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By Yorokonde

In the beginning, there was Primordial Chaos. From this eternal void came the first of the Chthonic Deities, Nyx, as well as the Primordial Gods. Together they created everything that exists. From the Primordial Gods sprang the Titans, powerful gods in their own right and ones who were not content to be ruled by their parents. The Titans slew the Primordial God of the Sky and cast him into the darkest depths of the ocean. Cronos, the Titan of time, and many others were later killed by their own offspring. Some time later, we arrive at the present day.

The Olympian Gods, each with their own place and duties in the universe, rule all alongside the Chthonic Deities and the few Titans who refused to stand with their brethren in the war. Zeus rules them all from on high at Mount Olympus. His elder brother Poseidon rules the seas. And his eldest brother Hades, eldest of all the Olympian Gods, drew the shortest straw and was given the Underworld to rule. A duty he has undertaken with all the seriousness and temper one might expect from a God who feels slighted in his allotted duty for eternity.

Hades is not alone in the Underworld. A whole court of misfit, slain heroes, and Chthonic Deities reside there due to their sworn or intertwined duty to the House of Hades. There is also his rebellious son, Zagreus, who is a more recent addition to the Underworld. One who has made every day an adventure or trial depending on who you ask. He has recently discovered one of the more closely kept secrets of the House of Hades which has set him on the path of attempting to escape from the Underworld. A feat that has only very rarely been accomplished successfully.

You will be placed in or around the Underworld during your time in this world. Which will be ten years, unless you find yourself staying longer for one reason or another. you are not compelled to stay within the labyrinthine expanse of the Underworld and its many layers during your time here. Though you may find that your duties, Hades, and even the residents themselves will do their best to ensure that the Underworld's reputation for inescapability remains intact.

Take these. You will need them.

+1000 CP

Origins

Age is unimportant here. You may freely select your Gender.

Son (or Daughter) of Hades

As it turns out, Zagreus was not the only spawn begotten by the loins of Hades. You will take your place as either a twin to the firstborn son of the House of Hades or as a younger sibling. Who exactly your mother was will remain a secret as closely guarded as who Zagreus' was. Perhaps you will discover the answer in time or perhaps it will remain a mystery known only to The Fates themselves. In whatever case, your duties will be light paperwork and spirit motivation in the Administration Chambers. Unless you share your now-sibling's desire to escape from the Underworld. In which case, prepare for Hades to be very displeased with you on a regular basis.

Chthonic Being

While Nyx was the first Chthonic God spun forth from the Chaos that exists beyond all things, she was certainly not the last. Her many children include The Fates, Charon the Boatman, God of Death Thanatos, Sleepy Deity Hypnos, and several others. You likely now include yourself among their ranks, though you could be brother or sister to Nyx herself should you wish for a history as long as existence itself. Nyx and most of her offspring have affiliated themselves with the House of Hades due to their mother's close ties with Hades. You will be no different in that regard. Though what exactly your duties consist of depends on just what the essence of your existence happens to be. Expect Nyx to have more than a stern lecture with you should you believe yourself above those duties.

Underworld Resident

Of course, Gods are not the only residents of the Underworld. All people who have passed away throughout all of time exist down here as well. Their souls naturally take up residence in the level of Hades' realm that is designated based on their actions in life. Those who were wicked and deserving of punishment end up in Tartarus. Those who were unremarkable drift towards Asphodel. While those who were heroic and brave warriors during their lives are given to the heavenly splendor of Elysium. Naturally, there are several more realms besides just the three named here. You will be allowed to inhabit Elysium unless you should desire, or deserve, one of the other two realms.

Warrior of the House of Hades

Hades draws his loyal soldiers from where he can find them. Some, like Achillies, are heroes who have agreed to serve in exchange for repaying a favor or a debt owed. Others, like the Erinyes, are chthonic beings who have discovered that they have a desire to whip the true enemies of the House of Hades into submission. Whichever you happen to be, your duties will be the same. Defend the House of Hades against any threat, few though they are, and follow Hades' commands. Mostly you will be standing around on guard duty. But once Zagreus begins to make his break for the surface, you may be commanded to stand in his way.

Servant of the House of Hades

Beyond warriors, the House of Hades also employs a number of spirits, monstrous persons, and unusual individuals to fulfill the more commonplace needs of the Underworld. There's cleaning, which is especially important with temperamental Cerberus roaming the halls. Construction is always ongoing on the ever-expanding levels of the Underworld. And then there's the cooks who need to stand ready in case any of the deities should desire a snack fit for... well... them. You may choose to have your duties center around any of these three responsibilities. Just be aware that Hades and Nyx are both strict taskmasters who are unlikely to put up with slackers working for them.

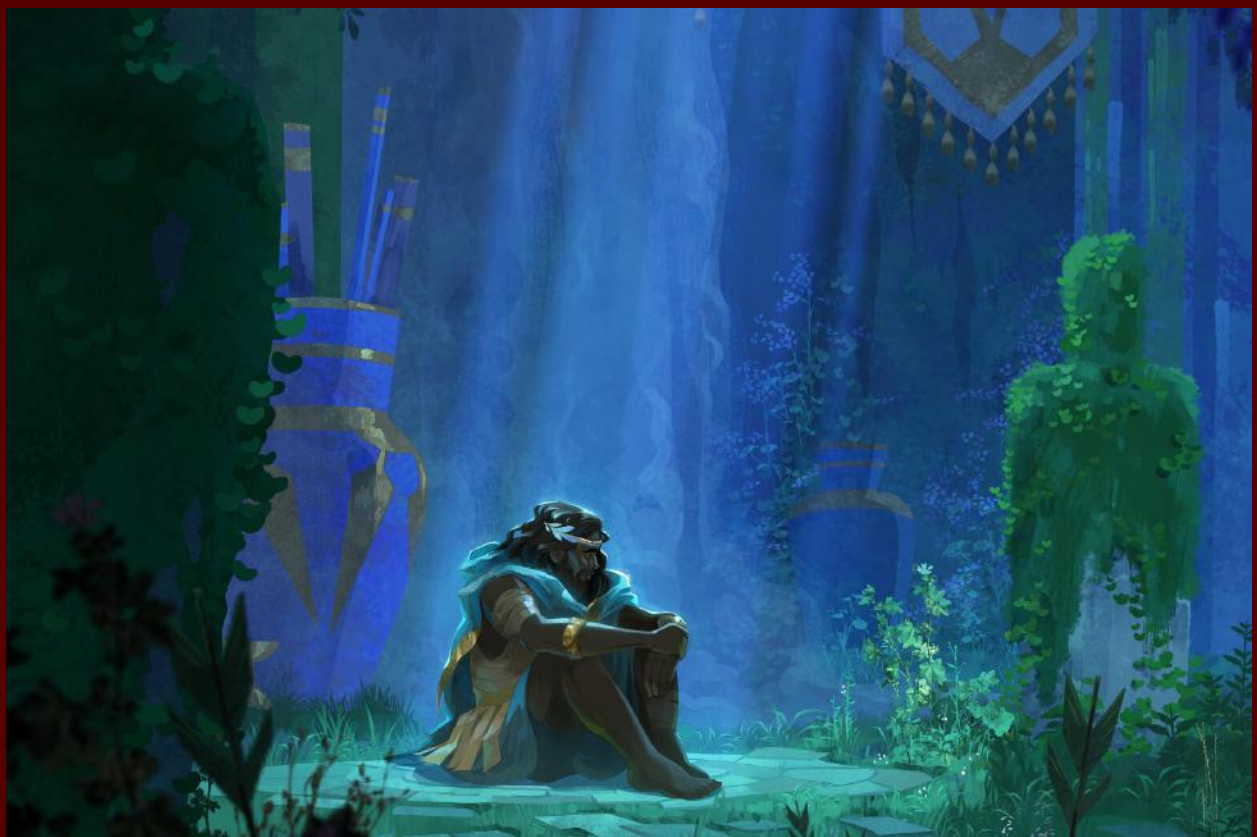
Locations

House of Hades: Right at the heart of Hades' realm, his hall, his lounge (torn up at the moment by Cerberus' anguished rampage), the Pool of Styx, as well as the bedchambers of the royal persons. Not that anyone sleeps much around here. Except Hypnos.

Tartarus: Directly adjacent to the House of Hades, this is the lowest reach of the Underworld that the dead wretches will see. A maze of devilish design, constantly shifting, traps ever rearming, it houses the worst of the mortals. Those who refused or failed every opportunity to leave behind any sort of positive impression. While others may hope for rehabilitation, those here will never have such a chance.

Asphodel ~~Meadows~~: One of the vastest regions of the Underworld, Asphodel was home to neither the worst nor the best of humanity. It is populated by the great masses who achieved only mediocrity that is so common to mortal lives. However, afterlife has become decidedly more unpleasant for the inhabitants of the verdant plains of Asphodel. The river of scintillating flame, Phlegethon, has spilled its superheated contents onto the grasslands. Bare rock and horrifying heat now tortures most of the souls who live here.

Elysium: The glorious paradise that awaits the greatest of heroes or those particularly beloved by the gods in life. Moss coats most of the realm in a plush carpet of green that allows for a weary warrior to rest where his battle ended in comfort. Make no mistake, this paradise is not peaceful. Kings and heroes from all ages relive their glory days through recreational combat in arenas grand enough that they could not be imagined on the surface world. Those not fighting fill the stands, filling the ears of combatants with joyous cheers that accompany every swing and blow. And should those who inhabit this realm find themselves plagued by unpleasant memories, a quick drink from Lethe, the river of forgetfulness that flows through this realm, will numb the aches and pains of the mind.



Temple of Styx: The gateway of the Underworld and the barrier between the surface world and the land of the dead. Cerberus guards the doors, daring anyone to attempt to enter or leave. So effective is the guardian that the temple surrounding his guard post has fallen into a state of disrepair from disuse. This has allowed Satyrs and disease-filled vermin to infiltrate the halls, both disgusting in their own ways. The Satyrs should not be underestimated. They have successfully given Hades enough trouble that he has since stopped bothering to try to hunt them down entirely.

Fountain Room: Moments of peace are rare in the Underworld, but they can be found by a lucky few. Scattered throughout the Underworld on every level are rooms filled with clear water, hot baths, and a calming atmosphere. They are mainly used by the staff but sometimes residents stumble upon these spaces of tiled peace. Few save for Hades and the Furies have the heart to kick them out or punish them for enjoying what relief they can find.

Past The Chaos Gate: Below even the deepest realms of the Underworld there exists the primordial void. The ancient emptiness that spawned all still exists and will continue to exist long after even the eternal gods have passed away. Only one being still resides here, has always resided here, and in this age few others even know of their existence. Of those few, none travel back down into the void. So your intrusion will be something of a surprise for the being known as Chaos. One they will likely rectify in a hurry. They are not a personable entity.

Erebus: A part of the Underworld few see for long. It is the spiritual gateway to the Underworld, just as the Temple of Styx is the physical one. The recently deceased all pass through and find their way to the realm they have earned in life in relatively short order. Few linger among the gloomy, featureless stones for the air is laced thick with the fear of the unknown. That you have arrived here allows you a unique opportunity. You may choose where you wish to go from the above list.

Perks

General

Bargain with the Ferryman (Free/200 CP): While you're here, death won't have a permanent hold on you. Through a unique deal with Charon you will be returned to life should you meet any kind of unfortunate end during your time in this world. For an additional fee, Charon can be bribed a little further. Once every ten years he will be able to save you from a similar fate in other worlds. When you are killed, you will instead wake up in Greece (or the nearest equivalent for your world) on the side of a river near a mountain.

Aspect of Jumper (200 CP): The Infernal Arms used by the Gods to defeat the Titans were unique for more reasons than simply their strength and destructive power. They were weapons without form until the first divinity picked them up, gifting them with their Aspect. That is their true strength. Each individual who picked them up from that point on saw the Infernal Arm shift, morph, and change to better suit their unique essence. Sometimes drastically, sometimes subtly. Rather than embed that malleability into a single weapon, you yourself possess it instead. Weapons of all stripes that you wield will slowly alter themselves to better suit your temperament, your fighting style, your unique Aspect. Sometimes this means they will gain new abilities. Sometimes it may simply be a tweak to the weight distribution. Only time will tell what the weapon in your hands will become.

Orpheus' Apprentice (200 CP): No one sings a sweeter, sadder song than the legendary musician Orpheus. His tale is one of heartache that has only added a depth to his music. During his life, or perhaps sometime during his afterlife as the court musician of the House of Hades, he spent no little time training you in the voice, the lyre, and letting your emotions flow through your song. Your singing voice is truly excellent and your fingers are talented enough with the lyre to elicit tones few can match. Additionally, your music has the ability to reach even the greatest of immovably cold souls with their emotion should you desire it.

Blessings of the Gods (400 CP): The steady favor of deities is a truly rare gift, given their capricious natures. However, one thing remains true of all divine beings. They always favor a hero on an epic quest. While you might not always play the hero, their aid will shine down upon you as if you were. Deities, both in this world and in future ones, will offer you their blessings and aid on a regular basis so long as you are in pursuit of a quest on the scale of Hercules, Achilles, or other fabled Greek heroes. They may even offer you a choice of boons depending on the local pantheon's tendencies. Should you find yourself in a world that is lacking in divine beings, you will find those you have met before stepping in from afar.

Son (or Daughter) of Hades

Trained by Achilies (100 CP): Trained by one of the greatest heroes to have ever lived, your combat instincts are something to be feared. True, they are untested for the moment, but they will not remain so for long. You have the raw potential to be the greatest of warriors capable of defeating even the Gods in your own family. Given your current situation, you will likely have no shortage of opponents willing to teach you which mistakes will lead to your death. Repeatedly.

