GoW Weapons and Equipment Supplement

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This is a supplement made to gain direct access to the numerous weapons and pieces of equipment available in the God of War Games, and is meant to be used in tandem with the jumps for said games. You don't need to use it in tandem with said jumps, but it'd be nice if you did.

This is not meant to make the items/weapons/weapons sections available in the God of War Jumps seem inadequate, it is simply me scratching that part of my brain that likes to have the things I want directly available and not have to be build ‘em mix-n-match style.

One last thing: This supplement lets you link the 2018/Ragnarök GoW jump with the Original Trilogy GoW Jump, so you go through both as if they were one. Only if you want to, of course.

+1000 Weapon Points

Perks:
Weapon Storage (Free!):
You gain access to a special sub-dimension capable of storing weapons and objects used in a weapon-like fashion as well as your equipment, that being items such as hookshots, bottles containing potions or similar helpful-in-battle contents, masks, grimoires, clothing, armors, enchantments, Runic Attacks, Pommels, Grips, Hinds, and talismans. It's also capable of holding any of the above listed things you put into it, with unlimited storage! This one also merges seamlessly with any similar spaces you have available to you, even gaining access to your warehouse just in case you didn't have the foresight to put a certain thing in your storage before you realized you needed it. Nothing can detect it or cut off access to it, not even narrative/conceptual shenanigans. You can access the items stored in one of two ways:
1. Time 'freezes' similar to pausing a videogame or movie, and you are shown an 'inventory' similar to one of your choosing (though I'd recommend having one similar to the one given in God of War 2018 or Ragnarök) allowing you to choose your equipment carefully with no worries.
2. You do a small, wave-like gesture near what you want to change, causing the item on you/in your hand to the next item in line (you can set 'favorites' when in 'inventory mode' making getting to your best equipment easier) depending on which direction you wave your hand.

The Bars and Meters (Free!):
In God of War, you typically get a little set of bars in either the upper or lower corners of the screen. These bars are important for keeping track of how much Health, Magic, and Rage (as well as Thera's Bane, if you get it in some way) you have at any given time. Enemies you kill will drop colored orbs or crystals listed here in future Jumps.
1. Your Health Meter, this displays how many hits you can take in the form of a, well, meter... obviously. While it does that, it also grants you a special protection: you cannot be put into a condition in which you cannot fight. No losing limbs or organs while you have health. Once your

meter is empty, you are no longer under this protection. This bar is green and can be refilled via Green Orbs and small green 'Health Crystals' (which can be stored for later, unlike the Orbs) both of which are occasionally dropped by slain enemies.
2. Your Magic Meter, just as obviously as your Health Meter, shows you how much Magic you have available. While running out of Magic is not half as bad as running out of Health, it can still put you in a sticky spot, making it so you cannot cast the spells or use the magic items available here. This Bar is blue and can be refilled via Blue Orbs and small blue 'Magic Crystals' (which can be stored for later, unlike the Orbs) occasionally dropped by slain enemies.
3. Your Rage Meter, continuing along the path of obviousness, this shows how much Rage you have accumulated. This Bar is red and can be refilled via Golden Orbs and small orange-y red 'Rage Crystals' (which can be stored for later, unlike the Orbs) both of which are occasionally dropped by slain enemies.
Note: you cannot activate your Rage if your rage bar is not full.
4. Thera's Bane Meter, this shows the status of your Thera's Bane, and only appears if you have Thera's Bane in some form. This Bar is Blood Red and recharges on its own when you are not using Thera's Bane.
You can also upgrade each of these bars via different items listed here: Gorgon Eyes and Idun Apples for Health, Phoenix Feathers for Magic, Minotaur Horns and Blood Mead for Rage, and Ogre Eyes for Thera's Bane. These ingredients will be available should you not be in a God of War Jump and will continue to appear after you leave this jump, usually hidden within little challenge rooms or off the beaten path in special chests, as well as after 'Story Bosses' A.K.A. Bosses that are required to continue on the Jump's main/original path or narrative.

