

Welcome to the Greek Underworld! Ruled over by Lord Hades, it has been home to countless souls, and none have ever managed to slip free and return to the living world.

Zagreus, the son of Hades, is trying to change that. Aided by his relatives, the Olympians, he seeks to break free of the underworld and see the surface world.

SPOILER WARNING

Initially, Zagreus' goal is to join his relatives on Mount Olympus, aided by Nyx, who he believes to be his mother. However, he will soon learn the truth, that his true mother is Persephone, and that she left the Underworld shortly after his birth, vanishing into the mortal world.

In time, he may manage to battle his way to the surface, travelling through Tartarus, a maze of corridors and locked cells; Asphodel, a once verdant field now covered in lava; Elysium, a brilliant paradise full of Greek warriors and heroes, and the Temple of Hades, a satyr infested building guarded by Cerberus that marks the underworld's entrance. After all of that, he must defeat his father in combat to be able to truly emerge onto the surface and find his mother.

He will find that she left due to growing dissatisfaction, with the final straw being his death as an infant. Nyx managed to revive him, at great cost, but by that point, Persephone had already left to the surface. Unfortunately, any such reunion will be cut short, as Zagreus is pulled back into the underworld, and he will have to fight his way free again to see his mother once more, and perhaps mend the rift between her and his father.

Will you aid Zagreus in escaping from the underworld, or will you join the forces seeking to stop him? Take **+1000 CP**, and let's find out. For more information about Hades, see this link.

Origin

How did you come to be in the underworld? You must choose an origin from the following list:

Shade (Free) - You are a simple mortal soul, bound in the underworld and either awaiting judgment or living out whatever sentence you have been given. There are enough souls wandering around that you could have simply popped up or “dropped in”, with no actual history, and no-one would have known any differently.

Monster (Free) - You are a beast out of myth and legend. Possessing a monstrous form, you have been bound to the underworld in one way or another, and are likely expected to serve as an obstacle during Zagreus’ escape attempts.

Semidivine (200 CP) - You have a touch of divinity within you. Something along the lines of Zagreus himself, or perhaps the Furies that oppose him. It is a seed that could potentially bloom into something more, but for now, it is merely untapped potential.

Divine (400 CP) - You are a god. A true divinity equal to your average Olympian. Perhaps you have taken the place of one of the Olympians, or have been elevated alongside them. Or maybe you are a subordinate deity to Hades. The only restrictions on this is that Hades still rules in the underworld, and his power overrules that of other divinities within his realm. You will have to work around him, rather than overpowering him.

LOCATION

Choose the area of the underworld where you are ‘bound’. It is possible for you to venture outside of it, but doing so without Hades’ permission might draw his ire. You can select from these randomly for an extra **+100 CP**.

House of Hades - You are bound to the seat of Hades’ power, his house in the very depths of the Underworld. You might be assisting him in the administration of souls, or simply kept there so he can keep an eye on you. This is the location that Zagreus will return to every time he falls during an escape attempt.

Tartarus - A maze of dungeons and corridors, filled with those who committed sins and misdeeds in their lives and which they are forced to pay for during their death. An ever-shifting labyrinth full of traps and countless rooms, it is a place of constant agony and torment.

Asphodel - Once a verdant series of meadows, home to the unremarkable majority of humanity, which had earned neither punishment nor reward. Now, however, the fields have been overrun with the fiery river Phlegethon, which has overrun its borders and turned the meadows into a fiery hellscape of desolate islands amid a veritable sea of magma. There may be a few areas where beauty still remains here, but it is largely desolate.

Elysium - A place of paradise, home to those who were glorious and honorable during their lives. The river Lethe runs through the ageless crystal structures and verdant greenery of Elysium, washing away the memories of old pains, and allowing one to simply exist in tireless bliss.

Perks

Perks are discounted 50% to their indicated origins, save for the 100 CP perks, which are free.

Revival (Free / 300) - While you are here, you are bound to the underworld location you have selected. This means that, should you 'die', you will find yourself reviving within it. Rising from a pool of blood positioned somewhere within the area. It will generally take only a day or so for you to revive after dying, but be aware that dying is no less unpleasant for not being permanent here. For an additional 300 CP, a somewhat weakened version of this effect can follow you on your journey. A pool of blood will appear somewhere in each world you are in, and once per year, upon your death, you will rise again from that pool instead of dying permanently.

