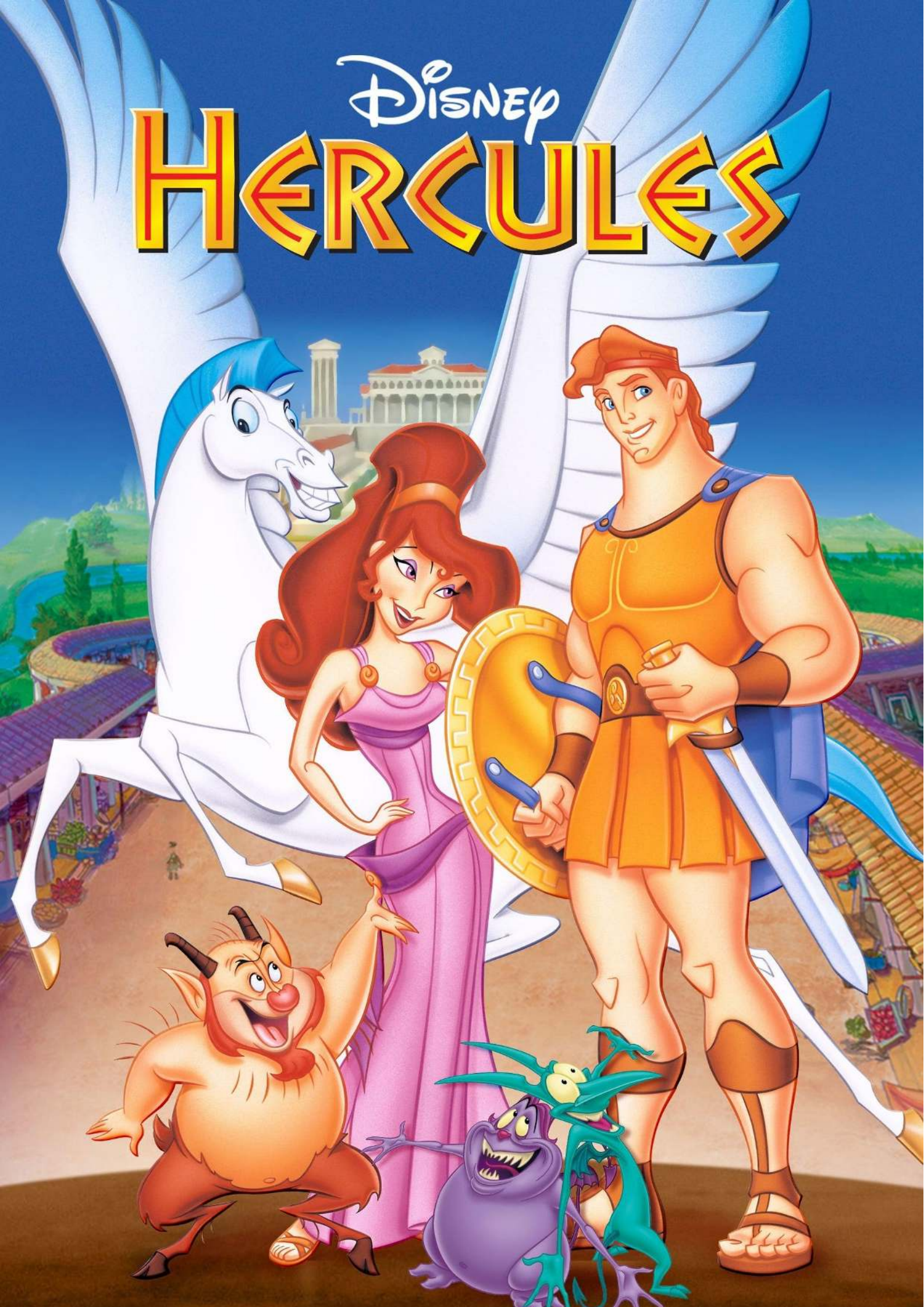


Disney HERCULES



Hercules

1997 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Long ago, in the faraway land of ancient Greece, there was a golden age of powerful gods and extraordinary heroes. And the greatest and strongest of all these heroes was the mighty Hercules. But what is the measure of a true hero? That is what our story is-



This again? Listen, honey, why don't you just leave this to the professionals.

We are the Muses, goddesses of the arts and proclaimers of heroes. Heroes like Hercules. He's the nicest guy – not conceited.

Hercules will encounter many supporters on his journey, from his adoptive mortal parents, to Philoctetes, trainer of heroes, to the beautiful Megara.

All the while, he will contend with the mean and ruthless Hades, and the many monsters Hades throw his way.

What will you do? Whatever the case, we hope you give us a tale worthy of song! And that's the Gospel Truth!

You arrive in this world just as Hercules arrives at a marketplace with his adoptive father. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

Choose between one of three options. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

Your average mortal.

[Free] Satyr

Like Philoctetes, you are a satyr, half-man, and half-goat. Compared to a human you are on the short side, but more or less have the same physical capabilities as they do.

[100cp] Nymph

You are a nymph, a nature spirit.

Nymphs are typically female, and as such you may freely change to female without paying the 50cp charge.

As a nymph, you have a vaguely “human” form with unusual colouration, such as green, blue, or brown. You can also temporarily take on a form related to nearby nature: in a forest you can become a small tree, in a flower field you can become a pile of flowers, and in water you can become water yourself and hide within the larger body.

[200cp/300cp] Monster

Many monstrous creatures make their home in Greece, and you can count yourself among them.

On purchase, you must design a suitable form, which can be an existing monster or something entirely original.

For 200cp, your form can be no greater threat than Nessus, the River Guardian. For 300cp, your form is potentially far greater, and can match the fearsome Hydra.

[400cp] Imp

Like Pain and Panic, you are an underworld imp.

You are a short creature with horns and small wings. You can freely choose your colour. Your small stature renders you physically weak.

Being an imp provides you with two major advantages. The first is immortality, a godsend for those expecting to work under Hades or those of his temperament. Second, is the ability to shapeshift. You can take the form of any creature no larger than an adult human. By working with other imps, you could combine to take a larger form – two imps would be enough to impersonate a winged horse. Your shapeshifting can allow you to fly, but does not grant you access to additional supernatural powers.

[600cp] Demigod

You have some kind of divine parentage. Perhaps one parent was a god and the other a mortal? Perhaps both were, but you were stripped of your immortality? It matters not, as the result is the same anyway.