Arguing with Hades Himself (200 CP): Being a child of a divinity, especially one as strict and foul tempered as Hades, forces one to grow a certain amount of backbone. Or in your case, a lot of backbone. You've got nerves of steel honed from years of arguing with your divine parent that would allow you to argue with anyone without losing your cool. Even those vastly more powerful than yourself. Of course, you could also use this to converse with them politely instead of just arguing. If you think they deserve that.

Favor of the Gods (400 CP): Immortal beings like the Olympian and Chthonic Gods are not prone to forgiveness when it comes to those who trespass against their temperaments. Just ask poor Arachne. Thankfully you're a loveable little scamp in their eyes. You'll find deities and gods of all types are surprisingly quick to forgive-and-forget when you get on their bad side. They might put you through a little inconvenience or a trial or two, but you'll always be able to find your way back to being on good terms before too long.

In My Time of Need (600 CP): There are many kinds of blessings and not all of them come from the divines. Friends, true friends that understand one another, and each of the other seven kinds of love have a magic all their own. Those you come to know intimately will become linked to you in a way that no force can truly break. As it just so happens, this link takes the form of small plush critters given to you by those you forge strong enough bonds with. These cute/ugly little toys will allow you to call upon some of that ally's power for a moment. Practically speaking, they act as minor summoning spells, unleashing healing upon your allies or harm of various sorts upon your foes. Separation from the plush animals or distance from the ally doesn't stop you from calling upon their power. Just be aware they are merely projections of your bond, not the ally in question themselves.

Chthonic Being

Subtly Terrifying (100 CP): The Chthonics exist closer to the void that predated creation than any others. Even the children of Nyx are touched by that eternal darkness more than any of the Olympian Gods. As one of those beings, an aura of night, of unending emptiness, hangs off of you. It tends to make those who without a similar tie nervous, anxious, as if they are staring into that great void itself.

OR

Obviously Terrifying (100 CP): Not all godly beings are born with a face fit to be the envy of any mortal who sets eyes on them. Chthonic entities can be truly alien in their appearance, even horrifying if Charon the Boatman is any indication. You will share his fate though your visage will be terrifying to behold in a way unique to you. It will send small children scrambling and crying, cause women to gasp, and even make the bravest of men shudder to behold you.

Sliding Shadows (200 CP): While some beings of the void are rather sedentary in nature, others find themselves needing to cross long distances quickly to fulfill their duties. Thanatos, God of Death, makes frequent use of such a talent ending mortal lives. Now you too will be able to travel through the nothingness that spawned you, or your mother, to reappear at another point known to you. The action takes but a thought to perform but needs a short moment between each usage. Disappearing into a puff of smoke is the traditional appearance, though you may choose something similar to better suit you.

Darkness Abounds (400 CP): Nyx, daughter of Chaos and Goddess of the Night, has aligned herself with Hades due to the link between the Underworld and Chaos itself. It is a realm that was among the first to be created by the hand that spawned all things. Nyx's presence, combined with the raging anger and constant clashing of so many dead, sometimes causes fragments of the primordial nothingness to crystallize. These small purple gems are capable of enhancing Chthonic beings or those with a strong connection to the Underworld. Individually they offer an unnoticeable enhancement. But gather hundreds, or thousands, and one will discover themselves growing more powerful. These fragments of darkness are common enough in the Underworld but you will also be able to discover them in future worlds where strife and death are common occurrences.

A Home Beneath (600 CP): Chaos is the mother and father of the universe. They are forever fated to view their creation from the outside, to know but not experience all that was made by their hands. Still, even the few remaining Titans would be but motes in the wind should they confront Chaos in their void-filled domain. While you may not have the raw power of an entity of creation, you may draw inspiration from Chaos nonetheless. By sequestering yourself deep below the ground, remaining in one place, and concentrating your power within a small area, you will discover that your abilities grow in leaps and bounds. Inside your zone of control your power would become truly impressive. So long as you never leave.

Underworld Resident

Bright Side of Death (100 CP): Just because you're dead doesn't mean it has to be all gloom and despair. Sure, you might be trapped forever surrounded by a sea of lava, but you've learned to make the best of it. At least now you don't need to worry about firewood if you want to cook something. Simply put, you're capable of finding the silver lining in nearly any situation. At least enough to keep on singing.

Eurydice's Cooking (200 CP): While mortals have to replenish themselves with sustenance, the gods have no need for such trifles. Still, there exist delights that can tempt even a divine tongue. Ambrosia. Underworld Pomegranates. Nectar. Each one delicious beyond a mortal tongue's ability to truly comprehend. But you're able to take these divine treats and elevate them into desserts, dishes, and drinks that would have even Hestia praising your cooking. While you can't do the same with mortal ingredients, even dishes with mediocre ingredients that are made by your hand will have just a dash of divine flavor to help bring out it's truest essence.

Touch of the Lethe (400 CP): The River of Forgetfulness flows through the verdant fields of violent Elysium. It's waters offer the warriors the opportunity to forget about painful memories to more easily appreciate the afterlife they have earned. You have dipped your toes into the waters and come away with a trace of its properties flowing through your veins. Drawing on Lethe's power will allow you to dull pains, old and new, of both your body and your soul. Forgetting about the wounds won't make them go away or magically heal them, but it will allow you to push through difficult moments and deal with the injuries when you have time to do so.

Gods of Olympus, Hear My Call! (600 CP): Heroes of the Underworld are often those who were favored by one god or another. Sometimes several of them at once. Their death rarely does much to diminish the admiration the divines have for their chosen few. Even in the arenas of Elysium the power of the Olympians can still reach those heroes when it is called for, if briefly.

No matter what your situation in the afterlife is like, you have a similar link to the local divines. You can call upon them to bless you or smite your foes simply by raising your weapon to the skies and calling for them. You may call upon specific deities or simply send the call out and see who answers. The gods may not always send the help you ask for, but they will assist you when called. Just don't call too often or for unnecessary reasons. The divines do not take kindly to those who lean too heavily upon their gifts.

Warrior of the House of Hades

Snowball in Hades (100 CP): Guarding the house of an Olympian God is never an uneventful job. The Divinities all have tempers and moods that flare and subside like the sunlight on a cloudy day, Hades most of all. Keeping calm in the face of such wrath can be the only way to avoid arbitrary punishment at times. Thankfully, between your experience on the battlefield and your time serving the God of the Underworld, you have learned how to stay cool in the face of chaos of all stripes.

Brothers (and Sisters) In Arms (200 CP): Thanatos' scythe severs more than the cords of mortal life. Bonds of friendship and family are often cast to the winds as both are separated due to the varying times between their deaths and the afterlives they have earned. Still, warriors of ages both past and present have learned that family is what you make it and not always who was born alongside you. Even if you don't meet the guardsmen until you reach the afterlife, and even if some of them are a little more monstrous than most, you'll find a way to connect with those you fight or serve alongside.

Legendary Combatant (400 CP): Hades has never been one to give credit where it isn't due. If you found yourself in his employ, there is no doubt you are a warrior worthy of having their story told. However you stand above even those immortalized heroes. You would be the equal of Perseus, Jason, or even Hercules when it comes to your prowess on the battlefield. Enough that you could stand up against even the spawn of the Divinities themselves. At least, most of the time. You are dead after all.

Shifting Tactics (600 CP): Being dead does have a few benefits. After all, one cannot die a second time. The loss of a fight is no longer the end. And there are few that disagree with the idea that losing is always a learning experience. Combined this with the fact that, as a warrior of the House of Hades, you have access to most of the greatest combatants who have ever died and even the most talented of warriors could improve beyond what they thought possible.

The benefits you gain from this combination of fortunes are threefold. First, your combat abilities will never become dull simply because they are not used. A weapon as finely honed as your skills will never rust simply because it is left in its sheath for an extended period of time. Secondly, you gain a keen insight into the tactics of your opponents and are able to learn something from every bout with them. Win or lose, you will discover a new insight that will allow you to come closer to defeating them each time. Finally, should you eventually find your way back to the world of the living, some of your experience returning from death so frequently will remain with you. Once each decade, when a blow would normally strike you down, you will instead rise to stand tall and once again almost instantly. Your wounds will be healed and your vigor for battle fully restored.

Servant of the House of Hades

Hard Worker (100 CP): Taking care of a Divinity's house would be a challenge on a good day. The list of tasks rarely grows any shorter and Hades isn't a big believer in lots of breaks for his employees. Thankfully you've got enough patience and endurance to keep up with clearing up after Cerberus' second rampage through the break room that week. When it comes to cleaning, you could even clean the Augean stables without flagging. Just maybe not in one day like a certain someone.

Service with a Smile (200 CP): Staying on the good side of those vastly more powerful than yourself isn't as easy as it sounds. The tempers of the Gods being what they are, especially Hades, it is easy to find yourself punished to several decades sitting in the eternal darkness somewhere in the lower depths of the Underworld. Thankfully, you've got an air about you that is a combination of diligence, innocence, and cheerfulness that would make even the most temperamental of deities wonder if, perhaps, they weren't being a little too hard on you.

Secrets of the House (400 CP): All Divinities have secrets, shames, or events better left forgotten in the past. Hades is no different in this regard. And yet he, like so many others, does not always realize just how much his servants hear. How much those who serve him gossip among themselves. But few who serve the House of Hades would dare hint at the dysfunction of the Underworld family to any other. You have the dual talents of secrets, able to ferret them out but also keep them locked away behind a wall of iron. There are few hidden skeletons you aren't able to ferret out, given dutiful service and a dash of charm, when serving another. Similarly, there is little another can do to force you to give up those secrets should you desire to keep them to yourself.

Philotes' Instinct (600 CP): Bonds of friendship and loyalty are such precious gifts, but sometimes the best present has a more tangible nature. After all, what better way to show your appreciation for that bottle of nectar than to return the favor? But it isn't easy to have something on hand when you aren't expecting someone to give you something in the first place. Thankfully, after years or decades of working among the various gods, you've picked up a little bit of magic of your own.

You have the uncanny ability, be it true magic, simple preparedness, or some kind of sixth sense, to always have a token of value on hand to give to someone when they gift you something nice. It's value might not always be monetary. Some people can be quite touched with a simple hair ribbon or a well-worn feather duster. This too is something that you will know when the occasion arises. Simply put, you will always have the perfect gift to give someone when they give you something.

Items

General Items

Underworld Renovation (100 CP): One has to admit, Lord Hades has a certain flair for style befitting a divinity of his stature. The rich, vibrant reds tapestries and gold highlights. The elegant marble flooring interspersed with lush carpets. Of course the spirits that commonly pass through its halls rarely appreciate the decor and few outside Hades' staff ever see it. But all you have to do is say the word and we can set the House Contractor to work on a piece of property of yours, giving it the same sense of visual splendor that the House of Hades enjoys. You could choose your Cosmic Warehouse or any other piece of property that you currently own. You may even apply it to multiple homes and businesses should you happen to own that many.

Lava Moat (100 CP): Few things truly express how little you desire visitors like a moat filled with bubbling, boiling, never-cooling lava. For a small fee, the river Phlegethon, ever filled with molten stone, can be directed to encircle a home, castle, or other similar structure that you own. The House Contractor will even throw in a drawbridge that is guaranteed not to catch on fire or melt under the extreme heat now surrounding your property. And for those of you who happen to be avid fishers, you will be happy to know the river Phlegethon has a wide array of rather unusual fish to catch in its waters.

Underworld Demesne (300 CP): For those with more refined tastes, and a budget to match, the House Contractor is happy to offer to create an entire home from the ground up at a place of your choosing somewhere in the Underworld. This palace will be large enough to house both Gods and mortals with enough rooms to keep an entire entourage of each well situated and more than comfortable. There will be no need to worry about staffing such a large property, as many of the Underworld residents would leap at the chance for a change of scenery. You will find skeleton butlers, spiritual maids, monsterous cooks, and equally unusual servants of all stripes just waiting to serve the whims of you and any guests you may invite onto the property. After your time in this world is through, you may place this property in any location you wish. It can be attached to your Cosmic Warehouse as easily as it can be set down nearby your entry point in any new world you visit.

Personal Underworld (400 CP): It is hard to resist the allure of a place so resistant to escape and incursion as the Underworld. Daedalus truly crafted his most cunning creation when he designed and built the dungeon encompassing the five realms of Hades. While the House Contractor is no Daedalus, he has been performing his duties long enough that it is safe to say he is no slack hand at the reins. For this princely investment, he will design an imitation of the five realms of the Underworld specifically for your enjoyment. You can do what you wish with it. House souls of the dead (though harvesting and transporting them is up to you to arrange), live in its every shifting chambers, or simply run around in it destroying things. Whatever takes your fancy. However, you are not buying a completely unoccupied labyrinth. Your coinage also includes a vast array of the most violent spirits from the Underworld to act as your guardians to keep intruders out and prisoners in. don't worry about running out of guards just because you decided to roam around the halls practicing. Those destroyed by your hand will always recuperate in short order. And for those looking to make a little profit along the way, the House Contractor has assured there will always be something shiny waiting for those who test the defenses.

Son (or Daughter) of Hades

Keepsake Display Case (100 CP): This simple glass and wooden curio cabinet does not appear to be furniture worthy of a child of divinity. But that only holds true so long as it is empty. When you place a small object inside that was given to you by a friend or ally, whether it is magical in nature or not, the design of this cabinet shifts slightly. A pane of glass may become frosted by a familiar design. Carving might rise out of the wood to depict a symbol meant to symbolize your friend along several inches of wood. Each and every keepsake you collect from others will subtly alter the design until it is full.