Dominion (Free for Semidivine / Divine) - You have a spark of divinity within you, tying you to a specific domain. This can be anything from Agriculture to Fire to Sports. You can both draw power from and exert influence over your domain, causing effects similar to the Boons demonstrated by the other gods, as well as other effects. If you are Semidivine, then this domain is the potential to grow and gain power within the area, but it is not fully realized. It would likely require multiple decades, at least, to start approaching the power of a full Divinity in that area. If you have the Divine origin, then your Dominion is already fully realized, and you simply need to learn the nuances to using it.

Mortal Valor (100, Free for Shade) - A mortal life is fraught with unknowns, and it takes great courage to continue to face the risk of death without flinching. You have a large boost to your willpower and determination, sufficient to face the unknown even if you didn't have the certain promise of an afterlife.

Anonymity (100, Free for Shade) - Most mortal shades look pretty much alike, covered in formless cloaks with faintly glowing eyes. To many in the underworld, they are little more than props in the background, entirely beneath notice. Now, even if you aren't wearing such a cloak, you find it easy to blend into the background, granting a considerable boost to stealth, and leading people to forget that you are there if you are careful not to draw their attention.

Trap Avoidance (100, Free for Monster) - As a monster, you have a deeper connection to the earth and the shape of structures built within it. Specifically, you have a sense for where traps are placed, as well as where they might ideally be placed, and an instinct for how to move to avoid setting them off. Traps in general seem to be less sensitive with regards to your presence.

Superior Senses (100, Free for Monster) - Your senses are sharper than any mortal, particularly in the area of hearing and smell, and your senses have expanded to include more esoteric senses, such as a sense for souls or for the presence of sin. You can choose three such esoteric senses, which have the same general range as your other senses.

Defiance (100, Free for Semidivine) - The will of the gods is not something that is easily defied or withstood, but you possess an inner core of determination that actually grants you strength when you are defying authority or working against opposition. The tougher the trial you face, the greater the boost in strength you can gain, though it will still be a struggle when you do so.

Inner Fortitude (100, Free for Semidivine) - Even those with a spark of divine within them can die, and in the underworld, such deaths will often be painful or messy. Falling on spikes, eaten by rats, burned by lava, trauma is almost to be expected. However, you possess an unshakeable mental protection against such horrors. You will still experience pain, but it will be incapable of leaving scars on your psyche, and you are resistant against other forms of mental damage as well.

Awareness (100, Free for Divine) - Unlike the gods described in some other cosmologies, the gods here are not omniscient. However, they do have a much broader sense of awareness compared to any mortal or monster. You now have a general awareness of the local state of your dominion or other areas that you control, and a specific awareness of when someone is speaking about you or to you, and the general contents of what they are saying. You will have to work out how to respond to those talking to you on your own.

Faith (100, Free for Divine) - The gods are not dependent on worship to survive, but they do gain power from it, and now, so do you. Specifically, you gain power when someone is in awe of you, showing faith in you, following your teachings or instructions, or is giving offerings in your name. The more widespread such worship is, the greater a boost to your power.

Dark Caster (200, Discounted for Shade) - The underworld is home to a great deal of shadowy magic, and you have been initiated into some of the most simplistic principles. Specifically, you have a knowledge of how to shape and manipulate darkness into magical projectiles. These can take the form of spheres or beams of shadowy energy, and as they draw on ambient darkness, they require little to no personal power to use. You could potentially train to perform greater workings, such as concealing your presence or teleporting through shadows, though such complex workings would begin to draw on your internal energy stores rather than ambient darkness.

Skill At Arms (200, Discounted for Shade) - You have been granted skill equivalent to a heroic lifetime of training with a specific weapon, and you have also been granted an enhanced capacity to pick up and use other weapons as well. The category of weapon you choose can be fairly broad (something like “swords” or “daggers” or “heavy blunt flails” would work), and your skill can naturally translate to closely related weapons with some effort.

Multi-Headed (200, Discounted for Monster) - Multi-headed monsters are a staple of mythology, and now, you are one of them. You have anywhere from three to seven heads, each of which can think separately of the others, while sharing information in parallel and working in unison. When you are in a form that lacks multiple heads, you can form up to seven ‘trains of thought’, effectively having seven versions of your mind running in parallel inside your brain.

Fell Curse (200, Discounted for Monster) - Monsters often are born of some form of corruption, which they can spread or inflict on others. You are capable of generating some kind of curse, which can range from petrification to virulent poison to persistent burning. You can spread this curse very cheaply, and also gain the ability to break it (and similar effects) if it afflicts someone you don't want it to.