You appear human, but possess godlike strength. Right now, your strength is equal to Hercules as he was prior to his training with Philoctetes. With time and training, you may grow further still, just as Hercules will, should events proceed as expected. At your peak, defeating Titans is almost child's play.

The purchase of this option on its own will not allow you to regain lost immortality and become a full god.

[600cp/800cp/1000cp] God

You are a God. You can choose whether or not you are part of the Olympic pantheon.

As a God, you are Immortal. You have supernatural physical capabilities, can change in size between roughly human and a great deal larger, can manifest over long distances via depictions of yourself, and more. You have a domain or two, which grants you some additional tricks related to it.

For 600cp, you are a standard Olympian God. While you are a big deal compared to mortals, you'd be a background character on Mount Olympus, and would certainly lose to a Titan.

For 800cp, you have a great deal more power, putting you on the level of Hades. You still aren't likely to defeat a Titan, but you can at least shrug off a few good attacks.

For 1000cp, you have immense power, making you comparable to Zeus, King of the Gods. You could easily defeat multiple Titans at once, barring Fate or other unfortunate circumstances lining up against you.

See the Notes section for more information on Gods.

[800cp] Titan

You are an immense and powerful creature known as a Titan. Aeons ago, Zeus locked your kind away in a vault, but it seems he missed you.

While a Titan lacks many of the tricks and special powers of the Gods, your raw power is not to be underestimated. Going toe to toe with most Gods, you are very likely to win.

Most Titans are made out of an element of some kind. Lythos is made from Rock, Pyros is made from lava, Hydros is made from ice, and Stratos is a living tornado. You may follow suit of any of these, or have your own element. An original element provides no greater strength than the established ones, and must be tangible (even Stratos could be grabbed and thrown by Hercules). In addition to dictating your form, your chosen element provides some related powers.

Alternatively, you can choose to forgo an element, resulting in a form similar to Arge the Cyclops. There is little reason to do so, however.

-Background-

You must choose one of three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Hero

You're a hero! Or at least a hero-in-training. It's your job to protect the innocent from the monsters that plague this world, and the machinations of cruel gods like Hades.

Supporter

Not everyone has their name on the marquee, but everyone can do their part. You have a supporting role in this tale, but it may well prove a vital one.

Villain

Whether you are a monster, a wicked god, or just a plain old criminal, you are definitely the villain in this story. But hey, villains have all the fun, right?

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you may choose to begin in one of two specific places for free, determined by your Origin.

[1] Amphitryon's House

The home of Hercules' adoptive mortal parents. It's quite modest now, but should Hercules make it big, expect it to go through a significant upgrade.

[2] Marketplace

The locals have a poor opinion of Hercules, due to the destruction he inadvertently brings about. Their issues aren't without merit, as this marketplace will be completely destroyed by Hercules if events progress as normal.

Those with the Hero Origin may choose to begin here for free.

[3] Phil's Island

This island is home to Philoctetes, trainer of heroes. It is here that Hercules will train to become a hero, if things follow their expected route.

Those with the Supporter Origin may choose to begin here for free.

[4] Thebes

The Big Olive. If you can make it here, you can make it anywhere! Unfortunately, the town is in turmoil, suffering from high crime rates, natural disasters, and other problems. A hero is needed.

Those with the Supporter Origin may choose to begin here for free.

[5] Gorge

A gorge close to Thebes. Should events progress as usual, it is here that Hercules will battle against the fearsome Hydra.

Those with the Villain Origin may choose to begin here for free.

[6] Mount Olympus

Home of the gods. If you are a mortal, you instead begin at the base of the mountain.

Those with the Hero Origin may choose to begin here for free.

[7] Underworld

While you aren't dead, you may well be if you stick around here. Fortunately, you will have a great deal of luck escaping, but only if you attempt to do so immediately upon your arrival here.

Those with the Villain Origin may choose to begin here for free.

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Hero Perks

[100cp, Free for Heroes] Rule Number 6

When rescuing a damsel, always handle with care.

You've taken this lesson to heart. As such, you can scale back your strength and other powers in order to prevent unwanted harm or damage. This allows you to knock out opponents without dealing lasting harm, and catch falling damsels safely.

[100cp, Free for Heroes] Basic Training

It seems you have already gone through some training.

You have become proficient with the sword and with a bow, and your aim has improved a fair bit. Perhaps most importantly, you think quickly on your feet, and notice opportunities to use the environment to your advantage.

[200cp, Discounted for Heroes] Zero to Hero

You find it much easier to build a heroic reputation. Word of your heroic deeds spreads much quicker than usual, and collateral damage in the name of heroism is not held against you.

Additionally, making money of your heroism, such as by selling merchandise or endorsing products, is never considered a mark against your hero status, and maintaining a heroic image will cause such endeavours to be much more successful than they would typically be.

[200cp, Discounted for Heroes] Reverse Honey Trap

All too often, the rich, famous, and powerful are targeted by those seeking to exploit them by entering into or alluding to a false relationship. Fortunately, this is much less of a problem for you.

Now, when others try such tactics on you, they will find their efforts rebounding on to them, and will find themselves falling for you in turn. This effect is greater should you act kind and earnest around them, and greater still should they see you perform acts of great heroism.

Who knows, maybe such a person will end up as your loving wife!

[400cp, Discounted for Heroes] Divine Favour

Whether it is a result of an intrinsic characteristic of yours, or just some good ol' fashioned nepotism, gods look favourably upon you.

From now on gods, and similar beings, are naturally positively disposed to you. You will find that as long as you aren't intentionally trying to offend or upset them, they will be willing to overlook problems in the manner you speak to them. They'll even be happy to perform small favours on your behalf, such as convincing a trainer of heroes you are worth their time with a stray lightning bolt.

This boon does not apply to those gods you have made your enemy, or who need you dead in order to pursue goals of great importance to them.

[400cp, Discounted for Heroes] Go The Distance

Wow, you can really take a pounding, can't you Jumper?

You now benefit from an immense durability and endurance, which allows you to survive enemies far stronger than you. For example, a typical mortal human with this perk would be able to be smacked around by a Titan for a fair amount of time, though they would still end up bruised and battered.

Perhaps if you can hang in there long enough, you might find some way to turn the tide?

[600cp, Discounted for Heroes] True Hero

A true hero isn't measured by the size of his strength, but by the strength of his heart. You have what it takes to be a true hero.

First, you have an indomitable will, allowing you to fight through tremendous pain, and to do what you believe is right even when it is hard, or even if it would mean sacrificing yourself.