Crate of Ambrosia (200 CP): While the divines aren't required to consume neither food nor liquid for their continued existence, many do for the sake of simple enjoyment. While Hades is rarely, if ever, in such a mood, he refuses to keep his kitchen as anything less than fully stocked. Thus you find yourself in possession of a box of twenty bottles that the god might miss... if he ever bothered to imbibe. Ambrosia is a liquid that defies description. Everyone who attempts to describe its taste does so differently and many claim its taste changes on each occasion they have had it on their tongues. There is one universally known quantity of this drink though. It always tastes better when shared with friends, allies, or is otherwise freely given to others.

This crate will refill itself of all used bottles every other year.

Trinkets of Hades (400 CP): Objects hold power in this world, each one as unique as their giver and the situation under which they are granted. Some are tokens of obligation given to those who offer unexpected gifts. Others are mementos of friendship, love, or loyalty. These three come from the House of Hades and are as different in intent as they could be.

Old Spiked Collar: Having spent untold decades wrapped around the neck of Cerberus, the tattered red leather and faintly rusted spikes embody the loyalty and dedication that the hound has guarded the gates of the Underworld with. When you carry this trinket around with you, you gain a minor protection against harm born of that loyalty. Enough to turn a sword or two at a critical moment.

Sigil of the Dead: Hades is hardly one to keep useless trinkets about his person. But he has dutifully worn this symbol of his household since its founding. It is seeped in that sense of the rigid control he holds himself to. Those who carry this trinket are capable of turning themselves briefly invisible before it needs to recharge itself. Though why the God of the Underworld would have such a talent is a secret from the past few now know.

Pom Blossom: Strange. This crystalized pomegranate flower should not exist in the Underworld for some time yet. One would suggest not openly wearing it in front of Hades. The questions would be awkward, insistent, and angry. This flower symbolizes the nurturing nature of its owner and their desire to help others grow to their fullest potential. The wearer of this flower will discover themselves more receptive to the blessings, enchantments, and spells of others, able to moderately enhance them simply by accepting them.

Chthonic Being

Mirror of Night (100 CP): This stately and impressive mirror is sure to be the centerpiece of any room. It stands eight feet tall and just shy of that wide, every inch of its frame bedecked in dark wood, ominous carvings, and purple gemstones too large to be believed real. The mirror itself is black, reflecting not the world around it but instead appearing to be a slab of the night itself polished to a glossy sheen. Stepping close to it will allow the mirror to reflect your image, and only your image, as the rest of the surface fills with information about your capabilities. While the language and exact details of how it displays this information is left to your own discretion, it will be entirely accurate about what it shows. You can even search through what powers you possess by asking it questions. Quite handy for anyone.

Charon's Loyalty Card (200 CP): It is one of the odd mysteries of the Underworld why the boatman of the dead should also be so interested in commerce. After all, what use does one such as he have with coinage, even if they are included with every soul he ferries down the rivers? But sell odds and ends he does. This slim black card embossed with gold is a token normally granted to those who have defeated him in fair combat, a feat managed by fewer beings than can be counted on two hands. Those who present the card to the ferryman will be granted a substantial discount on whatever they happen to purchase from him. It also works on all but the strongest willed or stingiest of merchants found elsewhere.

Trinkets of Darkness (400 CP): Objects hold power in this world, each one as unique as their giver and the situation under which they are granted. Some are tokens of obligation given to those who offer unexpected gifts. Others are mementos of friendship, love, or loyalty. These three have belonged to the most prominent Chthonic entities living and working in the House of Hades.

Black Shawl: Nyx is not just the incarnation of night itself. In many ways, she is the first mother who ever existed. As cool as she is, she loves those in her care as deeply as if they were her own children. This piece of twilight purple silk embodies not her love, but the material ire she is capable of bringing upon those who would harm her children. Carrying this tangible piece of darkness increases the strength of blows delivered to enemies who are not expecting the strike.

Chthonic Coin Purse: Hypnos will never be known as the most dependable of the divine beings. His dreamy, wandering state of mind rarely stays on task for very long. Still, there is something infectious about the cheerful way the Lord of Dreams meets every situation that presents itself. This coinpurse of red silk and gold has a morbid design to it, but giving it a small shake will reveal the cheerful jingle of coins that are just as optimistic as their previous owner. Each day this coin purse will contain a few more coins than the day before. Even empty, it will still jingle.

Bone Hourglass: The Stygian Boatman is many things, but he is not one given to conversation. Those who have tried often come away disappointed. His duty keeps him busy and happy. Or, at least, he doesn't complain. This hourglass is a symbol of his eternal, unflagging dedication to the task he was assigned and continues to carry out. Those who carry it with them will discover the enchantments they cloak themselves in lasting longer than they otherwise would.

Underworld Resident

Charon's Obolus (100 CP): Tradition dictates that all those seeking to enter the underworld from the land of the living must pay Charon the Boatman's toll. A single gold obol, placed on the tongue of the deceased, is the standard fee. Over the ages Charon has garnered quite a massive fortune that he jealously guards and eagerly grows at every chance. But he won't miss just one sack, right? This rough burlap sack contains 100 half-inch diameter gold coins used as currency in the underworld. It will fill with another 100 obolus each year exactly ten days after the first day of fall.

Poseidon's Fishing Pole (200 CP): Strange to think that the God of Oceans would create a tool that would offer mortals the ability to plunder his waters for the riches within. Then again, Poseidon is a boastful fellow and likely just wants to show off all its splendors to the world above. This fishing rod is an exquisite example and far more useful than one made of simple wood and twine. It is capable of fishing in any ocean, streak, or lake, even those made of roiling lava, and its hook never needs bait to attract ocean life of all kinds to their doom. Its line will never snap unless you wish it and it will always be close at hand. Simply reach into any body of water to retrieve it.

Trinkets of Souls (400 CP): Objects hold power in this world, each one as unique as their giver and the situation under which they are granted. Some are tokens of obligation given to those who offer unexpected gifts. Others are mementos of friendship, love, or loyalty. These three originate from some of the more famous residents of the Underworld, each as different in meaning as they are in appearance.

Broken Spearpoint: Patroclus is a sad, brooding soul hidden away from the noise and excitement of Elysium. He sips the waters of the Lethe in an attempt to forget the pains of his past to protect himself from the pain of useless hope. This tip of a spear, now blunt and missing its shaft, is infused with this desire to protect the bearer against further pain. When carried, it offers moderate protection against wounds for a few moments after you have been injured.

Evergreen Acorn: Eurydice, fabled muse of cursed Orpheus, can now be found singing among the lava fields that were once the pleasant fields of Asphodel. She continues her song in spite of her fate, enjoying the music for the simple joy it brings her to do so. This acorn, created in the branches of her own hair, lives with all the same vigor that she does and embodies that vigor for life. Those who hold it close will find their bodies filled with that same vitality, flagging less easily when faced with an extended battle, forced march, or other strenuous exercise.

Shattered Shackle: Sisyphus in life was an arrogant, cunning king who became infamous in the Underworld for cheating death not once, but twice. But no mortal can hide from the three sides of death forever. As punishment for defying Hades and the natural order, he was sentenced to an eternity of punishment within Tartarus. But time more than the torment has changed to man. He is now good-humored, polite, and apologetic for his past transgressions. However, these two hunks of twisted metal remember how he used to curse the gods for the punishment bestowed upon him. Those who carry them and refuse to benefit from the boons of divine beings will find themselves endowed with incredible physical strength.

Warrior of the House of Hades

Underworld Pomegranate (100 CP): The Underworld is not known for producing much in the way of edible goods. The pomegranate is the rare exception, brought down with Lord Hades himself when he first came to take up his throne. They have grown sweet and tart despite the lack of sunlight and proliferated to all corners of the Underworld. There are those who suggest they can see Olympus itself when ingesting one of these fruits, but that is just a fanciful rumor. You will be given eight fully grown pomegranate trees, two of which will always have fruit on them in their own season.

Hammer of Daedalus (200 CP): Master artisan Daedalus never encountered a peer in life or even in death. So it is little wonder that Hades selected him to create the labyrinthine chambers of Tartarus and even the House of Hades itself. He works even now to perfect the inescapable trap the Underworld claims to be. This hammer is a golden tool that will subtly change its form to suit whatever architectural, engineering, or blacksmithing needs its holder may ask of it. Additionally, it is capable of working with any metal, no matter how normally immutable it may be. Should you happen to lose it you will always rediscover the hammer waiting for you the next time you visit your forge or workshop.

Trinkets of Might (400 CP): Objects hold power in this world, each one as unique as their giver and the situation under which they are granted. Some are tokens of obligation given to those who offer unexpected gifts. Others are mementos of friendship, love, or loyalty. These three were previously owned by the warriors of the house of hades. Each one driven by honor, willing to put their lives and strength against anything that would dare threaten their Lord Hades.

Myrmidon Bracer: Achilles, ever the stalwart and loyal soldier, serves the House of Hades for reasons known only to the god and himself. A bargain that he refuses to attempt to break or even bend in the slightest. Yet he has helped raise and train Zagreus with a fondness that borders on fatherly care. This steel bracer is a token left over from his life as a warrior, when he brooked no retreat and offered no mercy to his enemies. Those who wear it will discover it is much easier to defend against assaults they meet head-on, but that attacks slipping in from behind will sting slightly more.

Skull Earring: Megaera is the most civilized of the three Fury Sisters and the only one allowed in the House of Hades proper. She has been tasked with punishing the worst of the sinners, those who spent their lives befouling the lives of others. Her duty and loyalty is to the House of Hades first and foremost. She vehemently guards its stability against even internal forces that would threaten it. This dark crystal earring houses some of that tenacious nature. Those who wear it will discover their strength growing the closer to death's door they are.

Pierced Butterfly: Thanatos is one of the few divinities that regularly traverse the boundary between the world of the living and the Underworld. One of the three aspects of death and certainly the busiest. He is devoted to his Chthonic family, primarily his mother Nyx, and his duty but cares little for the other gods. Save Zagreus, who he cares for a great deal. This charm of crystal and silver speaks of a bond that has yet to be revealed. It can be broken into two halves, each identical, that offer some protection from harm against both parties when they fight together for a common goal.

Servant of the House of Hades

Sack of Gemstones (100 CP): While much mortal wealth has little meaning in the Underworld, gemstones of all kinds retain their value in ways one might not expect. Hades is fond of decorating his home and realm with jewels, for light is a precious commodity below the earth, and light reflected through a gemstone is most sought after of all. It motivates the spirits of mortals and even the servants of the house trade them for what goods Charron brings down. This leather pouch contains twenty-five gemstones of various colors and sizes. It will refill itself of any spent gemstones once every third month.

Crate of Nectar (200 CP): Tasting like the most exquisite honey, amber in color, and glowing with an inner light that not even the Underworld can extinguish, Nectar is a universally prized drink among divinities and spirits of all stripes. More common than ambrosia, it is an indulgence most of the staff enjoys despite Hades banishing it from his household. It also serves as a symbol of friendship because giving such a precious commodity away could mean little else. This crate of twenty bottles will refill itself twice each year on the summer and winter solstices.

Trinkets of Servitude (400 CP): Objects hold power in this world, each one as unique as their giver and the situation under which they are granted. Some are tokens of obligation given to those who offer unexpected gifts. Others are mementos of friendship, love, or loyalty. These three come from the servants of the house of hades, each one dedicated to their assigned tasks and loyal to the house in their own way.

Harpy Feather Duster: Dusa is a constant presence in the House of Hades, usually only seen from a distance or too hard at work to be disturbed. She is a shy soul who throws herself into her cleaning tasks with a fervor that no other can match. One would hardly expect a single bodiless gorgon head to be able to keep the entire household spotless, but she manages it without complaint. This feather duster is filled with the same vigor and energy that she spends on a daily basis. Those who carry it with them will discover small wounds occasionally closing of their own accord or bursts of energy refilling their flagging stamina.

Distant Memory: Orpheus usually sits off to one side of Hades' throne, a patch of dark gloom in the otherwise bright room. His sadness is a result of his own failed attempt to save his beloved muse. Despite his failure and the distance that now separates him from his love, he still hangs onto the faint hope that she will forgive him for his failure. This small jar holds a fraction of that love, faintly glowing, ever hopeful. It allows one to strike more effectively despite long distances, enabling bow and artifice and spell to deal moderately more damage to those they strike at range.

Lucky Tooth: Skelly is an odd creature whose master is unknown to all. Even Hades does not know where the animated skeleton originated from, though he is loath to admit it to any but his most trusted warriors. He chatters recklessly and relentlessly with an energy of one that knows that their death will never be their end even if violence is visited upon him. This silver capped tooth holds a trace of his deathless nature at its core. Once each ten years, when the holder would be struck down, they will instead arise a moment later. Not entirely unharmed but certainly healed of a vast majority of their injuries.

Weapons of the House of Hades

Your first weapon costs 100 CP. For every additional weapon you purchase, the price doubles (200, 400, 800).
Sons (Or Daughters) of Hades get a Discount on these weapons (Free, 100, 200, 400).
You may import a weapon you currently own into any appropriate weapon that you buy.
Imported weapons can either retain their own appearance or take up the Aspect's appearance.

The Infernal Arms were, originally, the weapons that the Olympians used to defeat the Titans. By universal agreement, they were locked away in the deepest part of the Underworld, or destroyed outright, to keep any from wielding their power again. Each one is the finest example of the weapon that can be found in this world. These copies offered to you are no less dangerous for their duplication.

Stygius, The Stygian Blade

Broken and shattered after the war with the Titans, this finest of swords was reborn from its crumbled existence by the combined effort of Zagreus and Achillies. It is a blade that revels in battle and gives off a sense of eagerness for blood no matter what form it takes. Impossibly light, eternally sharp, this sword leaves no question as to how the Titans were defeated.

