment, *Assassin’s Creed Odyssey – Legacy of the First Blade*. Episodes were released gradually: Episode 1: *Hunted* – 04.12.2018, Episode 2: *Shadow Heritage* – 15.01.2019, Episode 3: *Bloodline* – 05.03.2019.
Running time	approx. 6–20 hours to complete (depending on chosen objectives, choice of fast travel etc.)
Platform	Microsoft Windows, PlayStation 4, Xbox One, Nintendo Switch, Google stadia
Official Website	www.ubisoft.com; www.assassinscreed.com (accessed: February 17, 2023).
Available Onllne	www.ubisoft.com, other online video games platforms (Steam, Uplay, PlayStation Network, Xbox Live etc.)
Genre	Action and adventure video games*, RPG (Role Playing Game)*

This Project has received funding from the European Research Council (ERC) under the European Union’s Horizon 2020 Research and Innovation Programme under grant agreement No 681202, *Our Mythical Childhood… The Reception of Classical Antiquity in Children’s and Young Adults’ Culture in Response to Regional and Global Challenges*, ERC Consolidator Grant (2016–2021), led by Prof. Katarzyna Marciniak, Faculty of “Artes Liberales” of the University of Warsaw.

Target Audience	Crossover (teenagers, young adults, 17+)
Author of the Entry	Marta Pszczolińska, University of Warsaw, m.pszczolinska@al.uw.edu.pl
Peer-reviewer of the Entry	Elżbieta Olechowska, University of Warsaw, elzbieta.olechowska@gmail.com Katarzyna Marciniak, University of Warsaw, kamar@al.uw.edu.pl

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Creators



Ubisoft (Company)

Ubisoft is a multinational videogames development company. Based in Montreuil, France, the company first started as a family-run software development company in 1985 but has since moved to the video games development world, creating, developing, and publishing titles for franchises such as *Rayman*, *Tom Clancy*, *Just Dance*, *Prince of Persia*, and, of course, *Assassin's Creed*. The company originally began in France, but has since expanded worldwide, with branches throughout the world, including Canada, Japan, China, and United States.

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Additional information

Translation

The game is supported in the following languages:

- English
- French
- Italian
- German
- Spanish
- Arabic*
- Simplified Chinese*
- Traditional Chinese*
- Czech*
- Dutch*
- Japanese
- Korean*
- Polish*
- Portuguese-Brazil
- Russian

* Just subtitles and interface, audio in English.

Sequels, Prequels and Spin-offs

Assassin's Creed Origins, 2017.

Assassin's Creed Odyssey, 2018.

Assassin's Creed The Fate of Atlantis, 2019.

Summary

Assassin's Creed Odyssey – Legacy of the First Blade is an extension pack to the 2018 game *Assassin's Creed Odyssey*. It contains downloadable content allowing to play an additional plot incorporated into the original name. The player has a choice to play as the Eagle Bearer, Alexios or Kassandra, both of which are Greek *misthioi* – mercenaries, who, as per the original game, are descendants of King Leonidas of Sparta. The game takes place during the time of the Peloponnesian War and continues the role-playing plot of the original game. The content is recommended after achieving level 50, so it is

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not aimed at beginners. It is divided into three main chapters: the first – *Hunted*, the second – *Shadow Heritage*, and the third – *Bloodline*.

In the first chapter, *Hunted*, the player, playing as *misthios* (the Eagle Bearer), travels to Macedonia and meets Darius, a Persian rebel. The Order of the Ancients, a power-seeking organisation, has taken over Macedonia and aims to kill Darius, his son/daughter (depending on the player's selection) and the Eagle Bearer. They call them the 'Tainted Ones' as they are thought capable of destroying the world. The player has to help Darius find and defeat the Huntsman, who kills the Tainted Ones. Darius turns out to be someone else, and the history of his assassination of the tyrannical Xerxes I of Persia is told, as well as his failed attempt to assassinate his son, Artaxerxes I of Persia. As the Huntsman is killed, Darius and his child escape Macedonia to avoid being tried for treason.

In the second chapter, the player meets Darius again in Achaea. The Order sets up a sea blockade around the region to capture Darius and his child. The player has to sabotage a flamethrower built on The Order's ship and sink the fleet. The Order's fleet is led by the Tempest, who turns out to have been exploited by the Order as they consider her to be a Tainted One as well. The player has to defeat the leader to allow passage for refugees. Later, Darius and his adult child, Neema or Natakas (depending on the player's selection of the Eagle Bearer), stay in Achaea, and the *misthios* has a son, Elpidios, with Darius' grown-up child – with Neema in case of Alexios or with Natakas in case of Kassandra.