Next, should you be a demigod or similarly one step removed from divinity, and put your own life at serious risk for the sake of others, the second effect of this perk will activate. At this time, you will be raised to the level of a full-fledged god. You will gain access to general powers and capabilities that kind of god is expected to possess; however you do not gain domains or unique powers (even for types of gods where every one has a unique power). For the purposes of this effect, the entirety of this perk is not considered when determining whether you are at serious risk. If you have some way of toggling or turning off perks or powers, those you turn off are also not considered, so long as you

are keeping them off for the duration of the “event”, and not cycling them on or otherwise trying to game the system.

Finally, once per jump, should you sacrifice yourself to protect or save others, this perk will enable you to miraculously survive. Whether this acts as a revival that does not trigger chain failure as a result of death, or whether it prevents your death altogether, depends on the specific circumstances; it will act in the manner that best serves you. Post-chain, this aspect of this perk operates on a ten-year cooldown.

Supporter Perks

[100cp, Free for Supporters] Two Words... Catchphrase!

On purchase, designate some kind of catchphrase, verbal tic, or turn of phrase. From now on, you’ll find it easy to slip it into your speech, and can even do so without thinking about it if you like.

Additionally, people don’t get annoyed with this. They might notice if it doesn’t quite make sense, but they won’t think less of you for it. Once you’ve befriended someone, they might even playfully throw it back at you.

[100cp, Free for Supporters] I Won't Say (I'm in Love)

Heartbreak sucks, and is all too common.

Fortunately for you, no matter how many times you suffer such sorrow, you’ll find that you are still able to open your heart to others. Maybe the next guy will be the man of your dreams?

[200cp, Discounted for Supporters] Pulling The Strings

When it comes to seduction, you are a natural. Even without thinking about it, you move in ways and fall into poses that highlight your best features.

Beyond that though, you know a variety of tricks to appeal to others in a forward manner that doesn’t scream desperation. Just try not to fall in love yourself – unless you mean to, of course.

[200cp, Discounted for Supporters] Godparent

You are an excellent parent. Somehow, you are able to raise powerful beings like gods, without getting yourself killed and without excessive property damage.

Additionally, you find it much easier to reestablish relationship with a child (adoptive or biological) that have been put on hold due to a long absence.

[400cp, Discounted for Supporters] One Last Hope

You can be an amazing coach, but if you are stuck training bums, then you will be hard pressed to get results. Fortunately, you now have a much better time identifying proper students.

Thanks to this perk, you have gained a great eye for those with great potential when it comes to learning something you wish to teach. You won't have to be struck by lightning to notice when the boy asking you to take him on is worth your time.

Further, whenever you would like to take on a new student, events line up to lead people who would be interested in such a thing towards you. You can toggle this aspect of this perk on and off as you like, should you prefer to scout your own talent.

[400cp, Discounted for Supporters] D.I.D.

Not everyone can take out a River Guardian. Sometimes, you need someone to do it for you.

Fortunately, you'll find that from now on, whenever you are in peril, heroes, do-gooders, and others who would be inclined to intercede that are in the general vicinity will be pulled by circumstance towards you.

Additionally, should you put yourself in danger to give these kinds of people a hand, whether or not they were drawn in by the perk, they will receive a temporary but impressive boost in competence and luck, helping them get the job done.

You can toggle either aspect of this perk on and off as you like.

[600cp, Discounted for Supporters] Trainer of Heroes

You are an extraordinarily talented coach, one that even the gods could benefit from.

First, you are able to devise training regiments and construct gauntlets and courses that will allow others to train superhuman capabilities, hone special powers, and push themselves to the limit, without risking large-scale collateral damage. You can manage to make these courses with mundane materials, though the occasional trained shark definitely won't hurt.

Second, you are now capable of giving amazing pep talks. These talks will help to keep your pupils from giving up too soon, whether it is during their training or when facing down a Titan!

Lastly, your hard work as a coach will be easily recognised by all, with even the common person associating the success of your pupils with you, without thinking any less of them either. If you've ever wanted to hear "That's Jumper's boy!", then you'll appreciate this.

Villain Perks

[100cp, Free for Villains] Pun-ishment

What's the point of villainy if you can't have a little fun doing it, eh?

To that end, you have picked up a mastery of puns and innuendo. This will help ensure you have a biting comeback or witty line at your disposal. Great, huh?

[100cp, Free for Villains] *I was going for innocence.*

You have a great amount of control over your voice. This allows you to quickly learn new voices to speak with, whether that be a general voice like a stereotypical child, or aping a specific person's voice. A shapeshifter will greatly benefit from a talent like this. In other settings, you'd make a great voice actor.

[200cp, Discounted for Villains] *Infernal Schemer*

Your ability to scheme and plot has greatly improved. This is especially evident over the long-term. Unfortunately, your ability to adapt to setbacks remains kind of a weak point, at least via the benefits of this perk alone. You would be wise to keep track of elements that could ruin your ambitions if allowed to pop up on the cusp of your success.

[200cp, Discounted for Villains] *Let's Get Ready To Rumble!*

Are you the sort of villain that wants to watch vile plans you've put into motion play out in person? Then, this perk may be just what you need.

From now on, when you set up foul or villainous acts to occur, you will always have an easy time finding a suitable place from which to watch them play out. While using this spot, so long as you do not interfere or provide aid, your presence will be overlooked by anyone who would not want to know you were there. Even if you were spotted, those that did notice you will not find your behaviour suspicious, even if that behaviour is sitting in a comfy chair and eating popcorn.

[400cp, Discounted for Villains] *Evil In Plain View*

You're a bad guy. You aren't subtle about it. And yet, people seem to completely overlook this.

From now on, even when others know you are a villain, and even if they have slighted you in a way you haven't been quiet about, until you make plain your plans to target them or theirs, people tend to leave you to your own devices, and don't consider you a primary suspect for villainous acts you don't cop to without clear evidence. Family members will even invite you to celebrations as if you were just a bit on the grumpy side.

While this won't necessarily stop do-gooders, or those that make it their business to find and destroy evil for its own sake, it does tend to make you a lower priority target in their mind until you have given them cause to think otherwise.

[400cp, Discounted for Villains] *In eighteen years precisely...*

Sometime during each jump, you will be made aware of an upcoming cosmological event, that wouldn't otherwise occur without this perk.

The nature of the event will vary based on the setting and your circumstances, and can be ignored without any problems. Should you choose to plan for and act on this event however, you will have a significantly easier time moving up in station, defeating a hated enemy, or both at once.