Aspect of Zagreus

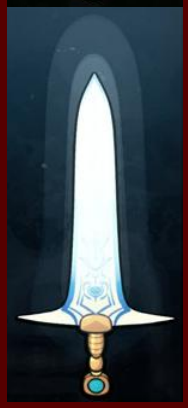
All the Infernal Arms show a fondness for the son of Hades and each have a form inspired by his essence. This blade seems incapable of remaining idle for any length of time, spurring its wielder into swinging and moving faster and faster the longer a fight drags on.

Aspect of Nemesis

Nyx's daughter once held the Stygian Blade. She punished the wicked and those filled with hubris in a zeal that few others were ever able to match. Her sword shares a similar lust for violence, always seeming to find the weakest points in an opponent's armor.

Aspect of Poseidon

The original owner of the Stygian Blade enjoyed making a splash with his power even before he ruled the seas. This sword is saturated with the magical might he focused through it in his battles against the titans. Its wielder can draw on that energy themselves to enhance their magic.



Aspect of Arthur

Far in the future, a great king will use the Stygian Blade to unite his country and bring about a peace rarely seen in that era. How or why this aspect of the blade has awoken so early is a mystery to even the greatest of gods. It's swings are wide and powerful, but slow, and it can generate an aura of protection around it's bearer for a short time.

Aegis, The Shield of Chaos

Born of Chaos, the original creator of all, Aegis found its way into the hands of Zeus. In the war against the Titans he used it to defend his brother and sister divinities. The shield was shattered in the final push to drive the Titans into the lowest reaches of the Underworld. Destroyed, but not dead, the Shield of Chaos raged against its own demise. Now it has been reconstituted using the blood of the Titans. No longer a manner of defense, Aegis all but hungers for its chance to harm.

Aspect of Zagreus

All the Infernal Arms show a fondness for the son of Hades and each have a form inspired by his essence. It's gnashing mouth shudders and shifts at times, as if attempting to let loose its rage upon the world. Few would doubt its capacity for destruction.

Aspect of Zeus

The God of Gods used this aspect of Aegis in the war against the Titans. Infused with his lightning, his rage, and his strength, it eagerly awaits the moment it can unleash all three in battle once again. When held aloft, one can call down bolts of Zeus upon foes both near and far.

Aspect of Chaos

It existed when all sprang from the primordial depths. It watches for its creator who can only do the same with all it made. When thrown, this shield splits and multiplies, seeking out any foes it can spy with its massive eye.

Aspect of Beowulf

Born in an age that does not exist yet and possibly never will, this shield was borne by the first hero a different people revered. How or why it has appeared here only Chaos knows. This heavy shield is capable of absorbing magical energy from its bearer to sheathe itself in fire.

Varatha, The Eternal Spear

Once wielded by Hades, Varatha was the thrusting might that tipped the battle in the last push to lock away the Titans. The lord of the Underworld used it for long after the battle ended. Eventually he traded it for a larger, more terrifying weapon that better suited his station. The Eternal Spear, never broken, was left to rust in the treasury of the House of Hades. Now it seeks a new owner and eagerly reaches for any who once wielded a spear with the air of an old friend.

Aspect of Zagreus

All the Infernal Arms show a fondness for the son of Hades and each have a form inspired by his essence. Prizing technique over raw strength, this Aspect promises speed in both movement and thrusting motions. Strangely, it also seems to strike foes further away than its length suggests.

Aspect of Hades

Hades spent much time with this spear, imprinting it deeply with the hatred he had for those who spawned him. The fact that he discarded it for another weapon has only made it burn brighter. Those who are struck by this weapon feel the sting of its edge more fiercely with each successive swing.

Aspect of Achilles

Though Achilles only touched this weapon briefly, so instant was Varatha's desire to be held in battle by the greatest of the Greeks that this aspect was born. It houses a need for never ending battle, growing in strength the longer one spends rushing from one fight to the next.

Aspect of Guan Yu

Halfway around the world, in a distant age, a crimson phoenix will take up Varatha and unify his people. Unmatched ferocity will be his hallmark and none will be able to stand before his charging forces. This aspect offers unrivaled strength to its bearer, even to a divine being, at the cost of slowly draining their vitality

Coronacht, The Heart-Seeking Bow

First of all bows, Coronacht was initially held by Hera alongside her husband in the war against the Titans. Since that age she has cast aside her warlike ways and the bow fell into many other hands. It ended the life of Achilles after being held by Chiron the Centaur. Since then it has continued to hunger for further bloodshed, eventually falling into the Underworld. Here it finds torment enough to satiate.

Aspect of Zagreus

All the Infernal Arms show a fondness for the son of Hades and each have a form inspired by his essence. Its thirst for blood finds a willing partner in the Prince. Arrows released from its string have an uncanny accuracy when it comes to striking the vital points of foes.

Aspect of Hera

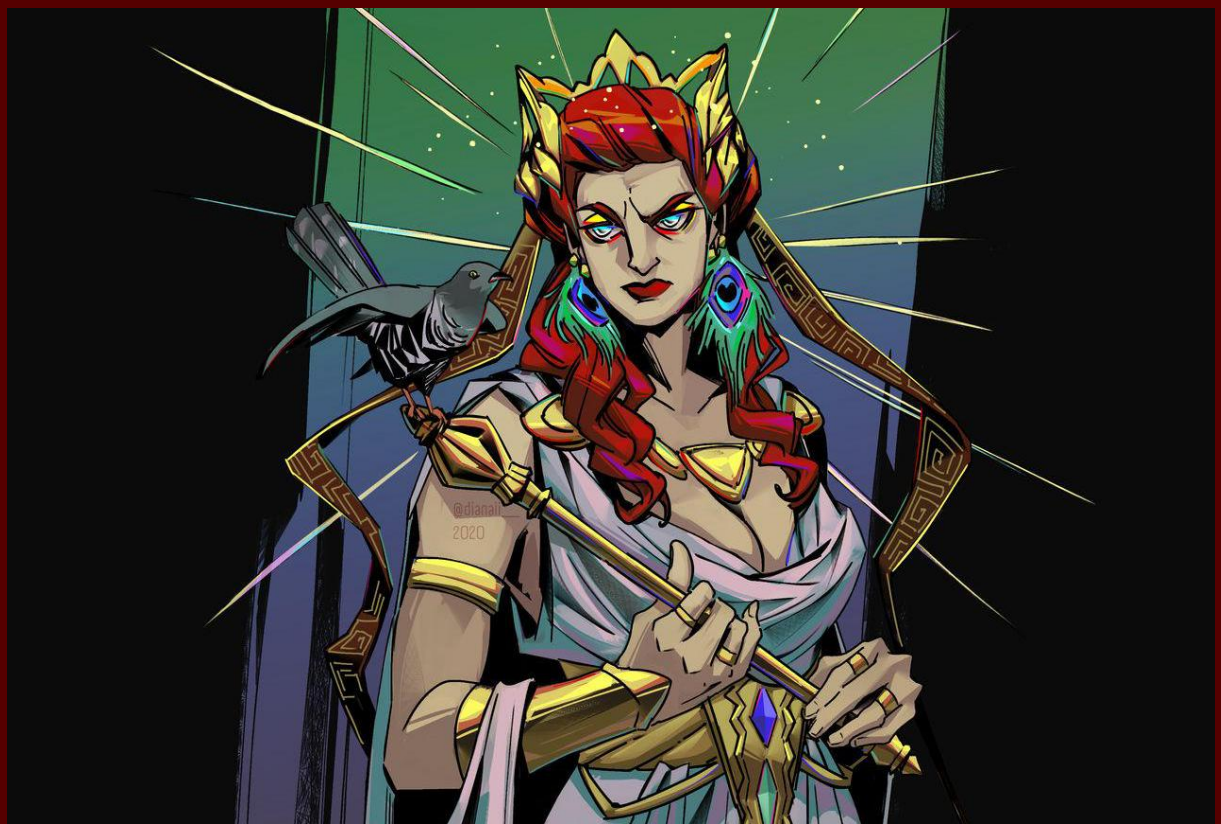
Those who still remember Hera's violent past have good reason to hesitate to approach her now. Terrifying, lethal, this aspect also serves as conduit for magic of all shades. Its arrows all but soak up spells its bearer casts, detonating them with destructive force when they find their target.

Aspect of Chiron

Wisest of all the centaurs, Chiron advised many heroes in his time. Yet he did not hesitate to pick up a weapon to defend those around him. The tales depict his accuracy as unerring. This bow allows its wielder some of that same skill. Arrows fired from it will twist and bend in flight to find the target, not impossibly, but improbably.

Aspect of Rama

Far to the east, midway down a road paved with silk, the seventh incarnation of a protector deity will one day hold this weapon in his hands. His marksmanship is only one of the qualities he will be known for. Those struck by its arrows will share a small portion of the suffering of others around them.



The Twin Fists of Malphon

Few would expect the Goddess of Life, stately Lady Demeter herself, to be the first to wield such a brutal and violent weapon. Yet her relentless, overwhelming assaults were much of the reason the Titans were defeated in the first place. The pair pulverized the undying Titan Hyperion single, or more accurately two, handedly until nothing remained to toss into Tartarus. Since that time, no other living being has dared to wear Malphon for fear of the primal strength housed within these gauntlets.

Aspect of Zagreus

All the Infernal Arms show a fondness for the son of Hades and each have a form inspired by his essence. Sensing the prince's thirst for freedom, this aspect has adapted itself to his needs. No less lethal but their primal instincts are focused on getting the bearer out of the path of strikes than raw strength.

Aspect of Demeter

The goddess of life used these terrifying gauntlets to end it instead. Such a natural fit is rarely seen. In her hands, the flurry of her blows rarely had a pause. Her strikes were quick and relentless yet lost none of their power. Some even claimed she could throw two punches in the same moment.

Aspect of Talos

A giant bronze man once walked this earth. Hephaestus used the twin fists for his hands so that he would have the strength to protect the isle of Crete. As the golem was slow in movement, the gauntlets granted him the ability to haul enemies closer instead.

Aspect of Gilgamesh

Legends of this God-King, first of all stories committed to memory, are known even to us in this age. His wild friend often lent him his ferocity and thus Malphon now lends it to you. These weapons prize the destructive power of its claws and dangerous bursts of speed, drawing blood with the slightest of scratches and causing it to flow freely.

Exagryph, The Adamant Rail

Few remember the part Lady Hestia played in the battle against the Titans. She prefers it this way. Her weapon was Exagryph, an engine of metal and flame so destructive that the moment the battle was finished, she cast it aside and left it where it lay. Hades locked it away as even he was fearful of what terrifying crimes of war mortals would unleash if its design reached them.

Sadly, that may only be a matter of time.

Aspect of Zagreus

All the Infernal Arms show a fondness for the son of Hades and each have a form inspired by his essence. The noble gryphon adorning its frame makes light of the destructive power held beneath. This is a weapon that rarely, if ever, lets its own clip run empty.

Aspect of Hestia

Before she was the Goddess of the hearth, she was first goddess of the flame. She never fired this weapon more often than she needed to and exercised rigid control of its power. Thus her version of this weapon shows similar restraint, reducing clip size to a single shot in exchange for a massive increase in its destructive capabilities.

Aspect of Eris

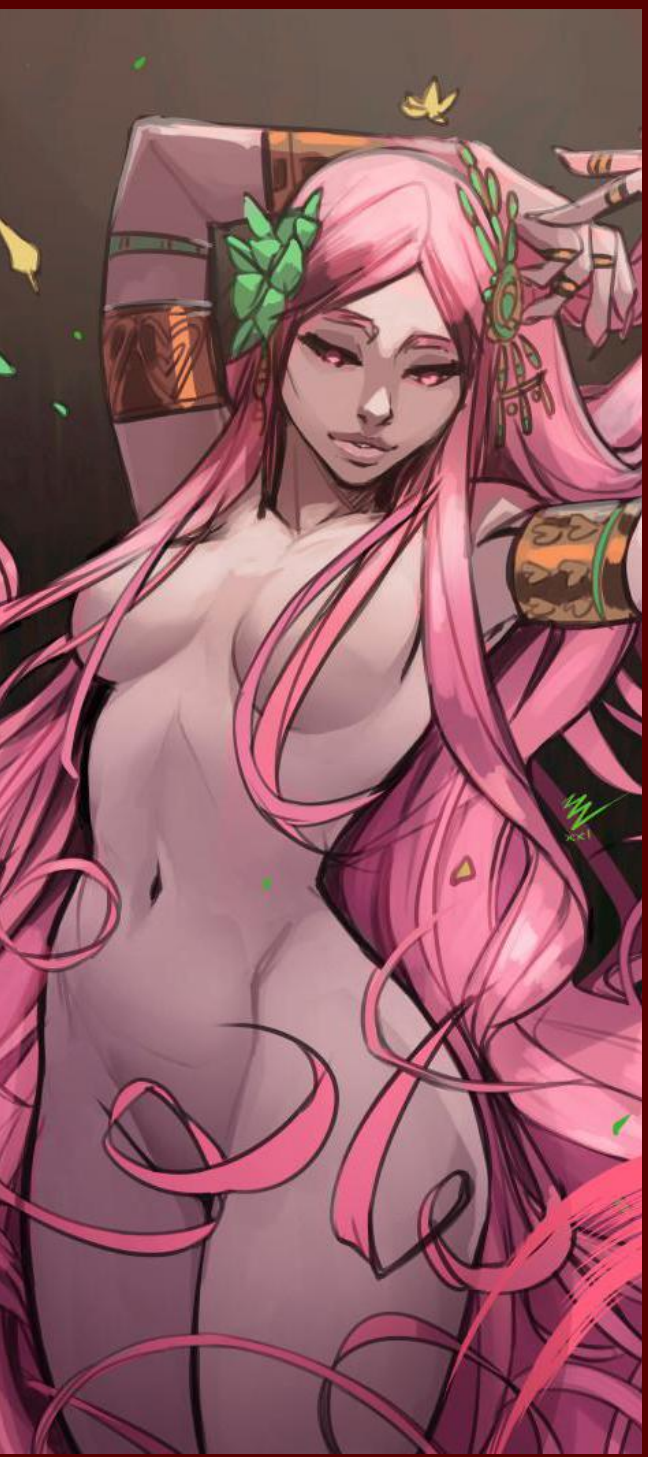
Lady Strife herself once stole away with the instrument of war, so great is its destructive power. Her mischief was halted but not before her essence infused the weapon. This aspect craves destruction so much that it protects the wielder against its own explosive capabilities, as well as similar blasts of power.

