



HYPERBOREAN CHAMPION

Hyperborea

Hyperborea is a legendary land located far from the Middle Sea; a land of black rock and ice where the sun shines for twenty-four hours a day and the people are so hardy that they wear Greek clothes in the bitterly cold temperatures with no sign of discomfort.

*neither by ship nor on foot would you find
the marvellous road to the assembly of the Hyperboreans.*

Hyperborea appears on no official map. The cities of Hyperborea stand behind the North Wind, under the protection of the Titan Coeus, Titan of the North Wind. Coeus stood aside from his brothers and sisters when the gods warred with the Titans and instead stood to his duty of turning the axis of the world; in return, after the war was over Zeus let him free from Tarterus to continue his duty. Coeus is disinterested in the affairs of men and gods, seeking only to see to it that day follows night and the world keeps turning.

Some say that Hyperborea itself stands to the furthest north, beyond the Tin isles and the great ice mountains; others that it dwells in the sky at the top of the pivot of the world. The only connection between Hyperborea and the world of men is the magical island of Delos, which touches the earth in many places at the whim of its mistress, the goddess Leto. It is said that since the alliance was signed between the Hounds of Thrace and the Hyperborean emissary Abaris the Healer, one of those places is in the shallow waters off Panticapaeum.

At the Sixth Annual, a formal treaty of alliance was signed between Pantokrator Canthos and Abaris the Healer. Oaths were sworn and bread broken - Hyperborea stands now with Greece. Her cities will send their tribute and her warriors will stand with the Greek nation. As of the Seventh Annual, under the terms of the Pact of Canthos, the three cities of Hyperborea may be subject to challenge in the Great Game.

The situation in Hyperborea now is complex. The land owes its loyalty and fealty to Leto and her family - Apollo, Artemis and latterly, the titan Hyperion. Delos, though, fell to Persia at the Twelfth Annual, and the situation in Themiskyra is... complex. Hyperborea is part of – some would say definitively, the very beating heart of – the Greek magisterium. Attempts to change it to another will destroy the immortality of its' people and will disrupt the fragile and complex interplay of magic and myth which makes it what it is.





As such, Hyperborea's time as part of the Middle Sea must come to an end. And it is this goal which drives the Hyperboreans on the field.

Geography:

Hyperborea is composed of two land masses. The smaller, the Isle of Delos, is under the direct control of the goddess Leto, and enjoys the strange quality of acting as a gateway between Hyperborea and other parts of the world; whereas ships leaving the north of Delos always reach Hyperborea Insula within one day, those leaving the south appear where Leto wills it, and only those Leto chooses can make landfall on Delos. Leto has, for eight years, bid Delos appear in the shallow waters of the Bosphorus south of Panticapaeum. Culture on Delos is very Greek in style and those who dwell on Delos are not deemed to be Hyperboreans proper – many Greeks live on the island and have for many years. Delos is very devout to both Leto and her daughter Mater Artemisia, and a great temple to Artemis-Nemesis still rises above the lower slopes.

Hyperborea-Insula is a large island with a long north-south axis; the south of the island is forested, verdant and enjoys a perpetual bright but cold summer. The moon is always full, and hangs in the sky in place of the sun, which hides partially behind it. Southern Hyperborea-Insula is the land of the Amazones, who hunt and rule from their capital at Themiskyra.

The Amazones have a proud and long tradition of warfare and honour and have long been seen as the most sacred people of Mater Artemisia. Their Queen Hippolyta figured in the twelve labours of Hercules; their Queen Penthesilea was slain in battle with Achilles before the walls of Troy; and now the Queen Thalestris, she of the *Eyes of Death*, who by repute seduced Alexander the Great, has made a decision which may shake the foundations of Hyperborean society – or may yet save it through her sacrifice.

The middle of the island is riven in two by a mighty mountain range, on the northern flanks of which can be found the heaths and moors of Hyperborea Maior. Here, on the northern flanks of the mountains can be found the city of Amaravati where Apollo's cult rules supreme, a group of nine philosopher-sages whose wisdom seems both sourced in and separate from their veneration of their patron. In Hyperborea Maior, the sun stands forever in the sky with the moon behind it, and the land thrills to music, athletic pursuits, poetry and great buildings of marble, granite and ice. Greatest among them is the Great Observatory – the round temple hewn from bluestone and basalt which serves as temple to Apollo, observatory and holy place.

The Nine Sages of Amaravati are led by Abaris the Healer, a man said to have lived a very long time indeed. Abaris and Thalestris are allied and usually consult with one another on matters to do with the whole of Hyperborea. Even when – as over Alexander's vision – they profoundly disagree at a philosophical level, they go out of their way to support one another and to provide assistance and help where it does not actively hinder themselves. Hyperboreans do not have it in themselves to be enemies to other Hyperboreans.





Hyperborea and Religion

The gods honoured in Hyperborea are of two natures; Crowns and Luminaries.

The Two Luminaries are the twins Apollo and Mater Artemisia still known in Hyperborea by her archaic name of Artemis. They are man and woman, sun and moon; intellect and passion; hunter and prey; in Hyperborean theology they are a dual entity, one half incomplete and indistinguishable from the other. Amazonia is sacred to Artemis; Amaravati to Apollo. They are seen much less as personalities as among the Greeks as they are cultural exemplars. Both deities are seen as much more benign than their Greek faces.