Burning Tread (200, Discounted for Semidivine) - Your feet may or may not be burning with flame, but you are capable of imitating Zagreus's dash. With a thought, you can move in a sudden blur, allowing you to change direction almost instantly, though you do have to start and end on a piece of solid ground. When you are in motion, you can pass through thin obstacles as well as avoid attacks, though the thicker walls of the underworld are capable of stymying your movement.

Midas Fortune (200, Discounted for Semidivine) - You have some sort of blessing of fortune laid upon you, which allows you to find treasure easier, and in greater quantities than usual. Foes that you defeat and objects that you break will often end up dropping at least a little bit of coin, and nearby unclaimed coins will spontaneously move into your pockets.

Power Effects (200, Discounted for Divine) - Each Olympian has some sort of effect that their powers are capable of easily inflicting, ranging from electrifying their foes to charming them to fight for them, freezing them in place or reflecting attacks back at the attacker. Your divine energy, as well as other energies you generate, now can cause some similar effect. This effect will be related to your dominion, if you have one, or towards the general theme of your abilities.

Place of Power (200, Discounted for Divine) - Ordinarily, gods will end up weakening when they are in an environment that is antithetical to their dominion. So, a god of the ocean would be weakened when in a desert, and a god of parties would be weakened in a boring modern office building. You, however, carry a bit of your dominion around with you, effectively meaning that any environment you are in is now conducive to using your powers, and you are protected from your powers being drained or diminished by the environment.

Elite (400, Discounted for Shade) - There are those mortal souls that are a cut above the ordinary, and you are among their number. Your 'excellence' now forms a literal shield around you that must be broken before you can be harmed, represented by a general yellow glow. This effect grows stronger the more exceptional or special you demonstrate yourself to be. Once broken, it will regenerate after a few minutes.

Phantom Shade (400, Discounted for Shade) - Even shades have some substance, limited though it may be. You, however, can push things further, allowing yourself to become less tangible and visible. While in this state, you won't take damage from most sources, but you are also prevented from inflicting any on others.

Lesser Spawn (400, Discounted for Monster) - You are able to summon a handful of lesser versions of your monstrous self, with weaker versions of the abilities your monstrous form grants. If you lack a monstrous form, you can pick the shape that these lesser spawn will take, though that choice is fixed once made. Once they are all defeated, you have to wait a few minutes before you are able to summon more.

Invulnerable Aegis (400, Discounted for Monster) - Every good monster needs an ultimate attack. Dragons have fire breath, minotaurs have an unstoppable charge, but the issue comes when a plucky hero disrupts you right as you are charging up your move. Now, not only do you have some form of 'super move', but more importantly, you are invulnerable while charging this and other similar moves. You can't move while you do it either, but you won't take damage and can't be interrupted once you've started charging. This protection vanishes the moment when you release the charged move.

Growing Boons (400, Discounted for Semidivine) - When gods grant power to mortals, they will often give them just enough to help, but not enough to be a threat. For you, that may not always be the case. When someone gives you a boon or gift of power and influence, you are able to cause the gift to grow more powerful than they were originally intended, potentially even surpassing the original given enough time. You are able to seek boons from any significantly powerful entity, though you must convince them to actually give you a boon yourself. Once you do, then this power can come into play to enhance whatever you have been gifted.

Full Inheritance (400, Discounted for Semidivine) - It is the nature of genetics, even among gods, that some gifts simply don't pass on to the next generation. Sometimes, they may lay dormant for several generations, or are simply replaced with some other power. In you, however, the full potential of your bloodline is manifested. You are able to draw out the full potential of your ancestry, inheriting any and all gifts or traits at as high a level as possible.

Boon Giver (400, Discounted for Divine) - In this realm, a Boon is a specific gift to empower some aspect of an individual using a god's dominion. Anyone with access to a Dominion could potentially create a Boon, but your boons are special, as they can be sourced from any of your powers and abilities, whether part of your divinity or not. Your own powers and Dominion will not be diminished by the creation of a Boon, but it will take energy, so trying to generate multiple Boons in quick succession could leave you somewhat fatigued.

Chthonic (400, Discounted for Divine) - On top of whatever other divine domains you might possess, you also have a deep connection to the underworld and afterlife. This functions effectively like a second Dominion with regards to the underworld and everything within it. This connection can allow you to draw on a great deal of strength while in the underworld, and will grant you a similar connection to all afterlives in any future Jumps. If an afterlife doesn't exist in a future Jump, your mere presence could cause one to start developing.

Transcendent Hero (600, Discounted for Shade) - A hero is a mortal that has climbed to the very pinnacle of humanity, and you are now among that number. Some aspect of your abilities has transcended mortal limitations. This could be in the area of combat or music or craftsmanship or something else entirely. You can pick any mortal skill, and your ability in it reaches the point of divinity through pure skill alone.