In the last chapter, the action occurs in Achaea, where the mercenary (Alexios/Kassandra) spends time with their new family. Unfortunately, the Eagle Bearer's son is kidnapped, and Darius' child is killed during the Order's attack, led by Amorges. The player travels with Darius to Messenia, where the Order is stationed, and they attempt to reclaim Elpidios from Amorges. Amorges refuses to return the mercenary's son and reveals that both the boy and his parent will always be targeted for elimination by the Order. Darius reconciles with Amorges, and the boy is eventually found. Darius takes care of his grandson to provide him safety away from the targeted Eagle Bearer. Darius and Elpidios escape to Egypt, where the boy is later said to have become an ancestor to the founders of the Brotherhood of Assassins.

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Analysis

Since *Assassin's Creed Odyssey*, as a game, deserves a separate analysis because of its successful attempts to recreate ancient Greek reality, the extension pack, *Legacy of the First Blade*, should be considered as a further effort to achieve the same goal. The downloadable content takes place in a world created for the core part of the game, which includes the same stylistic decisions to depict elements of Greek Antiquity – ancient names, garments, architecture, music, warfare, etc.

The extension pack, however, is a bit different from the core game. It focuses on introducing elements of the second Persian invasion of Greece (480–479 BC) into the game, which are otherwise scarce in the main game. The game does not aim to provide players with factual information about the Persian wars – it does not mention the famous battles that took place during the invasion – but instead focuses on introducing elements that might be familiar to the players to achieve an ambience of terror and threat. Characteristic elements of the Persian wars are included, e.g., the Persian fleet (the first regular imperial navy) makes an appearance, and the characters of genuine Persian kings are used – the tyrant king Xerxes I of Persia, who conquered most of northern and central ancient Greece, and his son Artaxerxes I of Persia. This gives the player an air of authenticity, highlighting the overarching theme in the *Assassin's Creed Odyssey* series.

The creators do not strive for literal recreation of the ancient Greek world with historical or factual accuracy, nor do they attempt to educate the player on the history of the Persian invasion of Greece. Instead, the creators use familiar elements of Greek antiquity and the Persian wars to create a reality where the player can feel the atmosphere of being in ancient Greece and the Persian wars; seeing the landscapes, architecture, garments, armour, warfare, naval culture and characters stylised to resemble ancient Greek reality results in the player's immersion in the ambience of ancient times.

Ubisoft used to incorporate educational elements into their games (e.g., the guided tour of Alexandria in *Assassin's Creed Origins*, 2017 – full of facts about the historical background), and yet neither the *Legacy of the First Blade* nor *The Fate of Atlantis* (2019) follows the same path. Instead, they focus on creating a reality inspired by ancient Greece – including authentic elements so that the player does

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	not become bored or tired by didacticism and remains open to learning more about ancient Greece, perhaps from books, films, etc. It may be a good strategy for sparking young people's interest in Antiquity. Let's first make them feel how unique the ambience of Antiquity was and draw their attention to its most exciting aspects. They perhaps could start their journey of learning about Antiquity from a place of genuine interest and fascination. The response to the game – over 10 million copies sold worldwide – suggests that *Assassin's Creed Odyssey* is exposing many young people to Classical Antiquity and could lead to an increased interest in the subject.
Classical, Mythological, Traditional Motifs, Characters, and Concepts	Achaea Ancient Fashion Ancient Greece Ancient Warfare Herodotus Macedonia Messenia Odyssey Persians Sparta
Other Motifs, Figures, and Concepts Relevant for Children and Youth Culture	Adventure Animals Child, children Childhood Conflict Death Emotions Family Freedom Gender Historical figures Interactivity Journeys Knowledge LGBTQI Murder Names Oppression Parents (and children) Prediction/prophecy Reconciliation Relationships Sacrifice Storytelling Travel Violence War
Further Reading	*Assassins Creed Odyssey* at Paizomen, A Database of Classical Antiquity Games, Assassin's Creed Odyssey (accessed: February 17, 2023). Haryo Pambuko Jiwandono, *Perpetual Polemos: War Profiteering In Assassin's Creed Odyssey* at https://jkrsb.ub.ac.id/index.php/jkrsb/article/view/86 (accessed: July 7, 2022, no longer available). IMDb, *Assassin's Creed Odyssey – a parental guide* at IMDb.com (accessed: February 17, 2023). Politopoulos, Aris, Angus A. A. Mol, Krijn H. Boom and Csilla E. Ariese, "History Is Our Playground": Action and Authenticity in *Assassin's Creed: Odyssey*", *Advances in Archaeological Practice* 7. 3

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(2019): 317–323 (accessed: February 17, 2023)

Vincent, Romain, *Réflexions – Apprendre dans Assassin's Creed Odyssey* at jeuvideohistoire.com (accessed: February 17, 2023).

Addenda

Voice actors:

Kassandra – Melissanthi Mahut,

Alexios – Michael (Michalis) Antonakos.

The interview available at YoutTube GameWorld.gr channel.

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