On its own this perk won't guarantee success; you'll still need to put in the work to make your dreams, or your schemes, come true. Post-chain, an event will occur within each ten-year window.

[600cp, Discounted for Villains] Dealmaker

You have gained the ability to make magically binding agreements with others.

As part of these deals, you can enforce magical conditions on a party, such as stripping them of their supernatural powers. You can also use it to allow one party to gain legitimate ownership of another's souls. A party that agrees to do something is not magically compelled to do so, and can still fail at their task. Should the terms of the deal be broken, magical effects imposed by this power are automatically and instantly undone.

In order to enter into a deal, all parties have complete knowledge of the terms and conditions, and deliberately agree to them, such as via a handshake or signing a contract. In saying that, there is nothing stopping you from tricking others into agreeing to deals that don't really benefit them at all.

While a god at the level of Hades may be able to perform a similar ability, those that purchase this perk will be guaranteed that their magically binding agreements will work on any being, and that they can act as a neutral party that establishes a deal between others.

General Perks

[Free] Sing-Along

Plan on joining in with The Muses, or belting out your own tunes?

To help you do so, your ability to sing has been noticeably enhanced, and the quality of your voice has also somewhat improved. Have fun!

[100cp] Disney Looks

Wow, you're quite the looker. On purchase, choose whether you receive a great enhancement of feminine beauty allowing you to rival Megara, or masculine handsomeness allowing you to match Hercules – or should I say “Hunk-ules”?

You may purchase this perk twice in order to receive both effects. How these options interact with each other is up to you.

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

Hero Items

[100cp, Free for Heroes] Rule Number 15

A hero is only as good as his weapon. You've acquired a pair of them.

Weapon number one is a sword. An ordinary human won't notice anything special about it, but someone with great strength will notice it has two special properties. First, a wielder with super strength can bend the blade, allowing it to be used as a boomerang. It can then be bent back into shape without any long-term damage to it. Second, the sword can be wielded by someone at any level strength without it breaking down.

Weapon number two is a bow. As with the sword, it can be used by someone at any level strength without it breaking. It also comes with a replenishing supply of ordinary arrows.

Should one of your weapons be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Heroes] Winged Horse

Your very own winged horse, created for you by the gods. You can choose for it to be male, in which case it looks similar to Pegasus, or female, in which case it looks similar to the fake horse created by Panic and Panic. Whatever the case, it is intelligent, trained for combat, and has a good deal of awareness, allowing it to swoop in and catch you if you fall from a great height. It can even hop up on its hind legs with relative ease.

If you prefer, you can choose to receive your winged horse as a baby. Maybe you want it to grow up alongside you? In this case, once the horse matures it will automatically gain the benefits of combat training without extra effort on your part.

Should anything unfortunate happen to it, it'll be back tomorrow, good as new! This is a Disney movie, after all.

[400cp, Discounted for Heroes] Temple of [Insert God Here]

This wonderful piece of architecture houses a large stone statue of a god of your choice. This chosen god must appear in the Hercules film in some capacity.

When someone prays to or communicates with the statue, the god in question will consider it a priority and will manifest via the statue to talk with the supplicant. While this won't guarantee that the god will grant a favour, they will be inclined to overlook minor or accidental slights, and even a god on your bad side will at least listen to you so long as you are engaging in good faith dialog.

In each future setting with gods, you can optionally choose to internally expand the temple to add a new room featuring a statue of one of the gods from the setting in question. Regardless of how the god usually works, they will have the ability to manifest via this item's statue to speak to a supplicant. You can even continue to communicate with gods from past settings, however they will only be able to talk, and cannot reach across jumps in any other way.

In future worlds, you may choose for the temple to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the temple be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[400cp, Discounted for Heroes] Hero's Estate

A massive, luxurious, estate, similar to the one that would normally come into Hercules' ownership if events unfold as they typically would. All bills associated with the estate will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given.

Highlights include a large gate, spacious front lawn with multiple fountains and pools, and a great big building with wonderful architecture. Talk about living the high life!

In future worlds, you may choose for the estate to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the estate be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp, Discounted for Heroes] A Star Is Born

Or should I say, many stars have been born. That's right, the gods have honoured you with your very own constellation!

On purchase you can choose the intended image created by the constellation, be it a depiction of you or a symbol that represents you.

The constellation has some significant meaning, related to you and decided on purchase. It advertises some property, characteristic, or nature of yours. In settings where the general public worship gods, they will correctly interpret the meaning of the stars and attribute the statement to their own pantheon. In settings where gods actually exist, they will not contradict the message of the constellation so long as your actions broadly align with the statement. For example, if the stars declared you a true hero, then so long as you generally acted in a good and honourable way, even gods that hated your guts would grudgingly accept it as true.

Your constellation will move between settings to ensure it is a visible constellation on the world (or equivalent) you arrive at when arriving in a new jump. If necessary, the nature of the stars will adjust to accommodate this in settings with unusual cosmological layouts; this will never allow the stars to provide any advantage beyond a "normal" star. They will not burn out or fade away. Should a star be destroyed, a replacement will appear in the same location after 24 hours. If that location is no longer valid, it will appear as close as feasible, with the rest of the constellation moving to retain the intended shape.

Post-chain, you will have an opportunity every ten years to change where the constellation is positioned.

Supporter Items

[100cp, Free for Supporters] Greek Chic

This is a Greek dress (or toga if you prefer), which is a perfect fit for you.

The attire always manages to highlight your best features, be they wonderful curves or bulging muscles. It is self-cleaning and self-repairing, perfect for mortal or god alike.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Supporters] Temple of Jumper

This great temple houses a large stone statue of, well, you!

Whether or not you are a god, whenever someone speaks or prays to the statue, you will be aware of it. You can then choose to take control of the statue, allowing you to speak with the person. The statue will automatically adjust so that it remains an appropriate representation of you.

As a special consideration, you won't have to worry about the gods of this setting finding this temple to be blasphemous or an act of hubris.

In future worlds, you may choose for the temple to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the temple be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[400cp, Discounted for Supporters] Jumper's Island

You now own your own island!

This island is well-suited to training gods, demigods, and heroes. It is remarkably resilient to collateral damage, and so long as someone is not actually intending to destroy it, incidental damage extremely powerful beings would cause while training does not stick.

The island is optionally host to a small group of nymphs. If you like, they will be interested in you, playing hard to get but allowing you to peek on them with surprising ease. The nymphs count as followers, and should one perish, another will appear at the start of the next jump (post-chain, after ten years).