Child of the Earth (600, Discounted for Monster) - Monsters are born of Gaea, the Earth Mother, and thus they are subject to her love and protection. You are protected against any environmental dangers, including things like lava, falling rocks, poisonous gases, etc. The world and earth will shift to protect you, cracks opening to trip opponents or a sudden wind obscuring visibility to spoil a shot someone was about to take. Should you encounter any avatars of the world, they will recognize you as something to be protected.

Between Worlds (600, Discounted for Semidivine) - A demigod exists as a bridge between the realms of the mortal and the realms of the divine. They are able to embody aspects of both worlds, and now, you do as well. You are an embodiment of the liminal spaces, the transitions between worlds. The largest power granted by this is the ability to travel between realms, ignoring or pushing past barriers or obstacles. In addition, so long as you have some claim within a world or realm, you will never suffer rejection from the realm itself, or be marked as an outsider or out-of-place.

Pantheon Power (600, Discounted for Divine) - As dysfunctional as they may be as a family, the Greek Gods are still strongest when they are working together. You are now able to ‘borrow’ a portion of the divinity of up to two of your fellow gods, mixing them with your own to gain unique and stronger abilities than either of you possess separately. A war god might borrow power from a wine god and gain the ability to improve fighting prowess while drunk. A storm god might borrow power from a god of the dead, and gain the ability to temporarily revive the dead via lightning. Even if you do not actually possess divinity or a Dominion of your own, you can still borrow power from up to two divine sources, and mix it to empower your existing abilities. You are always able to draw power from the Greek Pantheon, regardless of which Jump you are in, and in future Jumps, you can also draw from divinities that exist within that particular Jump.

Items

Items are 50% off to their respective origins, except 100 CP items, which are free. Unless specifically stated otherwise, all items will reappear within a week if truly broken, lost, or stolen.

Sack of Obols (100, Free for Shade) - A sack full of a few hundred golden obols, the currency of choice in the underworld. Refills daily if spent.

Codex (100, Free for Shade) - A hand-written book detailing the major and minor players in the underworld, as well as locations or items found within. The book updates to cover similar information each new Jump, with a focus on beings related to the supernatural or afterlives.

Gemstones (100, Free for Monster) - A small pile of dozens of precious gemstones. A new pile will appear each month, and very rarely, a large diamond will be included in the new pile.

Trap Blueprints (100, Free for Monster) - A set of blueprints for creating a modest variety of traps. The traps focus specifically on ways to incorporate the environment and/or your own abilities in the traps.

Fishing Rod (100, Free for Semidivine) - A fishing rod that can be used in any body of liquid and will catch fish associated with that body of liquid.

Companion Doll (100, Free for Semidivine) - A small doll that represents the bond between you and a friend or Companion. The doll can be attuned when held by both you and the friend or Companion in question, and will take a shape reminiscent of the person it is bonded with. Once it has been attuned, you can activate it to summon something to aid you in combat, with the ability of the summon growing stronger the stronger the bond is.

Boon Orb (100, Free for Divine) - A large glowing orb that can be used to store a portion of your power to temporarily give it to another. This can be used by anyone with a supernatural or unusual power, and the gifted power will generally last for a few days before fading. A new orb appears a couple of days after one is filled.

Loyalty Card (100, Free for Divine) - A shiny golden card that represents a dedicated shopper. When you are holding the card, prices charged in shops such as Charon's shop or the Well of Charon will be lowered. This card has a similar effect with merchants in later jumps.

Daedalus Hammer (200, Discounted for Shade) - A hammer with the power of a master smith in it. A weapon or item can be hit with this to 'improve' it in some way. It takes a couple of days before it is ready to improve another weapon. The area of improvement can be somewhat directed, and a single hit can also be used to return the weapon to 'normal', removing any built-up improvements.

Spirit Weapon (200, Discounted for Shade) - A powerful, nigh-indestructible weapon like a hero would use. This can take any shape from a sword to an axe to a bow or more, but the shape is decided at the time of purchase. The weapon comes with a possessing spirit that is able to somewhat guide you when you are using it, and which can also form a body to wield the weapon independently of you. The spirit of the weapon is loyal to you, and can reform the body if destroyed within a few hours.

Centaur Heart (200, Discounted for Monster) - A large heart-shaped crystal filled with vital power. When it is used, it grants a significant bonus to health and vitality, making the user much harder to injure. It can be used repeatedly, though with some diminishing returns, and it replenishes every three days after use.