Aspect of Lucifer

An angel, one who served a God with no peer, was cast down into the underworld for his pride. He turned it to rage and took up arms, swearing to bring down the kingdom of light that had forsaken him. This terrifying but beautiful weapon emites, not hunks of leads, but a beam of brilliant, demonic light and balls of exploding flame.

Blessing of the Olympians

*Each option presented below can be empowered for an additional price. The base blessing **MUST** be purchased before the upgrade can be bought. Everyone is given an additional **300 CP** to spend specifically on Blessings.*



Aphrodite

The Goddess of Love and Beauty can be just as deadly as those who wield thunder in their palm or can stir a tempest with a thought. After all, who would prefer a broken heart to a clean death?

Heartbreaker (100 CP): Those you strike feel the sting more deeply than merely their skin and bones. Each blow will temporarily weaken your opponent as they struggle with thoughts of loves lost or cast aside.

(100 CP): Those you slay can no longer contain the bitter emotion you impart with your blows. They crash upon all nearby foes to torment them in equal measure.

Emotional Burst (200 CP): Drawn up from the heart and released through the hand, this wide blast of magic is damaging to both the body and the mind. The body from the magical might and the mind due to the wild emotions clouding their thoughts, making their attacks more erratic and weaker for a short time.

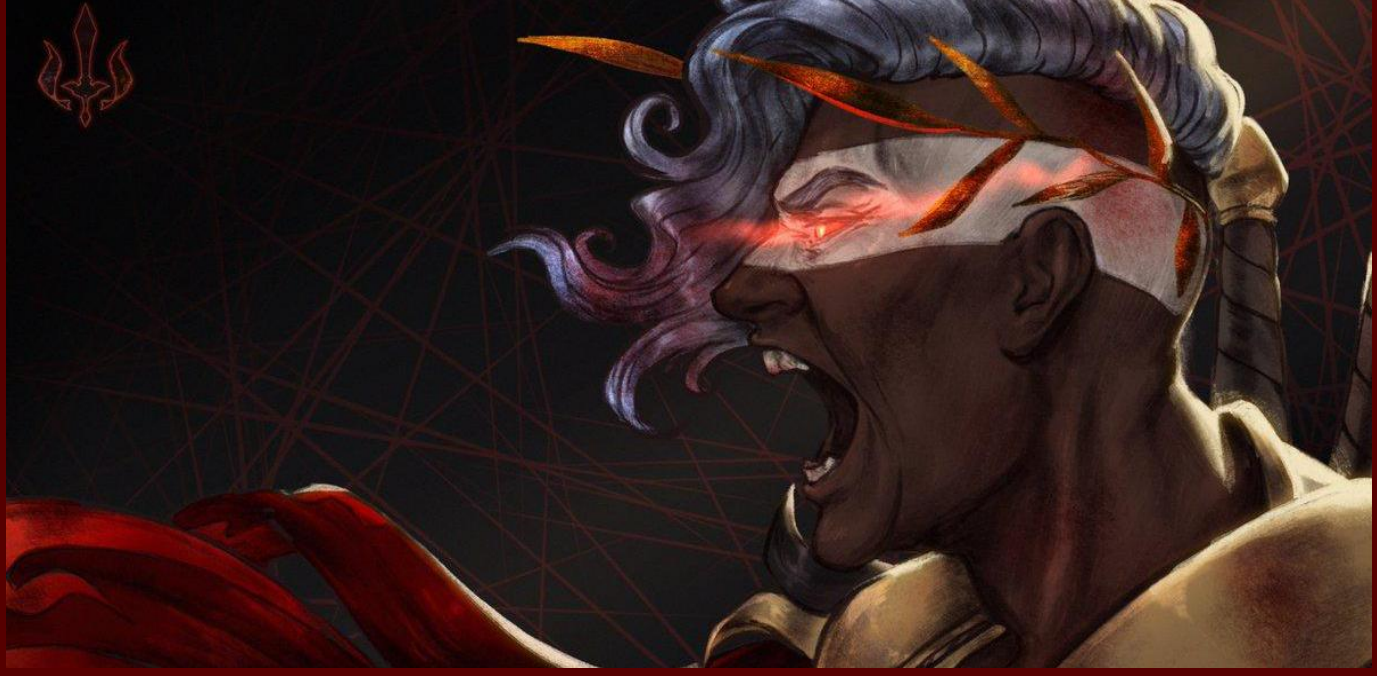
(100 CP): Adding hopelessness to the mix of emotions causes those struck to be less capable of defending themselves against the full strength of your blows.

Spurned Lover (200 CP): Those who dare strike you will discover the ire of love turned to rage. Savage emotion will cross the distance to strike back at them, causing no little damage and leaving them dazed from a moment from the sudden blow.

(100 CP): The surprise those suffer when they strike you lasts much longer as they recall other moments of failed love.

Aphrodite's Favor (300 CP): Calling directly for the attention of the Goddess herself is dangerous if done too often, but can turn the tide of a battle in a moment. Her special mixture of love and lust can captivate the minds of a single foe and force them to protect you with their very lives. For those capable of resisting, or immune, to her charms, they receive her wrath instead, her claws revealing themselves and raking the individual savagely. Truly there is no horror like a woman scorned.

(100 CP): Turning her attention to two at once is hardly difficult for one so skilled at manipulating the heart as she. Indeed, she may enjoy watching them fight if they are the last standing.



Ares

The God of War, of Violence, and of the untamable carnage of the battlefield in all its incarnations. No other divinity has filled the halls of the Underworld as his worshippers, the warriors of men, have.

Dreadbringer (100 CP): Warriors all fear the reaper. They fight eagerly, passionately in the hope of living for one moment more. Your blows leave behind a lingering dread just as deadly as the wound itself. Seconds later your enemies will discover the wound far deeper as the emotion bites like steel.

(100 CP): The last traces of a foe's life spurs your weapon towards your next foe, seeking, hungering for another taste. Your next strike after slaying a foe will be a terrible blow indeed.

Battlefield Chaos (200 CP): The frenzy of war, the clattering of steel on steel, and the splintering of wood and bone have a magic all their own. Draw upon it, direct it, and you will find a hundred spectral weapons swirling in a whirling dervish of death. It lasts but a moment, leaving only the wounds behind.

(100 CP): The chaos of this spell, once confined to a small circle, spreads its reach wide to become the bane of whole squadrons.. Those who stand in its way will find themselves meeting the boatman soon.

Moment of Hesitation (200 CP): A single mistake or moment of weakness in battle is all that it takes to end a life. Those who wound you quickly discover the wrath of Ares falling upon their head. The curse is short lived and harmless until it dies, taking some of their vital essence with it.

(100 CP): Revenge being a dish best served cold is a phrase very familiar to those courting Ares' favor. The curse Ares lays upon your foes now bides its time, but strikes all the harder for the wait.

Ares' Favor (300 CP): The God of War is happy to answer the call and give his blessing to those who know the appropriate time and place to request it. His lust of violence turns those he favors into a whirling tornado of weapons capable of cutting wide swaths through entire armies while also rendering them immune to the weapons of mere mortals. The transformation only lasts for a short time, but oh how much blood can be spilled by then.

(100 CP): Your desire for carnage knows no bounds and Ares is happy to respond in kind. Your transformed form gains a gravity that even the largest of foes would be hard pressed to ignore, pulling them into the dervish of chaos and death that you have become.

Artemis

The Goddess of the Hunt cares little for the worship of mortals. She, unlike much of her kin, holds fast to the duty of her position and prefers the quiet of her woods over all else. Gaining her favor is rare and precious indeed.

Huntmaster (100 CP): The hunt demands patience, planning, and prizes the careful strike born of skill rather than the savage blows of fury. Your strikes reflect the hunter's careful eye, seeming to find weak points and chinks in armor much more easily.

(100 CP): When the prey grows thicker fur, the predator sharpens his teeth. Your blows do not simply snake past the armor of your enemies. They also strip some of it away each time you come away with your enemy's blood.

Hunter's Mark (200 CP): Artemis rarely lends her bow to others, though she is always more than ready to join in a hunt. Draw an imaginary bow with your hands and you will find an arrow there ready to strike your prey down. These magical arrows rarely, if every, fail to find their mark.

(100 CP): Never be without a knife for when the quiver runs dry. Should your quarry not fall from your arrows, your other weapons will strike them all the more deeply.

Support Fire (200 CP): The Goddess of the Hunt prefers to be left alone, but she rarely turns her back on those who honor her with their actions. Those who draw your blood will draw her ire as well as one of her arrows. They will rarely be deadly shots as firing in anger is not her strong suit. Yet they will only rarely fail to hit.

(100 CP): The supporting shots from Lady Artemis now tend to come from impossible angles, blind spots, and from other unexpected positions. Your foes will never be quite sure where they will come from next and be less capable of defending against her shafts.

Artemis' Favor (300 CP): She is not one to call upon for frivolous matters, indeed her ire is even more vicious than much of her kin, but when asked to join in a hunt at the pivotal moment she will eagerly attend. Her bow will sing with dozens of arrows and each will unerringly seek those who displease you. Their magic is strong enough to pierce magical protection as well. Few will find safety from her sight.

(100 CP): The arrows she fires at your call will be the finest shafts in her quiver. They will not only find your foes, but they will discover any breaks in their armor to sink their steel teeth into.

Athena

The goddess of wisdom and strategic warfare is the most levelheaded of the Olympian divines. However, one would do well to watch their tongue around her. She brooks no disrespect and any comparison to Ares' savage brutality is sure to raise her ire.

Shieldbearer (100 CP): Any warrior can drive their sword into another. Only the truly clever ones can cause their foe's blade to end another's life. You are granted not greater strength, but a subtle form of magic that allows you to deflect the attacks of your enemies. Timing is critical, growing more so as the strength of the incoming blow increases.

(100 CP): Defense can also be an offensive tactic if used properly. Striking the moment after deflecting an attack will cause your weapon to bite more deeply.

Phalanx Guard (200 CP): Allies are ever close at hand to one who is favored by Athena. Raise your sword, or shield, to the sky and call for them. Their shields will appear to protect you from all sides for a brief instant. So great is the strength of their shields that even the strongest of projectiles impacting them will rebound upon those who fired them.

(100 CP): The protection of your summoned allies sticks with you for a moment longer than the shields themselves. Any blows that seek your skin will find your armor much thicker than it should be for a short time.

Holy Shield (200 CP): Even the wisest and bravest of soldiers are not without their scars. Pain is, after all, one of the best teachers. Yet the goddess still has those she favors. For a short moment after you are wounded, other attacks that attempt to strike you will be turned back on themselves to bite the soldier.

(100 CP): Should an attack lay waste to your life and threaten to bring death to your side, Athena's protection will shield you further. You will be guarded for a longer time and the death blow will instead leave you at the very last shreds of your strength. She will only intercede in this manner once every ten years, so do not waste the opportunity when it is given.

Athena's Favor (300 CP): The Goddess of Wisdom expects a certain amount of prudent judgement on how often those who choose to call upon her do so. Yet her response in the right situation will always be swift and absolute. For a time, any attacks made against you will not only have no effect, but they will turn against the soldiers who dare attempt to harm you. It matters not how strong, how many, or how varied the attacks that seek your life during that moment.

(100 CP): The strikes Athena's divinity protects you from are now doubled in potency when they return to those who let them loose.

Demeter

Goddess of the seasons, of agriculture, sacred law, and even the cycle of life and death. Her duties are many, as befits the eldest Olympian. But she has been in a less than pleasant mood as of late. Those who once prayed to her for bountiful harvests now only beg her for respite from winter's cruel embrace.

Wintertouch (100 CP): With springs so short and winters so long, it takes little effort to draw upon the deepest chill of winter's wrath and infuse it into your weapons. Your blows infuse those you strike with a bone deep cold that builds in their joints and muscles, slowing down their movements.

(100 CP): Enemies affected by your hindering blessing discover their wounds biting at them all the harder each time the chill builds in their body. Every tenth strike causes their wounds to erupt in a blast of winter chill, spreading the curse to others nearby while freeing them from it.

Glacial Glare (200 CP): Winter is the season of hatred, especially now, that can be felt with every frigid breath that attempts to steal away the warmth of life. Focus that dire season, give that hatred crystalline form and it will focus its wrath on those who displease you. The large ice crystal will last only for a short time but it will assault your foes relentlessly with a beam of pure cold. It's only flaw is that it does not track agile enemies very easily.