At the start of each future jump, you may choose whether this island appears out in the world, or be connected to your Warehouse by a special gateway. Post-chain, you can make this decision once every ten years.

Should the island be destroyed, a replacement will appear in the same location after 24 hours. If placed out in the world, and that location is no longer available, it will instead be connected to your Warehouse by a special gateway.

[400cp, Discounted for Supporters] Mr. Lightning Bolts

You have acquired an unlimited supply of lightning bolts, forged by the god Hephaestus. You can retrieve a lightning bolt from seemingly nowhere at any time, no matter how improbable that might be.

These lightning bolts are extremely powerful, and can harm even Titans. Unless you are immortal, I would strongly suggest you do not put them in your mouth. Even gods would not find such a thing pleasant.

[600cp, Discounted for Supporters] Mount Jumper

Your very own slice of heaven. Literally.

There are two parts to this item. The first part is a mountain, equivalent to Mount Olympus. It is very large, but has no special properties.

The second part of this item is what you are here for. This is a kingdom in the clouds, a domain fit for gods. It sits over the mountain, and therefore may be reached by scaling it. The clouds are somehow sturdy, and make up the distinct architecture of the domain. They will hold up to large amounts of damage, and will instantly regenerate from even godly attacks. While this domain is placed out in the world, gods present in the domain will be able to peer down from it onto the world below, enabling them to see anything within a multi-country area. On its own, this will not allow a god to see everything at once, only where they focus their attention; as a result, they may have blind spots or miss important events. As a special consideration you will also be able to peer down in the same way, even if you are not a god.

Both parts of this item retain upgrades, and inactive companions may reside within the divine domain. If you like, you can treat each of the two parts as separate when it comes to importing it into other items, or other items into it.

Each time you visit a new jump, you have a few options as to how this item is placed. You can choose for the mountain and domain to be placed out in the world as a pair. You can choose for the mountain and domain to remain together and be attached to your Warehouse via a special gateway. Finally, you can choose for the domain to be placed on top of a large uninhabited mountain, or to simply float out in the air, whilst the mountain is attached to your Warehouse via a special gateway. Post-chain, you can make this decision once every ten years.

Should either part be destroyed, a replacement will appear in the same location after 24 hours. If placed out in the world, and that location is no longer available, it will instead be connected to your Warehouse by a special gateway.

Villain Items

[100cp, Free for Villains] Planning Table

A large table, which matches an aesthetic of your preference.

Under or near the table is a collection figurines. These figurines change moment to moment to suit your needs, representing your allies and your enemies. This will allow you to plan out your wicked schemes with helpful aides.

Should the table be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[200cp, Discounted for Villains] Flying Chariot

This is a wicked looking chariot, along with a jet-black winged horse.

The chariot is quite sturdy. It won't crumble when towing large and heavy objects. It the rider a menacing impression, fit for a true villain. If lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

The horse is intelligent, and well-trained for its job. It can be ridden directly, but prefers to pull the chariot through the sky. Should anything unfortunate happen to it, it'll be back tomorrow, good as new! This is isn't that kind of movie.

[400cp, Discounted for Villains] Mortal Potion

How does one kill an immortal? You make them mortal.

This is a glowing pink potion, stored in a sinister-looking vial. Should a person drink the majority of the potion, they will be rendered mortal. Should they drink every last drop, the drinker will also be stripped of any divinely sourced power they possess. This means that a god that drinks most but not all of the potion will become a demigod.

You have a single potion, and will receive a new one at the start of each new jump. Post-chain, you will receive a new one every ten years.

[400cp, Discounted for Villains] Minions & Monsters

What kind of villain doesn't have bad guys to throw at your enemies? Not you, that's for sure!

This item provides you with a total of nine monsters. Two of these monsters are at the level of the mighty hydra. The rest, while a danger to the common mortal, are likely to be swept away by the likes of Hercules in a single montage. Aside from this, you are free to determine the specifics of your monsters.

In addition, you are provided with a pair of imps, immortal shapeshifting creatures. They are less suited for combat, and more for general minion work; unfortunately, they can be stupid and lazy at times.

All creatures included are considered followers, and are intensely loyal to you. Should one perish, a replacement will appear at the start of the following jump. Post-chain, this occurs after ten years.

[600cp, Discounted for Villains] Jumperworld

You have become lord of this brand-new realm of the dead, located underneath Greece. Somehow, it doesn't get in the way of Hades' Underworld, and people can still make their way down to it if they try to.

Your realm is an afterlife. You have free reign over its general aesthetics, so long it does not provide notable advantages. In order for a deceased spirit to make their way down here, they must meet one of four conditions:

- You have legitimate ownership or claim over their soul.
- The person perished on land you legitimately own or rule.
- You have some agreement with the god or being that would typically receive them. In this setting, that would be Hades.
- This realm is placed out in the world, the death occurred above your realm, within a multi-country area, and no other beings have claims over the spirit.

Spirits will flow into your realm to a central storage area via some sort of mechanism, such as a river. You can choose what this is, so long as it doesn't provide notable advantages. This mechanism has some protection that causes non-immortals to wither up and die should they have prolonged exposure to it. As a special consideration, you are always immune to this effect.

If a spirit is retrieved, and either brought back to their body or an "empty" vessel, they are restored to life. During the chain only, spirits collected from past jumps can no longer be revived or leave this realm's storage mechanism, whether under their own will or someone else's. Companions and followers are excluded from this limitation, and can be revived freely.

Your realm retains upgrades, and inactive companions may reside here.

At the start of each future jump, you may choose whether this realm appears out in the world (or rather under it), close to your starting location, or be connected to your Warehouse by a special gateway. Don't worry about it overlapping with other locations, as some magic of this special realm will ensure it somehow doesn't take away space from anything competing for it, but others can still make their way down there. Post-chain, you can make this decision once every ten years.

Should the afterlife be destroyed, a replacement will appear in the same location after 24 hours. If placed out in the world, and that location is no longer available, it will instead be connected to your Warehouse by a special gateway.

General Items

[50cp] Film and Series

A copy of Hercules (1997), as well as Hercules The Animated Series, on your preferred form of physical media. This Disney take on Greek Mythology is yours to view as often as you want.

Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Herculade

At any time, you can retrieve a fresh cup of Herculade, no matter how improbable that might be. Enjoy!

[50cp] Hercules Merchandise

Caught up in the Hercules hype?