Finishers (Free!):
Ah, yes, the classic 'Press O/R3' prompt is now yours to utilize. There are two ways to use this:
1. To kill a stunned/dazed normal enemy/weaken a Boss enemy in a few, powerful strikes. Doing so will cause the enemy you used this on to drop large amounts of Orbs and a few Crystals, usually giving you a good deal of Health, Magic, and Rage (usually enough to bring you from almost empty to half-full via either Orbs or Crystals) and die immediately (for normal enemies) or lose a good chunk (usually around ten to twenty-five percent, depending on how brutal you were) of their health (for Bosses). Bosses are usually bigger and tougher, and have a unique appearance and attacks compared to normal enemies.
2. Sex Minigames. I will not elaborate. Performing this causes a massive amount of Red Orbs to appear. Don't ask how this works, I will not explain. Red Orbs will translate into money (one orb = ten USD, this translates to the local currency, translating to an equal amount of said currency).

Items:
Any items can be imported into similar ones you purchase here (I.E. Bladed weapons into bladed weapons, chain/chained weapons into chain/chained weapons, spears into spears, armors into armors etc.) or already own. Unfortunately for you, they all start out at base level and must be upgraded as you complete the Jump this Supplement is attached to. If an item has multiple options, each one must be purchased separately, though a discount is provided for subsequent purchases (unless otherwise stated).

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Blades of Chaos (100WP):
Ah, the classics, the Originals. While there have been a few different versions of the Blades, they have all been relatively consistent. Primordial fire, forged by Ares within Hades, chains wrapped around the wielder's wrists and forearms that allow them to extend far beyond their usually limited range. There have been, however, three different variations, two of which you can purchase for a discounted price, the last is, unfortunately, full price no matter what.
1. The original Blades of Chaos from God of War 1 and Chains of Olympus. Classic, but not quite the most powerful version.
2. The Blades of Chaos from God of War 2018/Ragnarök A.K.A. the Norse version, though as a mercy you get all of the Runic Attacks and Grips as well as having the whole weapon tree unlocked for free!
3. Arguably the most versatile version of The Blades of Chaos, these are the ones from God of War Ascension, with all the elemental additions you get across the game pre-installed, those being:
Fire of Ares: Enhances the already present fire of The Blades of Chaos. Enemies slain with this are guaranteed to drop Golden Orbs.
Ice of Poseidon: Grants the Ice Element to The Blades of Chaos. Enemies slain with this are guaranteed to drop Red Orbs.
Lightning of Zeus: Grants the Electricity Element to The Blades of Chaos. Enemies slain with this are guaranteed to drop Blue Orbs.
Soul of Hades: Imbues the souls of the dead into The Blades of Chaos allowing you to summon spirits of the dead, including those you have slain, as allies, as well as the Arms of Hades. Enemies slain with this are guaranteed to drop Green Orbs.
Note:
For those who purchased the Norse Blades and one of the others, the Runic Attacks that are just normal combo attacks for the other versions simply enhance the normal versions, unleashing a stronger version when you activate the Runic Attack, they also allow you to use those combo attacks without needing to upgrade the regular Blades, if you're a bitch.

Blades of Athena (100WP):
Ah, the Blades of Athena, primarily appearing in Ghost of Sparta, God of War 2, and the very beginning of God of War 3, these do not possess Primordial fire like the Blades of Chaos do, only having some special divine fire (not the Flame of Olympus), however, near the beginning of Ghost of Sparta Kratos imbues them with Thera's Bane, a special flame that increases these Blades potency, allowing these Blades to burn through even heat-resistant armors or materials for a short time. Later on (during Kratos's third or fourth trip to Hades), they are damaged, and subsequently turned into the Blades of Exile, which you also get as they aren't that different from the Blades of Athena (powerwise anyway), though they do allow you to temporarily summon exiled Spartans, forming a ring around you with their shields to protect you and striking forth with their spears, as well as being able to summon a rain of arrows around you once the Blades of Exile are upgraded some. I'll still let you buy both with one purchase because they are still so similar in power.
Note:

For those who merged these with The Blades of Chaos, Thera's Bane remains and enhances their already potent strengths, even the non-fire ones.

The Gauntlet of Zeus (100WP):
This powerful (and honestly, bigger than it needs to be) Gauntlet (singular) was once wielded by Zeus, it aided him in chaining the Titans after their long war. It utilizes powerful Lightning to enhance its attacks.

The Blade of Artemis (100WP):
This right here is a large and cumbersome blade that seems to crackle with purple energy. It is slow and difficult to swing but hits far harder than many of the weapons on offer here.