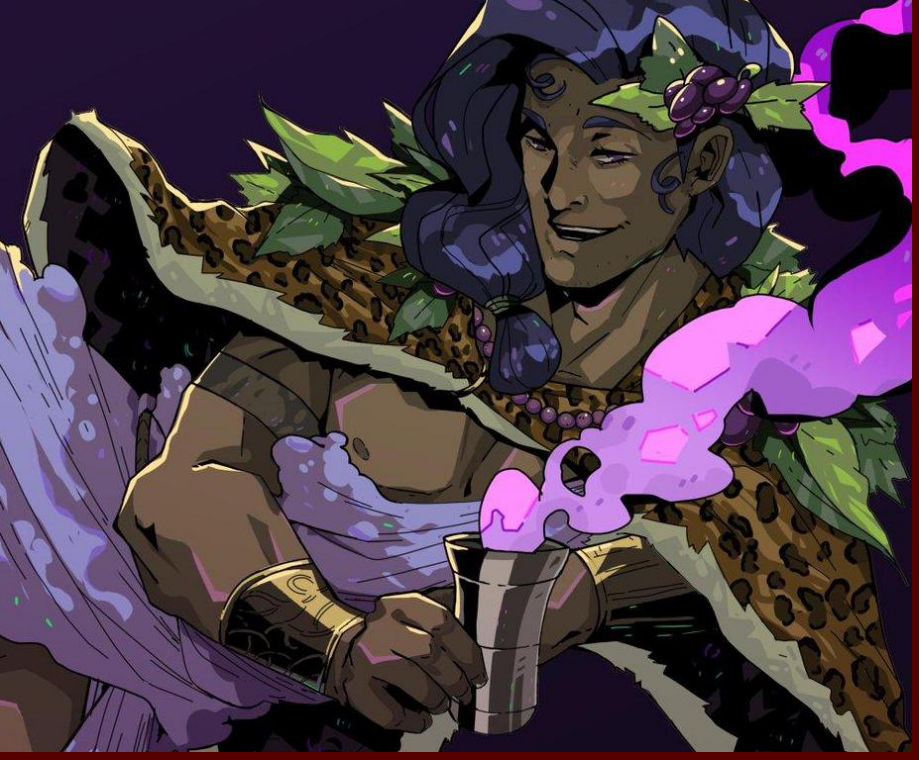
(100 CP): By adding rage to hatred one can improve the destructive beam the crystals produce. It certainly causes them to track your foes more quickly.

Chilling Glare (200 CP): Demeter was once a happier woman and it gave her blessings a warmth akin to summer's sunshine. But now they have only a chill and bitter bite to them. Those who strike you will feel its nip, not as strong as it could be, but it is a cold that lingers and slows the motions of your enemies.

(100 CP): That lingering chill seeping into the bones of those who attack you has grown fangs with a fearsome bite. For the moment that the chill from this counterattack lasts, it will continue to slowly wound them from the inside out.

Demeter's Favor (300 CP): The goddess of winter's wrath is not one to call upon lightly or more often than strictly necessary. Her sour mood has affected even her most devout worshippers. But you will be in favor more often than most, so long as you do not ask too much of her. When asked for aid, Demeter will send the most destructive of her winter storms to rain ice and ripping winds to cover a small battlefield.

(100 CP): So great is the cold summoned for this storm that enemies who fall to it will be frozen solid where they stand or lie. Once the storm abates, the change in temperature will cause your frigid foes to explode, showering nearby survivors with shards of razor edged ice.



Dionysus

The God of Wine, Festivals, and Madness takes little seriously. His casual attitude extends to every aspect of his being, until someone disrupts his good time. Interrupting his eternal party is sure to get on his bad side.

Winehound (100 CP): Few regret a night of festivities with the God of Wine for he serves only the most potent of refreshments. So potent, in fact, that one could dip their blade in the fermented grapes and come away with a poison. Your blows each impart a burst of alcohol into the bodies of your foes so intense that it acts like a toxic substance. For a short time their vitality itself is harmed as the drink eats at their body.

(100 CP): Normally the alcohol wouldn't have time to impair your foes as normal liquors would. However now it speeds through their blood to their minds, causing a very short lived drunkenness with each strike.

Spirited Vapors (200 CP): The clink of glasses filled with wine and good cheer is where the god of grapes draws his strength. Imagine tasting the wine on your lips, pulling the liquid from the cup, to lob this spell towards your foes. The wine purple ball will break open on impact and release a wide cloud of heavily alcoholic fumes. Those caught in the vapors will suffer the slow drain of their vitality akin to poisoning.

(100 CP): What weakens others lends you power instead. Standing inside the cloud of fumes in the short moment it lingers enhances your strength and causes wounds inflicted upon you to cut less deeply.

Victory Toast (200 CP): While Dionysus may not share his more violent brother's appetites, he appreciates a good battle as a reason for a fine toast or royal feast. At the end of each of your battles you will taste lightly of the glass he raises in your honor. While the wine may be metaphorical, its effects are far from. You will find your deepest wounds closing as if you had several days of rest in bed after every fight.

(100 CP): A fight that is too short is never good entertainment for the other partygoers. As your strength begins to flag, you will discover your ability to defend yourself from further blows gains a moderate increase.

Dionysus' Favor (300 CP): Dionysus will always show up to a party at the drop of a hat, but only the best of parties will earn his greatest blessing. Disappoint him too often and you may even earn his ire. Calling upon him will cause him to spread his drunken vapors in a wide area around you. These will be his most potent brew, inflicting drunkenness, an inability to defend themselves, and a debilitating drain on the life of anyone who inhales them.

(100 CP): Adding to the infirmeries inflicted upon the foes you subject to Dionysus' fumes is as simple as mixing in an additional liquor. Now your foes caught imbibing will move moderately slower while caught within the noxious cloud.

Hermes

God of Commerce, Trickery, and Travel speaks almost as fast as he moves. He is the only Olympian to work directly with the afterlife and understands most clearly the peculiarities of the underground clan.

Swift Strike (100 CP): The most rapidly moving divinity, though the three deaths have disputed this claim in the past, rarely lets the little things bother him. So lending a touch of his speed to a friend or ally is easily and happily done. You find your strikes blessed with the speed of Hermes, fast enough that an unskilled foe may have trouble seeing them at all.

Winged Sandals (100 CP): Getting from one place to another quickly enough to deliver the messages of the divines is even less easy than one might expect. After all, blaming the messenger is so easy should a dispatch arrive just a few moments too late. Thankfully, Hermes is more than happy to lend you his winged sandals for a short time when you're in dire need of speed. For a few moments you will be able to move as swiftly as the wind itself. Just don't expect to be able to borrow them too often. The god still has many jobs to do after all.

Side Hustle (100 CP): Mortals too often forget that Hermes is not merely a messenger, but a divine being in his own right. One with a primary interest in coinage and trade of all kinds. Nobody asks where Charon obtains the goods he uses to stock his Underworld markets. Perhaps because they already know the answer. You now have a talent for finding small amounts of money wherever you go. Never too much at once, a pittance really, but enough to make it worth picking up each time.

Greater Recall (200 CP): Sleight of hand and other such magical talents come quite naturally to a divine trickster. But Hermes is just a simple messenger, so naturally he would know nothing about such affairs. Still, it is interesting to note that he is never there when something interesting happens. In any case, your magical energies now regenerate moderately faster, even though nobody is quite sure who is responsible.

Divine Trickster (200 CP): While the duties Hermes undertakes are quite varied and numerous, few of the stories attribute him to anything beyond his absolute speed. Not that this troubles the God. After all, if people only expect one thing from you, it makes it all the easier to catch them off guard with a little mischief. Taking a little of this mischievous nature for yourself and applying it to battle, it is easy enough to subtly add some unpredictability to your movements. You will find yourself sometimes dodging blows automatically, even those you might not have seen coming.

Poseidon

God of the Sea and Storms as well as the middle brother between Hades and Zeus. His carefree attitude gives others the impression of irresponsibility. An impression he is more than willing to correct when slighted.

Wavesmasher (100 CP): One of the more irresistible forces in this world is the beating of waves upon the sides of cliffs and mountains. Even stones that withstood time for unknown ages crumble against the relentless force of water. Your blows will come to embody this same unstoppable force, striking with an insistence that propels even the sturdiest of foes aside like pebbles in a storm.

(100 CP): As if pushing your foes around like leaves in a current weren't enough, your blows now continue pressing against foes even after your swing is complete. Those that find themselves wedged between that force and a solid object will discover just how painful a squeeze between a rock and a hard place can be.

Tsunami Surge (200 CP): Feel the waves lapping around your ankles and the sand shifting beneath your feet. Focus the ever changing, ever present, nature of water into your palm and push it outwards. Summon a blast of water to slam against your foes in a wide swath in front of you and watch it batter them against each other or anything nearby.

(100 CP): A force so unstoppable does not halt merely because it finds itself hitting a barrier. It spreads outwards instead. Your enemies that find themselves hitting each other or similar solid objects cause echoes of your spell to cascade out around them.

Luck of the Sea (200 CP): Poseidon appreciates few things as much as showing off the bounty of his domain to those who worship him properly. None are so prized among his priests as fishermen and their faith in him is well rewarded. Whenever your hook touches water, be it salt, fresh, or even stranger liquids, if there is a fish in the body it will be drawn to you. While this may sometimes require patience on your part, you will never fail to catch something worth the wait.

Poseidon's Blessing (300 CP): Poseidon is more relaxed than many of his fellow divinities, but even he will not be pleased at being bothered too often or for trivial reasons. However, calling him when you need a little extra wind in your sails, or when your fortunes are turning sour, is sure to grant you his blessing. You will find yourself transformed into a wave, twelve feet tall and as furious as the greatest of tidal waves. In this form others will be hard pressed to harm you, but your slightest touch will send them flying and batter them severely. For a time you will be Poseidon's fury given form.

(100 CP): Like the mighty whirlpool, cause of so many sailor's deaths, your watery form now pulls in nearby enemies and keeps them trapped within your tempestuous waters. With predictable results.

Zeus

The God of the Sky and Thunder as well as the ruler of all the Olympian Gods is not one to trifle with lightly.
His words are commands that others disobey at their peril.

Thundercrasher (100 CP): Few mistake the crash of thunder and destructive might of a lightning bolt as anything other than Zeus' wrath given form. Having such a potent force imbued into each and every weapon you pick up is a boon not to take lightly. Your blows strike with the added jolt of electricity, causing those on the receiving end to suffer burns and possibly convulsions in their limbs.

(100 CP): Just as the lightning bolt splits and arcs to find its intended target, so too does the energy in your strikes lash out from your foe to any other enemies nearby.

Olympian Bolts (200 CP): There is always a tingle in the air before a storm that promises the fury to come. Draw in that current, feel it resonate through your body and crawl along your skin, then give it a direction and watch it crackle the air between you and your enemies. The ability to summon bolts of Zeus to strike at your foes is powerful, dangerous, but needs to be aimed with care.

(100 CP): When the bolt of destruction you summoned does strike a target, it will rebound from them to find another nearby foe to assault. Each time it ricochets from enemy to enemy it will grow noticeably weaker until the third foe barely feels a tingle.

Divine Vengeance (200 CP): Zeus favors far fewer mortals than any of his related divinities. Yet when one senses the hand of the king of the Olympian Deities on a hero, a wise warrior knows better than to strike at them. Those who do so anyways discover that mortal cloaked in invisible lightning just waiting for an excuse to ground itself. In short, those who harm you will discover a weak bolt of lightning streaking towards them in very short order.

(100 CP): Though the counter attacking bolt may not be as strong as a true bolt of Zeus, it is more than enough to lock the joints and spasm the muscles of those struck for a brief moment.

Zeus' Blessing (300 CP): Few invoke the name of Zeus lightly and those who do know better than to call it without a cause he would agree to. While you have more leeway than most, you had best ensure you only call upon his might when necessary. Bolts of lightning will rain down on the battlefield around you, each one capable of shattering a siege engine in one smite. Those who strive to glorify Zeus through battle before calling upon him will discover that he is more generous with the number of bolts he launches.

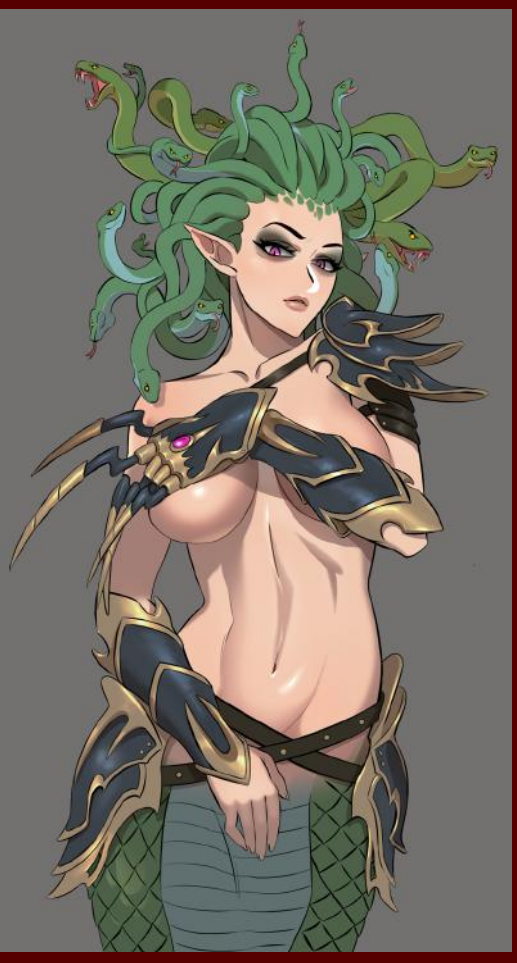
(100 CP): The final bolt Zeus throws now strikes you instead of your foes. But rather than causing you harm, you will find its energy empowering your physical abilities far beyond that of a mortal man. For a short time after calling on Zeus' Blessing, those around you could easily think that you were a hero straight out of a Greek myth yourself.

Companions

Favored Allies (100/300 CP): Your allies from other worlds will be made a place in this world alongside your own. For **100 CP** you may import up to **2** Companions that are already following you. For those with a few more than that, **300 CP** allows you to import up to **8** Companions. Should you wish, you may alternatively use this option to create new Companions that you simply haven't met yet, but soon will. In any of these cases, each Companion covered under this purchase will receive an Origin of their choice as well as **500 CP** to spend as they wish in any section of this document, save this one.