This is a collection of each kind of merchandise featured during the 'Zero to Hero' segment, including a vase bearing Hercules' likeness, and a pair of Air Hercs. It comes with a single, empty cup of Herculade; if you want a proper supply of this, see the *Herculade* item above.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Jumper Merchandise

Have a bit of Narcissus in you, huh?

This is a collection of merchandise relating to yourself. Some of it, like vases with your likeness, seem appropriate for an Ancient Greek setting. Others are anachronisms fit for a Disney film, like your own brand of sports sandals. It includes a single empty cup branded "Jumpulade"; if you want an actual drink, see the *Herculade* item above.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Film Merchandise

A lot of Hercules related merchandise has been released by Disney over the years. Now, you have acquired a large chunk of it for yourself.

Nothing in this collection is too useful, as it is primarily made up of various Hercules branded collectibles and odds and ends. To be clear, this is merchandise released surrounding the film, not that which appears within the film itself.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp] Eye of the Fates

Ew! This is an eye, which somehow remains fresh even if lying around.

You could replace one of your own eyes with it and see just fine, if you wanted. The real reason you'd want this though, is that the holder can use it to gain visions of the future. They can be aimed at specific times or people, or just general visions.

Once a vision has been seen, it is Fated to occur. Fortunately (or unfortunately, depending on your point of view), these visions are always conditional. For example, one vision might say that if you attack your enemy at a certain time you are bound to win, but only if a certain person is not present.

Should the eye be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Hercules (including the animated series if you've included it via the toggle) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

[Free/200cp] The Muses

The Muses, goddesses of the arts and proclaimers of heroes have taken an interest in you. For-

We'll take it from here, dude. So, for Free, we'll follow you along on your "chain", and fill your adventures with song.

No helping though!

That's right, honey. We won't show up in person, and you won't get anything more than the occasional flower. But if you wanted to be a "patron" of the arts, for say 200cp, then you get the full package. How about it?

The Free version of this option does not take up a companion slot, and the Muses are not able to be imported into other options.

At the 200cp tier, you can choose whether each of the five Muses (Calliope, Clio, Thalia, Terpsichore, and Melpomene) takes up a separate companion slot, or whether they share a single companion slot, with perks purchased for them being divided between them, lowering the potency of the perks somewhat.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Using this toggle, you can import the events of any settings that have a demonstrated shared continuity with Hercules, that you have previously visited. Inconsistencies between these settings may be smoothed out in a manner of your preference, but attempts to use this toggle to interact with prior versions of either yourself or your companions will fail.

[0cp] Jumpchain The Animated Series

Using this toggle, you can determine whether the events of Hercules The Animated Series are a natural part of the timeline or not, resolving contradictions in a manner of your preference. These events occur during Phil's training of Hercules.

[0cp] Birthday Bash

Using this toggle, you will arrive in this world a great deal earlier, on the day of Hercules' birth. This will allow you to experience this tale in its entirety, or to completely take it off the rails.

Your total time in this world will be extended in order to accommodate this change.

[+100cp] *Are you always this articulate?*

You have a hard time when speaking to those you find attractive, causing you to trip over your words or fall into a minor stupor. The more attractive the person is to you, the greater the effect, but you may learn to work past this on an individual basis with some effort.

[+100cp] Hot-Tempered

You have a short fuse, causing you to quickly fly into a rage. Fortunately, you will be able to rein yourself in with some effort, though repeated triggers in short succession will make this task harder and harder.

[+100cp] Comic Relief

During your time here, circumstances will regularly arise to make you a victim of random violence or pain-inducing misfortune. Fortunately, this will never result in serious injury or death on its own. It's almost as if your suffering exists to make an unseen audience laugh.

[+200cp] Destructo Boy

For the duration of the jump, you will have great difficulty scaling back your strength or your powers, or using them with fine control. You have also become quite clumsy on top of that – try not to cause too much damage!

Any perks you have that allow you to toggle or scale back your strength or powers cannot be used until the jump comes to an end.

[+200cp] Jerkules

During your time here, you will find it extremely difficult to find acceptance. Strange powers or unusual physical capabilities will be disapproved of, and anything different about you will be latched on to and used as a reason to dislike and distrust you.

Fortunately, you may overcome this inherent setback on an individual level, but it will require serious time and effort in each case to do so. Those you bring into this jump, such as companions, are not influenced by this drawback.

[+200cp] Fan Club

A group of screaming girls have become fanatics of yours. These girls have no sense of privacy or respect for your property; they will burst in at inopportune times, and steal your stuff for their shrines of you. No matter your usual feelings, you will find these girls incredibly annoying and unattractive. It is difficult, if not outright impossible, to reason with them, without temporarily tricking them.

Should you kill or permanently incapacitate one of them, a replacement will show up the next day, rendering the action basically pointless.

[+300cp] Depowered

Whether as a result of a bad deal with Hades, or some other cause, you have been stripped of your power.

You are reduced to your Body Mod (or the capabilities of an average human if you lack such a thing), and lose access to all perks, whether from this jump or others. While you retain the species choice you made here, it does not provide anything not covered beyond your new limit beyond aesthetics. If your species chosen provides immortality, you are rendered mortal.

You will regain what this drawback has taken away at the end of the jump. No problem, right?

[+300cp] Sold Your Soul

You've sold your soul to Hades in exchange for 300cp. As a result, he has a great deal of power over you. Hades will attempt to use you to achieve his evil schemes, and he will expect you to do your best. If you succeed, he may be willing to remove some years from your sentence, but failure will cause him to add more.

If you haven't regained ownership of your soul by the end of the jump, via any means, you will fail your chain. You will be forced to remain in this setting, but should you later regain ownership of your soul you will have a one-time opportunity to return to your original world with all you have picked up on your chain.

[+300cp] Fated To Lose

The Fates have looked into your future and, well, it isn't pretty.

Plans you put into motion are destined to fail. Minions remain without crucial information from you until it is far too late. Deals you make leave massive loopholes your opponents can exploit. You make critical errors at inopportune moments.

None of this guarantees your death, but the reality is constantly being on the losing end is going to make chain failure a far likelier event. Do you really need to take this?

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

She Goes, You Stay: You choose to remain in this world. Your chain ends here.

A True Jumper: You choose to continue your chain. Proceed to the next jump.

A Hero's Welcome: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Immortality:

Immortality in this setting has a clear weakness: the Mortal Potion, which can strip Gods of their immortality and divine power. As such, it is reasonable to assume it is not unbeatable, and could be bypassed by things in other settings which either ignore immortality, or strip a person of it.