The Blade of the Gods (100WP):
Normally this sword once acted as a bridge between Athens and the Suicide Bluffs, and therefore would be too big to wield normally by anyone but a Titan, but because I'm nice I'll allow it to change size and still hit just as hard as it would normally. Have fun smacking bitches with the weight of a bridge the size of a normal longsword.

Claws of the Hades (100WP):
These weapons are similar to the Blades of Chaos or Blades of Athena, though a bit slower and capable of temporarily summoning the souls of various monsters for attacks (these souls have the possibility of changing based on the afterlife connected to your current Jump) the stronger these get, the more souls you'll have access to. They can also take the souls of those you fight, if you do it right.

Nemean Cestus (100WP):
These powerful gauntlets were once wielded by Hercules. While they swing slower than most of the weapons here (not nearly as slow as the Blade of Artemis) they hit like trucks and are capable of some impressive combos when utilized properly, they are also capable of breaking Onyx, a special blue crystal in the God of War universe that none of the other weapons can break. In other verses, this translates to the Cestus being capable of breaking other impossibly durable materials (the more durable the material, the more hits it will take).

Nemesis Whips (100WP):
These specially crafted weapons were made by Hephaestus. Each is a set of triple blades chained together, they can project rather powerful electricity, and are capable of unleashing blasts not too dissimilar to Chronos' Rage.

Leviathan Axe (100WP):
The Leviathan Axe is a bit of a departure from the other weapons listed here, as it is a one-handed axe. Forged in the screams of twenty frost trolls, this weapon utilizes powerful frost abilities, which will be at your disposal should you purchase it. You also gain all the Runic Attacks and Pommels, as well as having the whole weapon tree unlocked, free of charge. You're welcome!

Spears of War (100WP):
There are many different spears utilized by Kratos throughout God of War, all of which are here!
1. Arms of Sparta, this is a Spear/Shield combo, two for one! You lucky dog, you. While simple, as they are technically regular weapons, your spear will always reappear in your hand after you throw it and your shield will never break.
2. The Spear of Destiny, this spear was originally used by the Dark Rider, but is now yours. This spear is good for swipes as well as stabs and can fire special projectiles at far away enemies.
3. Draupnir Spear, once a simple ring capable of creating nine copies of itself every so often, it was reforged by The Lady of The Forge and the Legendary Huldra Brothers into this Spear, it possesses the power of Wind and can channel elemental effects you are hit with (or block) alongside its wind. When thrown, the tip of that spear imbeds itself in what it landed in and a new spear appears in your hand (you can do this up to nine times) when you twist the shaft or stamp it on the ground the embedded spearheads explode in a burst of wind and any element you had channeled at the time, they explode one at a time from oldest to newest. By purchasing it here, you get all of its Runic Attacks and Hinds, as well as having the whole weapon tree unlocked free of charge.

Hammers of War (100):
God of War doesn't have as many Hammers as you'd think, given the old games enjoyed their gore, but I suppose they are kinda slow, but to each their own!
1. The Barbarian's Hammer, a slow yet powerful maul/warhammer once wielded by the Barbarian King Alrik (as if the name didn't give that away). It's capable of delivering powerful slams and smashes, capable of crushing smaller enemies in only a couple of hits, it is also capable of summoning legions of souls in the form of these little birds, they also hit quite hard.
2. Thor's Hammer, Mjolnir, is one that Kratos does not get to wield, that doesn't mean you can't though! This hammer utilizes powerful lightning in order to stun, shock, and (in certain cases) revive those you bash, it can also fly to your hand with a simple snap of your fingers.

Armors of War (100WP):
This item right here gives you access to quite a few things, firstly, it grants access to all of the costumes shown throughout the original God of War saga. Every. Single. One. Even if some of them are ridiculous and probably shouldn't be worn. The second thing it grants access to are all of the different armor sets, enchantments, and talismans in God of War 2018 and Ragnarök. Everything from the Exile and Survivor's set to the Deadly Mists and Fatebreaker sets. Every. Single. One. No exceptions.

Shields of War (100WP):
There are a few shields used throughout God of War, you can purchase them here:
1. Norse Shields, This grants you access to all of the shields available during God of War 2018 and Ragnarök, from the Iconic Guardian Shield to (my personal favorite) The Dauntless Shield to the Shatter Star Shield, all are available here with a single purchase.
2. Helios' Sun Shield, like all the shields listed in this item, allows its wielder to smack projectiles back at the one who fired them alongside blocking attacks.