Friends Not Yet Met (100/200/400 CP): For those of you who seek the Companionship of a face already known to this world, this option will allow you the chance to make their acquaintance and cultivate their favor. For **100 CP**, this includes relatively normal beings such as Dusa, Wretched Broker, or any of the more common spirits. For **200 CP**, this can include more mythical heroes like Achilles, Asterius, and Orpheus. Finally, **400 CP** will allow you to court any of the Divinities like Zagerus, the Olympian Gods, or even Nyx herself. Sadly, Chaos remains unavailable by any means.

Serapis (100 CP): It's not easy to find a sparring partner who can stand up to a divine being without being one themselves. Even the fabled heroes like Achilles can only achieve so much against their power. Serapis may just be a skeleton, but you would be hard pressed to find his equal when it comes to standing up to divine power. No matter how terrible, how powerful, how earth-rending the blow, Serapis will still be standing in its aftermath. Oh, he won't fight back, except with his cutting words and jabbing half-insults, but he will be smiling the whole time. He might even have a tip or two to improve your form once in a while.



Stheno (100 CP): Dusa doesn't like talking about her past and prefers to focus on the person she has become since dying. However, before her death she had a pair of sisters with a tale just as tragic as her own. Spurned by the Gods in a tale of jealousy and betrayal, they were transformed into their current forms. Stheno was the eldest sister and she was cursed with hands of brass and sharpened fangs along with the hair of snakes that she shares with her sisters. The legends speak of her beauty being transformed into hideous visages that transformed men to stone. However, her loyalty to her family won her some pity after her sister's death. She was allowed her beauty but refused a return to her full humanity.

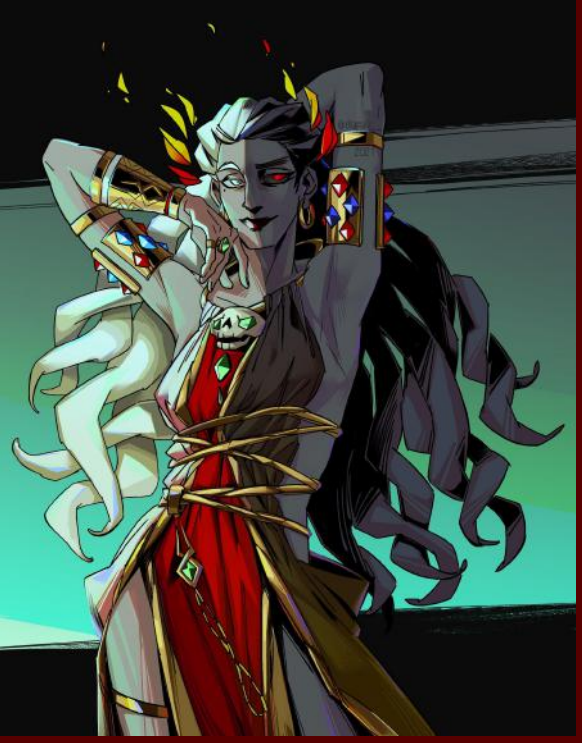
Understandably, Stheno hates the Olympian Gods one and all and is not much kinder to Chthonic divinities. Even at the best of times her personality would best be described as cool, with a venomous tongue. A life of betrayal has left its mark on her and it shows. Only when it comes to her sisters does a protective nature reveal itself in a heat as red hot as Hephaestus' forge. Winning her favor will be a long process requiring a resistance to the biting of her tongue and her hair. Still, her loyalty once earned and given could never be questioned. And her skill in combat was only equaled by Perseus laden down with divine gifts.

Jumper of Athens (200 CP): A strange crossing of paths, but hardly the strangest one to exist in this world. This purchase will allow you to discover a version of yourself who has lived, thrived, and died in the land of myths and divinities despite its challenges. While the exact details will be left up to you, this will be a heroic version of yourself with many of your same personality traits and habits. Naturally, they are going to be a little more boisterous and energetic than you yourself may be. They will be given the **Warrior of the House of Hades** Origin as well as **all the Perks** listed under that Origin. Additionally, you may choose **one (1) 100 CP Blessing** to give them to showcase the glory of their triumphs in life.

Adonis (200 CP): This gloriously beautiful young man has lived a life both blessed and cursed by the Olympian divinities. Aphrodite was so smitten with him that she began to neglect her duties. A conspiracy was hatched and through it his death achieved, though afterwards no Olympian could tell exactly who's hand was at fault. While he should have been granted the position as a Warrior for Hades, the fact that Persephone herself advocated for his appointment gave the God of the Underworld pangs of jealousy. Instead, Adonis now whiles away the years in Elysium, utterly bored with endless combat and pining for the goddess that he most eagerly wishes to be with again.

Daughter of Chaos (300 CP): Chaos themselves cannot set foot into the realm they created for the simple reason that they never designed it to accommodate their grand powers. Their first step would spell the doom of all they have made. Yet even a being with so much desires that which can only be described to them. This being is a tiny offshoot of Chaos' immensity, individual in its own right yet subtly linked to its greater self all the same. With skin the color of aged marble and eyes old enough to make even a god uncomfortable, the Daughter of Chaos is an unknown quantity that does not understand what she represents. Their attitude is both haughty and innocent. They know little of the world, are unused to social niceties of any kind, and can easily be distracted by everyday experiences. Truly someone to be both protected and protector all at once. Despite the name, Daughter of Chaos is something of a misnomer. Their body is under their complete control, able to shift features when desired or even from male to female and every possibility in between. Though they do not understand, yet, what all the fuss is about.

Anagennisi (400 CP): More fancifully named than their twin, the sister of Zagreus shares more than just a birthday with the young god. She shares his impulsive, headstrong, stubborn nature as well as the casual charm he applies to all those he fancies. Do not expect her to act very ladylike. Despite her fondness for Nyx she has never been interested in fancy manners or doing as she was told. She also seeks answers to the question of who her mother is and will settle for nothing less than the complete truth. Those who thought Zagreus was a handful will be surprised to learn that he is the more level-headed of the pair. One would suggest not standing in her way.



Melinoe (400 CP): The House of Hades is not limited to simply its master and one son. Melinoe is the Goddess of Nightmares, Ghosts, and Funerary Rites. She is also the daughter of Persephone, though there is some debate on whether Zeus or Hades is her father. You know how Greek Gods can be. She is a goddess with two sides and neither is the one you want to be on the bad side of. She is kind and gentle as often as she is stubborn and sharp-tongued. Her words can cut you down or help you back up, sometimes doing both at the same time. Several mortal bards describe her as being capable of driving men to madness. They must have spoken with her if that was their impression. Despite all that, she is intensely loyal to all members of the Hades family and often interjects herself as mediator for the other strong personalities found in it. After all, who better to see all sides of an argument than someone capable of arguing both at once?

Macaria (400 CP): Thanatos is not the only being who spends much of his time concerned with the passing of mortals. He has two kin who both assist him in their duties to varying degrees. Macaria is the Goddess of Peaceful Death and ends the life of those who reach their end content in the knowledge of a life well lived. Because of the nature of mortals, she is rarely as busy as either of her brothers. So she does her best to occupy herself encouraging and supporting the mortal spirits waiting to be judged or looking to appeal to Hades. She is a quiet spoken, kind, and deeply loving soul who brightens any room she cares to enter. There are few indeed who do not speak highly of her. Still, she is a death goddess, and thus has a streak of morbid interest in the work of her brothers. She often asks to go along with them, to lighten their workload and see more violent, gory death up close. Neither brother ever induges her.

Moros (400 CP): Brother to Thanatos, Moros is the God of Violent, Painful Death. In this time of war and strife he is very possibly the busiest of the three siblings. He resembles his mother Nyx in many ways, especially with his tendency to speak softly and formally, but the mother's grace has been worn away by the grim duties of the son. He tends to move in small, jerky motions that reminds one of a nervous bird. His eyes are haunted with the horrors that he has seen and rarely does he have a cheerful word to spread to others. But for all his anxiety, he does have a strong connection to his family that allows him to support his kin. He is a great listener and often has keen insight, even if he expresses it poorly at times.

Chaos Greets You...

We know you for what you are. Just as we know all things, in a way. It is my wish to make your scurrying about in the reality that we created so long ago a little more interesting. You may choose whichever interests you without interference or bias from us. You may even refuse all of our gifts. Few have ever defied me and the idea of witnessing it first hand after so long intrigues me, so you have no need to worry. Or respond.

*Origin Drawbacks are **exclusive** to that Origin and may not be taken by any others.*

General Drawbacks

Echoes From The Past (+0 CP): Surely your experiences here are not the first time you have dealt with death. There are more likely than not those who have died by your hand, by your machinations, or perhaps by your inaction. Or perhaps they were allies killed by the actions of others. Either way, you will soon discover that the Underworld is now populated by far more people than simply the mortals of this realm. Those who have died in other worlds you have visited can also be found inside Hades' realm in the part most suited to their personality, heroic/villainous deeds, or simply where they deserve to be. Most will be simple shades, indistinguishable from the droves of wisps already filling the layers of the Underworld. But those of special import, the friends you made, villains you crushed, heroes you fought alongside, will all be given a more substantial shape.

Orpheus' Trial (+0 CP): So there exists one of those fallen souls with a special bond to you? An ally that you left behind or died before you reached this world. Should you wish, you can be offered a single chance to save them from what the Fates decreed to be their end. At the end of your time in this world you will be offered a single chance to return them to the land of the living. You must both walk, and fight, your way to the surface from Hades' throne without looking at each other. Even a single glance will cause your chance to be lost forever. The only mercy will be that merely the minor shades of the underworld will stand in your way, the divinities content to watch your effort.

Shades of Discontent (+200 CP): The spirits introduced into the Underworld from your past are a lot less forgiving of their fates. Normally most of them would be, if not content with their end, at least accepting that there is little they can do to change their lot. But now they blame you for their deaths if there is even a sliver of truth to be found in it. They will join the minor spirits in their assault of you should you wander from the halls of Hades' home and will have little but venom on their tongues should they spot you.

Mumblemouth (+100 CP): Those who cannot express themselves clearly are never taken as seriously, or come off as very threatening, no matter how much power is at their disposal. Your tongue is perpetually tied and you stumble over the words you do try to get out. You also have a tendency to go red in the face when you do try to express yourself. Some patient friends and confidence building may allow you to overcome this speech impediment.

Spendthrift (+100 CP): Few beings have such a tight hold on his Obols as Charon does, which begs the question why so many are scattered across the Underworld. It likely has something to do with spirits and being such as yourself. Your pockets and pouches are constantly sprouting holes and even the few coins you hang onto desperately beg you to spend them at the earliest opportunity. While you can overcome this desire and curse with some proper planning and willpower, expect to lose much of the money you gain.

Oizys' Touch (+200 CP): Few remember the Goddess of Misery and Depression, but her hand has touched many beings of all descriptions. She has placed a great weight upon your mind and it rests heavily on your shoulders. You will find it difficult to find joy or happiness in the experiences around you and will rarely have a smile to spread to your friends.

Clutching Labyrinth (+200 CP): While Hermes is known for guiding those lost he has caused just as many to wander off their path. It truly seems as if he has cursed you to never be on the right road to your destination. You have absolutely no sense of direction. Even if you are merely wandering around the House of Hades you will find a way to end up inside Hades' quarters instead of the library, or knee deep in the Administratum rather than the bathing chamber.

Godly Ire (+400 CP): It seems that the divines of all stripes are displeased at your intrusion into this world. While they may not know your true nature, they are not shy at letting you know you are not wanted. You will have to deal with the disfavor of the various gods at moments when it is most inconvenient for you. They will not come down and attack you personally, thankfully, but they will bend their powers to make things difficult for you. A lover's quarrel just as you are relaxing or a bowstring breaking just as you are about to sneak up on your prey are just a few examples of their displeasure you might encounter.

Aphrodite's Jealousy (+400 CP): It seems the Goddess of Lust and Love has taken a shine to you. While for most this would be an excellent chance to partake of the skills of one of the most talented lovers to ever exist, it seems as if her attentions originate from a darker part of her soul. She has decided that you are hers to love from afar and no other will have you. She will do her best, which is substantially more potent than many give her credit, to ensure that you will be alone and utterly unlucky at love during your time in this world.

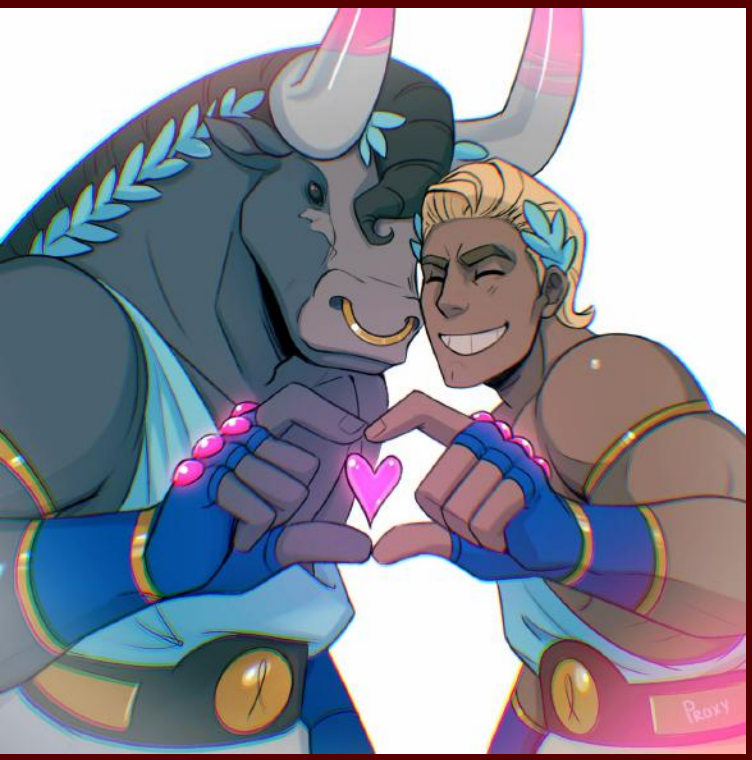
Foreigners In Their Country (+600 CP): Greek myths are awash in tales of tragic deaths or failures to succeed just at the moment when triumph is at its closest. It seems that you are no longer immune to the darker designs of The Three Fates. While you are immune to the more permanent consequences of death's embrace during your time here, you will become quite familiar indeed with it. Each time you are about to succeed at a task, or just when you are feeling most content, the Fates will do their best to insert a cruel twist causing your death or failure. While the Fates are not infallible, few have ever successfully escaped them. Especially when they are so devilishly bent upon their task.