On the Olympian Gods:

This section provides general knowledge, powers, and noteworthy feats of the Olympian Gods. It may not be comprehensive. Most Gods don't do much in the film, but for those that do (Hades, Zeus), I will try specify powers that only appear in the TV series.

General Traits:

- Immortal
- Shapeshifting, generally limited to moving between extremely large and human sized.
- Superhuman capabilities, though in many cases not as extreme as one might initially suspect.
- Can look down on Earth from Olympus, which lets them be aware of things they are paying attention to, but does not reach anywhere near true omniscience.
- Can interact with Earth without leaving Olympus. This can be manifesting via a statue or depiction of themselves, or projecting a large floating head (the latter only occurs in the TV series).
- Can teleport.
- Can conjure and create simple objects.
- Vulnerable to magic chains (briefly seen at the end of the film, shows up more in the TV series).

Apollo:

- God of the Sun, music, prophecy and twin brother of Artemis.
- Can control the sun via the Solar Chariot.
- Can carry the sun (note that within the context of the setting it was "merely" a massive fireball the size of a giant boulder rather than a scientifically accurate sun) (TV Series).

Ares:

- God of war, brother of Athena, and founder of Sparta.
- Can fire energy blasts.
- Can grant a hulking form, great strength and combat prowess to mortals.

Artemis:

- Goddess of the Moon, hunting and wildlife, twin sister of Apollo.
- Animals are attracted to her.
- Can shapeshift.
- Can turn others into animals.

Athena:

- Goddess of wisdom, handicrafts, warfare, sister of Ares and founder of Athens.
- Can freeze humans in time.
- Can use her shield to show scenes to others.

Aphrodite:

- Goddess of love, fertility, beauty and desire.
- Can cause others to fall in and out of love.
- Can create trails of flowers where she walks.
- Can forge life from clay (created Galatea).

Dionysus:

- God of wine and celebrations.

Demeter:

- Goddess of the earth, harvest, fruits, flowers, mother to Persephone and elder sister to Zeus, Poseidon and Hades.
- Has control over plant life. Can grant good harvests and teleport from plants.

Hephaestus:

- God of the fire, forge and fiancée of Aphrodite.
- Can forge divine weapons, such as Zeus' Thunderbolts, the Armageddon Bow, a sentient bow that has incredible accuracy and can produce energy arrows to fire, and sunglasses which restrain a gorgon's power.

Hera:

- Queen of the gods, and goddess of marriage, childbirth and womanhood.

Hermes:

- God of travellers, thieves and messenger of the gods.
- Flight and super speed.

Hestia:

- Goddess of the hearth and family.

Poseidon:

- God of the seas, brother of Zeus and husband of Amphitrite.
- Can breathe underwater.
- Can communicate with sea creatures.
- Can control with sea with his trident.

Hades:

- God of the underworld and brother of Zeus.
- Control over fire, can shoot over massive flames that burn down large sections of forest instantly.
- Can turn body or parts of it into smoke. This allows him to let objects pass through him, stretch parts of his body, pick up and throw heavy weights. He can also summon smoke to create bindings.
- Extreme durability, allowing him to shrug off accidental attacks from Titans, as well as being punched by Hercules.
- Can create magically binding deals. This requires the other party to be aware of the terms and agree to them. Magic effects produced by these deals include stripping someone of their powers, and granting you ownership of their soul. If the deal is broken, so are these effects.
- Can fire energy beams that put a mortal into an eternal sleep. The victim can be woken from a kiss from someone they love (only appears in TV series).
- Can turn a gorgon into a human (only appears in TV series).

Zeus:

- King of the Greek gods, and god of sky, justice and lightning.
- Can control the weather, including creating storms, shooting lightning down from clouds, controlling clouds to carry people through the sky.
- Created a vault which could hold the Titans, and required both a cosmic alignment and the efforts of Hades to be broken.
- Can forge life from clay (created Pegasus).
- Can carry the sun (note that within the context of the setting it was “merely” a massive fireball the size of a giant boulder rather than a scientifically accurate sun) (TV Series).

On Hercules:

As Hercules is not a God for the majority of the film, I have included his notes in a separate section.

- Extreme strength, was able to grab Stratos the Tornado Titan, use it to suck up three other Titans, and hurl them all deep into space.
- Can carry the sun (note that within the context of the setting it was “merely” a massive fireball the size of a giant boulder rather than a scientifically accurate sun) (TV Series).

On Other Mythologies:

In the Animated Series, the Norse and Egyptian pantheons briefly appear. They are portrayed as equivalent to the Greek gods, but manage different parts of the world. The Norns are the exception to this, as they are just the Fates double-dipping. Meanwhile, the Roman gods don't exist separately, they are just names given to the Greek gods when Rome accepts the Olympian pantheon as their own. If you aren't including the Animated Series, you don't have to worry about this.

So, what exactly happens here, anyway?

Note: this synopsis only covers Hercules (1997) in its entirety, but indicates where the TV series fits in.

Many aeons ago, back when the Earth was new, it was ravaged by terrible creatures known as Titans. And then along came Zeus, who defeated the Titans with his thunderbolts, sealing them away.

A long time later, Hercules, son of Zeus and Hera, is born. On Mount Olympus, the gods gather to celebrate and bestow gifts. Zeus creates Pegasus, a baby winged horse, for his son. Hades arrives late and leaves early. Unknown to the other gods, Hades despises Zeus and his job of ruling the Underworld. Back in the Underworld, he meets with the Fates, who he sweet talks into telling him the future. In exactly eighteen years' time, the planets will align, allowing the Titans to be freed by Hades. This will allow Hades to take over Olympus, but should Hercules fight, Hades will fail.

Hades calls on Pain and Panic, two imps which serve him. In order to deal with Hercules, he gives them a special potion which renders a god mortal. At night, Pain and Panic slip into Olympus and kidnap Hercules. They bring him to Earth, and begin to give him the potion. Before Hercules drinks it all, they are interrupted by a pair of humans, which causes Pain and Panic to hide and a single drop of the potion to be wasted. The imps take the form of snakes and attempt to kill Hercules, but he effortlessly defeats them and throws them away. Though he has become mortal, not drinking the entire potion has prevented him from losing his godlike strength. The humans, a husband and wife, decide to adopt the lost baby, learning his name from a medallion he wears. Pain and Panic, in order to avoid Hades' wrath, agree to tell Hades he is dead. Too late, the gods find Hercules, and are forced to leave him on Earth, as mortals cannot live on Mount Olympus.