Bows of War (100WP):
There are a few Bows that appear over the course of the God of War series, which you can purchase here.
1. Typhon's Bane, A aerokinetic bow which rapidly fires blasts of air, it's more handy than you would think with that description.
2. Apollo's Bow, while similar to Typhon's Bane, utilizes fire instead of wind, and can be charged up for a quick burst of several arrows.
3. Talon Bow, at first glance, this seems a normal bow made of string and a particularly sturdy branch, but as you upgrade it, it gains a Runic Summon slot (you also gain all Runic Summons with the purchase of this) and gains both an electrical and a light elemental enhancement to its arrows. This bow is also quite good at stunning enemies, opening them up for finishers.

The Heads (100WP):
There are a few heads with special abilities gained over the course of Kratos' journey, which you can purchase here.
1. Medusa's Head, as you would expect from the head of Medusa, this allows you to turn people you point it at to stone... Well, okay, in more accurate terms it coats them in stone, which allows them to break out if they struggle hard enough. They'll stay stuck long enough for you to get a couple of good hits in, if you're not focusing on someone else, though if you deal enough damage, the person coated in stone will still shatter as if they were actually made of stone. You can also charge this with magic, causing every enemy around you to be coated in stone.
2. Euryale's Head, almost the same as Medusa's Head, however, this one is capable of effecting other Gorgons, something that Medusa's Head is outright incapable of.
3. Helios' Head, this head can project a beam of pure light, capable of revealing secrets, like hidden doors and chests (which will now shimmer slightly when you look in their direction, allowing you to see where to point the head) as well as temporarily blind enemies. Similar to the previous two heads, this one can be charged with magic to unleash a powerful blast of light, blinding all the enemies within a certain radius around you (this radius is dependent on how much magic you charge it with).
4. Mimir's Head, this guy is surprisingly handy, despite not having a direct effect like the other three. How so? He is the Smartest Man Alive, that's how! Mimir here is capable of giving you tips when you're stuck, telling great stories, telling you where an enemy attack is coming from (even if he technically can't see it), telling you spells and rituals, and is even a great counselor and therapist to boot! Sure he might miss his beloved Sigrun, but he might have a certain ritual floating around in that noggin of his that'll let you summon her for a few days, be sure to let the couple have their alone time, for me, please?

The Bifrost Lamp (100WP):
This thingie right here allows you to travel between the realms (as long as you have a suitable apparatus to do so, like Tyr's Temple), and unleash Bifrost attacks. On top of that, it acts as a good lamp/flashlight when you need it to. Never runs out of charge.

Stone Mason's Chisel Tip (100WP):
This fragment of a Giant's Chisel is magic, and allows you to force open doors that are magically locked.

Misc Weapons (100WP):
This allows you to purchase any weapon from the God of War series that is not listed here. Freya's weapons, Odin's spear walking stick thingy, even the enemies weapons. All are available here, though you must make separate purchases for different enemies or character's weapons.

Magics, Rages, and Spells:
There are a few different Spells and magics utilized by Kratos over his adventures, which you can purchase here! The different Rages can be combined into one, powerful Rage and will be labeled as Rages.
Efreet (100WP):
This magical power allows you to summon a large fiery aura in the form of a warrior around you, enhancing your attacks and defences.

Light of Dawn (100WP):
This one allows you to launch spheres of energy at your enemies, damaging them over time.

Charon's Wrath (100WP):
This spell curses nearby enemies constantly, dealing damage for a short period of time.

Poseidon's Rage (100WP):
This magic allows you to unleash a devastating electrical vortex upon those within a ten-foot radius of you, it's also capable of striking foes multiple times as well as protecting you from harm while it is active.

Zeus's Fury (100WP):
This handy little spell allows you to summon bolts of lightning into your hands and throw them at distant enemies. Pretty simple, pretty effective. Also, good for breaking chains, apparently.

Army of Hades (100WP):
This allows you to summon the souls of the dead to attack nearby foes for a short amount of time. Your selection of souls may change based on where you go, but they will all be loyal to you.