Unify The Family (+600 CP): While normally Zagreus' efforts would result in the House of Hades reuniting with its Olympian family on fairly good terms eventually, it seems as if the Greek divinities are not so quick to forgive anymore. Each of them are now going to act more in line with their original depictions in Greek mythos. Which is to say, they're going to be arrogant, vindictive, and a whole lot less reasonable about the whole Hades/Persephone affair. Even the Queen of the Underworld herself is going to be a lot less willing to return to the Underworld and will need to be convinced to climb onto Charon's boat again.

Son/Daughter of Hades Drawbacks

So Many Butterflies! (+100 CP): Soul Catchers are an odd spirit that shows up in Elysium. They are petty, spiteful souls jealous of the more talented warriors in their midst that congregate together into numbers great enough to become something more deadly. Their beautiful, but dangerous, display of vividly pink butterflies is annoying to fight and can be overwhelming in large numbers. And now they are also everywhere. Expect to encounter them in far greater numbers as you struggle towards the surface.

Five Rivers, Not Three (+200 CP): The shortest way to the surface runs through three of the realms of Hades, Tartarus, Asphodel, and Elysium, as well as the Temple of Styx at the surface. However, that path is now closed to you. You will now have to traverse the realms of the Acheron and Cocytus rivers as you seek the truth behind the secrets of the House of Hades. One can only imagine what the realms bordered by the rivers of Wailing and Woe are like.



Get Him Away From the Microphone! (+400 CP): We apologize in advance but also remind you that you did not have to choose this option. Theseus, the loud-mouthed, boorish, hero who slayed the Minotaur Asterius in life is adored by many of the souls of Elysium. That doesn't stop him from being utterly intolerable as a person. Now, it seems, Hades is also one of his fans and has given him wide authority to oversee the defense of the Underworld against Zagreus, and your own, escape attempts. Expect to encounter the pair of warriors at every turn in place of the normal defenders of each realm. They will even dress up in different costumes, and showcase new abilities, to represent the monsters and various warriors they replace. Only Hades himself will stand in his normal place to halt your advance, and even then you will have to fight the God of the Underworld with both warriors at his side. Prepare yourself for a truly unpleasant climb to the surface world.

Extreme Measures (+600 CP): It seems as if the various defenders of the Underworld are no longer waiting until the Pact of Punishment is put into place and activated before dealing with you most harshly. Each spirit will be empowered to the point of being a dangerous foe to your advance towards the surface. Every major defender will likewise hold nothing back when it comes to stopping you. Especially not Hades himself, who will greet you at the surface with the force of a full Olympian God aimed in your direction. Expect nothing less than a challenge to press each and every one of your abilities to the limit if you expect to succeed at your mission for answers.

Chthonic Beings Drawbacks

I'll Add It To The List (+100 CP): A divinity's day is usually filled with tasks that need to be done and duties fulfilled. Even a God or Goddess in charge of something as simple as sleeping will discover Hades' habit of finding work for idle hands. For someone plagued with tasks to be completed, a list sometimes helps. Sometimes. You have a habit of getting very little actually done with your time because you spend much of it making lists about what you're supposed to be doing instead of actually completing any of them. It is not an impossible impulse to control, especially with a little help, but you are going to waste a decent amount of your time making lists until you master it.

Mysterious Emotions (+200 CP): Many of the Chthonic entities have a difficult time expressing a full range of emotions. Likely because most of them are the embodiment of one, or a small set, of emotions due to their primal natures. You, however, have a harder time than most when it comes to expressing what you're really feeling. Most of it tends to come out as annoyance directed at those you speak to. And the problem gets even worse when talking to anyone you actually admire. Very, very patient friends may be able to read the emotions you have trouble expressing in time, but this will not be an easy problem to overcome.

Duty of the House (+400 CP): There is a sense of purpose that surrounds many of the Chthonics. A seriousness about their nature that causes them to adhere more closely to the duties, as if they were a part of their very being. In a sense, that view is not without basis. You, like your kin, are now firmly bound to the duty of your nature and very little appeals to your attention save the tasks at hand. It will be hard for even your dearest friends to pull you away from your work long enough for a talk, let alone anything more intimate.

Wandering Existence (+600 CP): Not all Chthonic divinities are welcome in the House of Hades. A number of the Furies have long since proven their inability to behave politely enough to be allowed in its halls. And they are far from the only ones. You have joined the number of those banished from the House of Hades. This may be due to some past crime against the House or simply because Hades doesn't like you all that much. In either case, you will be required to find some way to earn your way back into Hades' good graces, and those of anyone else pleased by your banishment, before your time in this world ends. Otherwise you will not continue onwards from here.

Underworld Resident Drawbacks

Lethe's Blessing (+100 CP): The River Lethe runs through Elysium, offering sweet forgetfulness to those brave warriors who desire some relief from the memories that haunted them. Whether you ended up in that realm yourself for not, you did briefly travel through it when you first entered. Along the way you drank from the river without understanding the dangers. Not deeply enough to forget everything about yourself but even just a sip has an effect. You will spend your time in this world a little forgetful, details slipping from your mind when your attention wanders without effort on your part to prevent it.

Drafted Into Service (+200 CP): Lord Hades has grown tired of his son's insolence and is taking extra steps to ensure that he never reaches the surface. If for no other reason than The Underworld's reputation for being inescapable. You will regularly find yourself being recruited to fight against Zagreus in his attempts to break out of the underworld. Unlike the more official Warriors of the House of Hades, nobody expects you to try very hard and you will not be punished for taking it a little easy on the lad. Just don't throw the fight completely unless you wish to earn the ire of Lord Hades himself.

Icarus' Wings (+400 CP): Asphodel's current state of affairs as a lava-filled wasteland were not always the case. Through chance, a twist of fate, or perhaps the Fates' sour humor, you found yourself in those fields as the river Phlegethon overflowed its banks. Unable to escape, your body has ended up twisted, burned, and melted like the wax wings of Icarus as he flew close to the sun. Your beauty will be marred into a visage that is hard to look at and random muscle twitches in your limbs will cause you pain. You will still be able to move, if stiffly, but fighting will be an effort that causes you constant pain.

Dead and Not Loving It (+600 CP): As with the great king Sisyphus, who bound Thanatos in chains for several days, you attempted to cheat your way around death. Because of your attempt to thwart the Three Fates and your defiance of Hades' authority, you have been punished in a way befitting your exact crime. Perhaps, like Sisyphus, you will be forced to push a boulder up a hill for all eternity. Or like Prometheus, your liver will be torn out each morning by a vicious bird of prey. Suffice it to say, your time in the Underworld is going to be anything but pleasant. The only advantage to the situation is that between bouts of torture you are mostly left alone by the denizens of the Underworld. One wouldn't suggest attempting an escape though. If there is one thing Hades hates more than people who try to cheat their deaths, it is those who attempt to escape his realm.

Warrior of the House of Hades Drawbacks

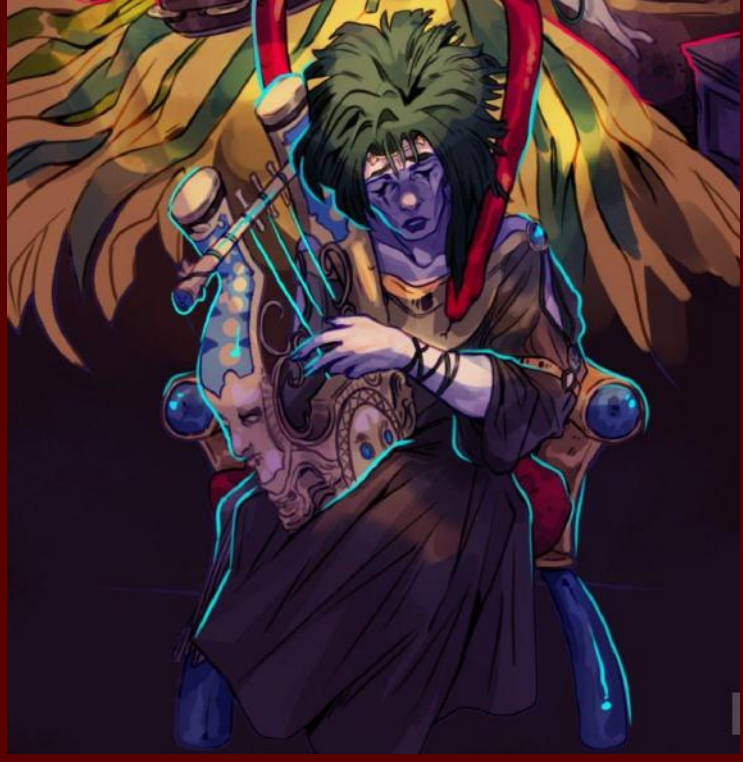
Greek Fire (+100 CP): There has been something of an alchemical fascination spreading among the spirits of the Underworld as of late. It seems the recipe for incendiaries has spread like wildfire, thanks in no small part to the ease many spirits have in gathering the few components in the natural environments of the Underworld. However, this means there will be few foes that you will face that do not have more than a few explosives tucked into their belts. Ones that are more than fragile enough to explode on their defeat.

In Need Of More Training (+200 CP): Death, and perhaps inactivity, seems to have dulled your warrior skills somewhat. Standing around without a decent sparring partner for decades at a time can do that to a fellow. You will find that your aim is always just a little bit off. Your most dire blows never seem to hit exactly where they should. Many of your blows will simply become glancing slashes, shallow and weak. You will still be capable of defeating those you stand again, but it will require much more effort.

My Lord, My Duty (+400 CP): The oath you have sworn to defend the House of Hades against all those who would seek to do it harm could hardly have expected this turn of events. Still, Lord Hades firmly believes that his son's escape for his realm could do everlasting harm to the stability of the House. So you are required to stand against young Zagreus regardless of what kind of personal relationship you may have with the lad. Losing honestly in the bout won't see you punished, but if Hades comes to think you are throwing the fight in any way... well... He is a great believer in disciplining his troops.

Odysseus' Curse (+600 CP): While you have been given the honor of employment by the House of Hades, it seems as if the Lord himself is not keen on your presence within its halls. Perhaps you committed an offense minor enough that punishment instead of dismissal was warranted. The exact reason will be left up to you, but the end result is the same. Hades will not have you in the halls of his house. You will instead be tasked with walking, wandering, and guarding the various levels of the Underworld entire. This means checking up on various problem residents as well as determining if there are any security issues that need tending to. Which, incidentally, causes many of the spirits that would normally be loafing around and waiting for Zagreus to show up to deem you an acceptable alternative. Expect to spend a lot of time wandering and fighting until you make up for whatever minor infraction you committed.

Servant of the House of Hades Drawbacks



The Twelve Labors (+100 CP): While no one can expect the life of a servant to be easy, especially in the household of a divine, it seems as if your employer is pushing that a little too far. Every time you seem to have all your eggs in a basket and are nearly done with your assigned tasks, someone will show up with a whole new batch to hand you. Naturally you'll still be allowed breaks and rests, but there will rarely be a time when you are taking it easy because you have all your work done.

Unappreciated Employee (+200 CP): Admittedly, Lord Hades isn't the most forthcoming employer when it comes to compliments. Still, he is the one who chooses the Employee of the Month each time, so it is clear that he appreciates the work even if he doesn't say so. Unfortunately, you never seem to get the recognition you deserve for your dedication and hard work. Even if you put in an extra effort to entertain guests, organize the petitioning spirits, or even throw yourself face first into the paperwork of the Administratum. Hopefully you believe that hard work and a job well done is its own reward.

In and Out of Favor (+400 CP): While Lord Hades isn't normally a cruel taskmaster, he is a demanding one. For you, however, he is going to make an exception. During your time in his employ he is going to find reasons and excuses to punish you to stints in the void beneath Tartarus. Thankfully, your times trapped in the prison of total nothingness will be relatively short. Either Hades himself will believe the time sufficient or perhaps Zagreus will bribe the House Contractor to find your writ of punishment and have your record expunged. But invariably you will find yourself back in the void for one reason or another.

Indentured Servitude (+600 CP): Shortly after signing on to serve the House of Hades you broke something valuable and treasured. Perhaps it was one of Lord Hades' favored vases you knocked over or a painting that was terribly ripped because of your actions. Either way, your penalty will be a vastly extended tour of service under the thumb of the Underworld God. You will now have to spend 100 years in his employ. And if you thought you had it tough before, just wait until he lends you out to the other divinities to perform their most grueling, degrading, or otherwise taxing jobs. I hear the Augean Stables need a good cleaning.

Ending Choices

A Home Found

For one reason or another, you enjoy this world so much that you feel like setting aside your wandering. You choose to stay in this world. You keep everything you have gained so far along with what you have obtained in this one.

The Story Ends

Something in you calls to return to your home world. So you say goodbye to those you met in this world and begin the journey back to your original world. You keep everything you have gained so far along with what you have obtained in this one.

The Journey Continues

Your time in this world is finished and it is time to head off to the next. You keep everything you have gained so far along with what you have obtained in this one.