Years later, Hercules has difficulty being accepted by others, due to his clumsiness and a lack of control over his great strength. One day after accidentally destroying a marketplace, his adoptive parents decide to show him the medal he was wearing. One side of the medal bears the symbol of the gods, so Hercules decides to seek out the Temple of Zeus for answers. Zeus manifests through a large statue of himself, informing Hercules that he is his father, his status as a god, and why he was left on Earth. Zeus says he cannot do anything about it, but if Hercules is able to demonstrate that he

is a true hero, his godhood will be restored, and he will be able to reunite with his family. Zeus sends Pegasus to Hercules, now fully grown, and suggests Hercules visit Philoctetes, trainer of heroes.

Hercules travels to Phil's island. Phil is reluctant to train another hero; he has trained failure after failure, and though his dream is to train a hero that will be acknowledged by the gods in the stars, and that people will credit for his work, he has become jaded and pessimistic. A combination of Hercules showing off his strength, and Zeus sending lightning at Phil, convince him to give Hercules a chance, and the training begins.

[The events of the Hercules TV series take place during Hercules' training (the One Last Hope song). This series contradicts with the film in key ways, such as Hades being aware of Hercules being alive at this time. It does state that Hercules is 16 at this time, and therefore suggest the training takes places over a 1–2-year period.]

Once Phil is pleased with Hercules' improvement, he agrees to travel with him to Thebes, a town with many problems, perfect for a hero to show their worth. On the way, they encounter a woman in the clutches of Nessus, the River Guardian. Hercules battles against the monster, and defeats him. The woman introduces herself as Megara. Hercules is smitten. He offers to take her with him to Thebes, but Pegasus is jealous and refuses to carry her. Megara sends Hercules on without her. Afterwards, Megara meets with Hades, who owns her soul, and had sent her to convince the River Guardian to join his side when he attacks Olympus. He is unhappy with her failure, and is furious when he learns that Hercules is still alive. He comes up with a plan to attempt to salvage the situation.

In Thebes, Hercules offers to help the citizens, but after hearing that he has no experience they write him off as an amateur and ignore him. Megara creates a commotion, and asks Hercules to help – two young boys have been trapped in a nearby gorge after a rockslide. Hercules heads with Meg to the gorge, with Phil and the townspeople following behind. Hercules moves a giant boulder to free the boys, and the crowd approves. The boys meet with an onlooking Hades; this was simply a ruse to bring Hercules here. The hydra, a monster, attacks Hercules as the crowd watches. The hydra swallows Hercules, but he slices his way out, cutting off his head. The hydra regrows three heads in its place, and as the battle progresses more and more heads are grown. The hydra pins Hercules to a rock wall, but Hercules causes a rockslide, which kills it. The crowd cheers, and Meg is also impressed.

From there, Hercules quickly became rich and famous. Hades would send monster after monster, but Hercules would win each time. With only 24 hours left before his plan, he decides to send Megara after Hercules. Megara sold her soul to Hades to save her boyfriend's life, and he promptly ran off with another girl. Hades tells her that if she gives him Hercules' weakness, he will give her back her freedom. Hercules visits the Temple of Zeus to tell him about his success, but is told that Hercules has not yet demonstrated that he is a true hero, and that he must look within his heart to discover what he needs to do.

The next day Meg slips into Hercules' luxurious property. She convinces him to play hooky with her that afternoon so that they can spend time together. In the evening she tries to probe him for weaknesses, but is told he doesn't have any. At the same time, she is falling for him. The two are about to kiss when they are interrupted by Phil and Pegasus, who were out looking for Hercules. Hercules heads back with them, but Phil is accidentally thrown off Pegasus and knocked out. Meg wrestles with her feelings for Hercules, and Hades arrive. Phil comes to, seeing Hades with Meg, and

rushes off to warn Hercules. He misses Meg tell Hades that she won't help him, and that he has no weakness. Hades disagrees, realising that Meg is his weakness.

Phil tries to warn Hercules, but Hercules doesn't let him get a word in and refuses to listen to Phil. They argue, and when Hercules accidentally knocks Phil into some weights, he gives up, leaving Hercules. Pain and Panic take the form of a beautiful horse, leading Pegasus away before revealing themselves and tying him up. Hades appears before Hercules, and reveals Meg bound and gagged. He says that if Hercules agrees to give up his strength for the next 24 hours, he will free Meg. Hercules says that he has to agree she will be safe, and Hades stipulates that if Megara is harmed, Hercules will immediately gain his strength back. Hercules agrees and they shake on it, and Hercules loses his godlike power. He gloats, revealing that Meg was working with him the entire time, and leaves with Pain and Panic after they reveal they were the boys from the gorge and mock Hercules too.

The cosmos aligns, allowing Hades to free the Titans. He sends Argos the Cyclops after Hercules, while he and the other Titans assault Olympus. The gods are overwhelmed. Zeus is sealed up and the others are captured. Meanwhile, a depowered Hercules chooses to face the Cyclops, and is smacked around and humiliated. Megara frees the trapped Pegasus, and flies him to Phil, convincing him to come help. Phil returns and gives Hercules a pep talk, convincing him not to give up. Hercules blinds the Cyclops, and trips him with a rope, causing him to fall off a cliff. However, a pillar falls, and Meg pushes Hercules out of the way, and crushes her instead. As she has been harmed, Hades' deal has been broken, and Hercules gets his strength back. He pulls the pillar off of Meg, and leaves her with Phil, flying to Olympus on Pegasus.

Hercules rescues the gods and frees his father. The tides turn, and the Titans start to flee. Hercules grabs Stratos the Tornado Titan, uses it to suck up the other Titans, and throws them into space where they explode. Hades flees, saying at least he has the consolation prize of Megara. Hercules returns to her, but she has passed. He travels to the Underworld and confronts Hades. Hades takes him to the River Styx, where Megara's spirit, along with many others, floats. Mortals cannot stay in the river or they will die. Hades allows Hercules to retrieve Megara, expecting him to die. However, by putting his life at risk to save another, Hercules demonstrates he is a true hero, and regains his godhood. He retrieves Meg's spirit, and throws Hades into the river, where the other spirits pull him deep down.

After reviving Meg, Hercules and her are called to Olympus. Hercules is now able to live there, but ultimately chooses to renounce his godhood to live on Earth with Meg. The gods create a constellation of Hercules in the stars, and the people of Thebes recognise Phil as being responsible for training a true hero, just as he had dreamed.

-Changelog-

0.1

Created the jump.

1.0

(i) Minor typo fixes.