Rage of the Gods (100WP):
This is a Rage option. Normally you'd get this from upgrading The Blades of Chaos, but I'll give it to you here in case you don't want to purchase the God of War 1 version of those (for some reason), though this will also enhance the version of this you get from them. When this is active, you deal a lot more damage and take less damage from others. Comes with its own separate

meter so you aren't burning through your magic when you use it, the meter must be charged through attacking enemies.

Thera's Bane (100WP):
This is in the same camp as the Rage of the Gods magic above, here for those who want this power, but maybe don't want The Blades of Athena, or want to enhance the Thera's Bane already in their Blades of Athena. This grants greater fire damage and allows its wielder to burn through things they maybe wouldn't have been able to before. Comes with its own separate meter so you aren't burning through your magic when you use it, though unlike the Rages available here, this one quickly restores itself then Thera's Bane isn't in use.

The Eye of Atlantis (100WP):
While this is technically an Item, I'm giving it to you here because I can, and it uses magic to work. This ancient relic of Poseidon harnesses the power of Atlantis (though yours will still work in worlds without the legendary city) to unleash powerful blasts of Lightning in the direction you point it.

The Scourge of Erinys (100WP):
While this is technically an Item, I'm giving it to you here because I can, and it uses magic to work. The weird cage-ball-thingie unleashes power that no mortal nor god should wield in the form of a (yellowish white) ball of energy that seeks out the toughest (as in 'has the most health') enemy present. It deals continuous damage to any within the ball itself. The ball disappears after a short while, always long enough to deal decent damage, but never long enough to kill what it targets without help.

Horn of Boreas (100WP):
While this is technically an Item, I'm giving it to you here because I can, and it uses magic to work. This horn (which you swing around by a rope tied to it, for some reason) unleashes the power of the freezing North Wind Boreas within a ten-foot radius of wherever you swing the horn. While it doesn't happen often, this is capable of freezing enemies in place. Frozen enemies work under the same rules as those coated in stone via Medusa's Head.

Crono's Rage (100WP):
This attack utilizes electricity to strike multiple targets via the orbs of lightning that it can summon. When upgraded it goes further, attacks more targets, and can create explosions when its relatively short duration is over.

Atlas Quake (100WP):
This radial ground pound attack summons large earthquakes to smite opponents in a 30-foot radius around you.
Note:
You do not need to jump up and slam back down to the ground to utilize this, though doing so will strengthen it and double its Area of Effect.

Rage of the Titans (100WP):
This is a Rage option. This Rage is, at base, the same as the Rage of the Gods, but instead of only being able to be charged via attacking opponents, it could also be charged with Golden Orbs which can normally be gotten from parrying enemy attacks, it can also be turned off at will, unlike the Rage of the Gods.

Spartan Rage (100WP):
This is a Rage option. This rage causes flames to ignite upon your fists and forearms, greatly enhancing your unarmed attacks and granting you invulnerability (with your Rage depleting slightly when you get hit) as well as giving you health regeneration with every hit you land, though as a downside (that you won't have to worry about if you combine it with another Rage) your speed drastically decreases while it is active. Purchasing this also grants access to Valor Rage, which uses some of your Rage meter to heal you, and Wrath Rage, which drains some of your Rage meter to unleash a powerful charge and attack upon your enemies, as well as the other Rages you can gain during God of War Ragnarök and Valhalla.

Scenario:
Full Power
Really easy, promise! Throughout your time here (wherever here may be) you must fully upgrade all of the items you purchased here as you would in the games they come from, that means gathering many Red Orbs (which may or may not be souls/blood of the slain) and many special resources (Frozen Flames, Chaos Flames, etc.). Should the jump you used this supplement on not have these resources, they will begin to appear as they would originally (I.E. Red Orbs drop when you kill someone, the Special Resources appearing as rewards for completing puzzles/killing powerful Boss-like enemies) or via giving a blacksmith the resources required and handing them money, until you have completed the Scenario or failed via leaving the Jump before fully upgrading everything you bought.
Rewards:
You gain a couple of things for this.
First and foremost, you gain the fully upgraded versions of the things you purchased, with their power magnified by 5 times. These are end-of-game level Items that can normally kill gods/tank hits from them without scratching, enjoy your new powerful stuff!
Secondly, the Weapon Storage becomes something more than 'part of your bodymod' it becomes a fact of your existence. Nothing can separate it from you, not gauntlet rules, not chainfailing and being sent home, nothing. Though, those things will prevent you from accessing your warehouse and the things not already stored in your Weapon Storage. On top of that, the things you got from the first reward? Those are in your Weapon Storage with the same conditions.
Lastly, you gain three final, weapon related, abilities/benefits.
1. Should you gain a weapon that isn't fully upgraded, but can be, you will always find ways to upgrade it, be it special trials, rituals, or resources, you will always be capable of bringing every weapon to its full, peak even, power.
2. There is no weapon you cannot wield and no armor you cannot wear. Some legendary sword that can only be drawn by a chosen wielder? You can draw it, no fuss. Armor only the top priest