The mother of the Twins, Leto, is a Crown; patron of children, parenthood and those who protect those who cannot protect themselves. Her father Coeus, is the child of Kronus and turns the north pole, issuing out the north wind Boreas.

Last of all ancient Hyperion walks among the people of Hyperborea in physical form, teaching warfare, philosophy and magic, and spreading light in dark places. He is patron of those who go to war for just cause.

Abaris and Queen Thalestris' Plan

Queen Thalestris has watched the age of Steel from Themiskyra. Occasionally she or, more often, Abaris would send representatives to Greece to aid in Greek goals in the Great Game, but a number of factors became increasingly obvious.

- Away from their secure homeland, the Luminaries became more like their brethren in the Greek pantheon – capricious, cruel, and unkind.
- Greece simply wasn't going to win, and Hyperborea had placed itself – and the complex interplay of forces which support the climate and the immortality of the inhabitants - at increasing risk by allying with them.
- As predicted by the Nine Sages, one came seeking a way to recover the lost Alexander from the depths of death, and in doing so awoke a vision that would create a world in which Hyperborea would have no place.

Between them, Abaris and Thalestris hatched a plan. They would both deploy forces in support – Abaris to the remnants of Greece; Thalestris in support of Alexander's vision of a new age. Each and every Hyperborean warrior or sage would be given a free choice to support either on their merits.

They would seek to find a way that Hyperborea could be severed from the Middle Sea to create a perfect Greece; one where the gods would support and be influenced by the benign climate of Hyperborea, where Greece of the legends could continue, far from whatever philosophy would rule the middle sea.

Those who wished to, would go among Alexander's people and support them with tales and legends that they not forget from where they came while they set off on a voyage to a new





future; and even if, as they lose the benefits of the Hyperborean climate, age and become mortal, they themselves never see their homeland again, they will carry the light of the Sun and Moon in their hearts into a new world.

- As a Hyperborean character you may take one of two paths: you may be *For The Sages*, in which case you will align yourselves with wherever the majority of the Greek warbands still loyal to the gods have gone. Your job is to try and engineer, support or push any effort to break Hyperborea away, and allow it to become a mythical land once more where the Greece of legend and myth can survive. Mortal Greeks who honour the gods, or Greek gods who support this goal, should be encouraged to engage with the process and promised support and sanctuary come the end of the Thirteenth Annual.
- Alternatively you may be *For the Queen* in which case you will align yourself with Queen Thalestris in the Republic of Humanity. In that case your job is to try and engineer a tradition within Alexander's republic of honour, truth, beauty and love; to carry the lessons the gods have taught in the hearts of mortals going forward and to underline that building a world without gods does not mean abandoning the tales, legends and myths of the peoples who compose the Republic. It is through stories, is it not, that true immortality lies. This is a heroic and tragic path, because you are willingly abandoning the immortality that is your birthright for the greater good.

On the field, Hyperboreans supporting their respective positions should be respectful and friendly to other Hyperboreans; difference of opinion is grounds for engaged and animated debate but not anger, fury or offence. Are not all brother and sister after all?

A note on Amazonas and gender;

Historically and traditionally, in legend the Amazonas are depicted as warrior women. In keeping with Odyssey's traditionally genderblind approach to mythology, there is no reason why male Hyperboreans cannot be associated with the Amazonas or part of Queen Thalestris' retinue. The Amazone leadership is, however, female in the Odyssey background.

Antianara of Thermadon

There is a player character – Anantianara of Thermadon – in Persia who claims Amazonian ancestry and a claim on Queen Thalestris's throne. As an exile, she has adopted Persian traditions and culture and now operates fully as a Persian. She seeks to take control of Hyperborea through her Persian allies. Control of the cities and tribute is one thing; to change the magisterial background of Hyperborea to Persian would immediately and irrevocably destroy everything that makes the region what it is and would cut off the Luminaries from the land. It is believed by many





that Antianara does not understand this; Abaris, certainly, wishes to discuss this with her to determine what motivates such an impulse.

Exile and Persian notwithstanding, no Hyperborean would want to see anyone unwillingly cut off from their homeland. Perhaps she can be persuaded back to the light of the Luminaries before the end of things?

Five Natures:

- **Hyperboreans of any alignment are always fair.** They despise cheating, deception, dishonesty or deceit and while they may tolerate such as a weapon of war they will neither enjoy it nor look well on those who routinely engage in it.
- **Hyperboreans are artistic;** they delight in poetry, song, music (especially, always, music), revelry and sport and are utterly unselfconscious about it.
- **Hyperboreans are competitive** – they will usually take a chance to compete with one another though once a competition is done, they are unstinting in their praise for the victor, who is equally magnanimous in victory.
- **Hyperboreans are just a touch otherworldly** – Hyperborea with its endless sunshine and enlightened rulership, as well as the benign faces of gods who in the main part of Greece may not be seen so well, makes those raised there perhaps a little bit idealistic, naïve or unworldly.
- **Hyperboreans do not age and face death only through accident, violence or misfortune.** Disease is unknown among them, and therefore death is a thing both fearful and of fascination to them. Hyperborean warriors, who accept increased risk of death, are viewed as reckless and daring.

Never the Muse is absent

*from their ways: lyres clash and flutes cry
and everywhere maiden choruses whirling.*

*Neither disease nor bitter old age is mixed
in their sacred blood; far from labor and battle they live.*



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