of some religion can wear? It might be a bit of a pain to nab, but you can wear it and gain its benefits. Belt of Dwarvenkind? You don't even have to be a dwarf, though, beware the beard growing it can cause. A specialized suit of armor designed to be worn by one specific asshat who's too paranoid for his own good? Hmm... that might be something you can't- psych! That thing'll let you wear it without even a twitch from its security systems.
3. The final benefit: You don't have to worry about curses or maladies caused by weapons or equipment you pick up or plan to pick up. Never fear getting Corrupted by Living Armor or Cursed Swords again!

Drawbacks:
Sticking Around (Varies):
Did you know the original God of War Saga takes place over the course of several decades? And while 2018 and Ragnarök only have a three-year gap, there was a good few centuries or so between the two sagas, plus there will be the next installments in the series, who knows how much time will have passed between Ragnarök and those! By taking this Drawback, you have the option of staying for a longer amount of time, with two selectable options.
1. You stay for another decade, which gives you an additional 200 WP.
2. You stay for another century, which gives you an additional 400 WP.
Both options can be taken up to four times.

Restricted Access (200WP):
You cannot access one of the Weapon Storage options (your choice as to which). For double, you do not have access to the Perk for the duration of this jump.

I Cannot See! (200WP):
You cannot see one of your Bars, so you will never really know how much of that bar you have left. Additional purchases are available and make it so you cannot see another one of your bars. Can be taken up to three times, and if you have Thera's Bane, four times.

Can't Finish it (200WP):
You cannot use one of the Finisher options, this will make fighting a good deal more tedious, if not outright harder. It may also make gathering money harder. For double, you cannot do either 'Finisher'.

Slow Going (200WP):
It now requires twice as much to upgrade your stuff. Additional purchases are available and make it more tedious to upgrade your stuff. Can be taken up to four times.

Missing Gear (200WP):
One of the Items you've purchased here cannot be used for the duration of the Jump. You can still upgrade them, but you cannot use them. Additional purchases are available for each Item you purchased.

Spelless Fool (200WP):
You lose access to one of the Spells or Magics you purchased here for the duration of the Jump. Additional purchases are available for each Spell or Magic you purchased.

Calm and Reasonable (400WP):
You lose access to your rage for the duration of this Jump. Hope you didn't need additional damage and damage resistance/immunity.

Elementalless (400WP):
One of your purchased weapons no longer deals elemental damage. While this doesn't make them useless, it does severely weaken them. Additional purchases are available for each Weapon you purchased.

Not Sharp Enough (400WP):
One of your purchased weapons no longer does non-elemental damage, severely weakening them. Additional purchases are available for each Weapon you purchased.

Notes:
Gimme a break, the Living Armor and Cursed Sword from MGE were all I could think of!

Everything is 100 CP for a reason. It's not a flaw, it's a feature!

The Blade of Olympus does not appear for purchase here because it is already available in the God of War Jump by Pokebrat. The same reason stands for other Equipment or Weapons not available here, they are already available in either Pokebrat's Jump or Actual-Sleep-5665's God of War Ragnarök Jump.
The links to these two Jumps are here:
Original Saga: https://drive.google.com/file/d/1uPonVqHU7PrKZCHk9ASfPd70v--YFqxz/view

Ragnarök: https://drive.google.com/file/d/1OMPhal_VWv5MpAoN0NeB6dyptUJz2-CY/view

For the stuff that is already available for purchase in one of those jumps but still appears here: They didn't have everything associated with them (like the Runic Attacks and Pommels, as well as the weapon tree for the Leviathan Axe, Blades of Chaos, and Draupnir) and I wanted to have them available because I find them quite useful... and it didn't feel right to not have them available in some form.