Well of Charon (200, Discounted for Monster) - A large basin filled with murky water which is linked to the Styx. A number of random items can be seen bobbing within. These items are power-up, which can provide temporary boosts to various traits, such as physical power or luck in finding treasure. You must drop gold into the basin in order to fish the items out, with the 'price' and function of the item being obvious when you see them. Items can be saved for later once retrieved.

Fated List of Minor Prophecies (200, Discounted for Semidivine) - A list of prophecies describing you and various tasks or achievements you could perform in the world. Each prophecy comes with a reward, which can be material treasure, healing, or empowerment. The list updates for each new Jump, and there is no true penalty for failing to fulfill one of these prophecies.

Fountain Chamber (200, Discounted for Semidivine) - A large chamber, filled with greenery and centered around a large healing fountain, set in a room somewhere in the underworld. You are able to 'force' the underworld to lead you to this chamber if you wish, and the fountain within can fully heal any who drink from it. After this jump, it can either be inserted as a hidden room in the world, or as an attachment to your Warehouse.

Pom of Power (200, Discounted for Divine) - A pomegranate fruit loaded with divine power, which can temporarily supercharge a divine gift or other metaphysical power. Repeated consumption, when focused on the same power, will result in a permanent improvement to the gift or power. Replenishes each day.

Titan Blood (200, Discounted for Divine) - A measure of divine ichor from the fallen Titans. Applying this to an ordinary weapon will transform it into a legendary equivalent, or improve a legendary artifact with even greater power and mystery. You gain a new measure of ichor each month.

Anvil of Fates (400, Discounted for Shade) - A mighty anvil that can allow you to improve items by sacrificing parts of their functionality to greatly enhance other areas. It can only work on any given item once per week, but it can be used to slowly bootstrap all areas and improve them.

Charon's Craft (400, Discounted for Shade) - A large boat that can sail on any river, mortal or supernatural, and which can pass between the mortal world and the afterlife. Be warned, trying to use this to help Zagreus escape directly will see you in direct conflict with Charon.

Chaos Gate (400, Discounted for Monster) - A gate to primordial chaos. Ordinarily, these sorts of gates will extract a toll of vitality from those who would pass through. This gate does not, allowing you and those you designate to pass through freely. However, once within the chaos, the boons and blessings that you can seek out there can still cost a price before you get the true benefit.

Voidstone (400, Discounted for Monster) - A cluster of floating blue stones that generates a field around you when it is nearby, rendering you invulnerable for as long as the stone is both close to you and intact. It cannot defend itself, so you have to find other ways to guard it.

Infernal Arm (400, Discounted for Semidivine) - A powerful divine weapon, capable of injuring and even slaying gods. This can be one of the canonical weapons [Stygius the Stygian Blade, Varatha the Eternal Spear, Aegis the Shield of Chaos, Coronacht the Heart-Seeking Bow, The Twin Fists of Malphon, or Exagryph the Adamant Rail], or a new one of similar strength to when Zagreus first unlocked them.

Mirror of Night (400, Discounted for Semidivine) - A large pitch-black mirror that reflects the souls of those who look within. When this has been bonded to you by holding your reflection, you will be able to find drops of raw darkness out in the world, and can use those drops to improve yourself in various ways. How you are able to improve depends on your individual abilities.

Shrine (400, Discounted for Divine) - A shrine dedicated to you, which you are instantly able to teleport to and from and can manipulate as part of your domain. Individuals who worship you within it can be granted stronger boons than normal and can be communicated with directly, regardless of distance.

Divine Pact (400, Discounted for Divine) - A large contract that can be set up to cause someone greater difficulties in payment for granting them boons or larger rewards. Effectively allows for the imposing of 'drawbacks' on someone to grant them rewards on success. You can choose to use this yourself, or set up someone else to use it.

Personal Domain (600, Discounted for Shade) - A personal room in the underworld that is entirely under your control, like the rooms of Eurydice or Patroclus. This room acts as a sanctuary, preventing violence that you don't directly allow from occurring within.

Boss Arena (600, Discounted for Monster) - A large arena that you can fight in. Those who fall within will rise almost instantly, and you can gain boons or empowerment to give a better fight to those who challenge you in the arena.

Hidden Garden (600, Discounted for Semidivine) - A hidden garden like the garden of Persephone. This garden maintains a constant pleasant temperature, and is hidden from the view of even the gods.

Divine Mansion (600, Discounted for Divine) - A mansion in the underworld or on Olympos, with all the finery fit for a god. It comes with several mythological creatures bound as servants, who will loyally tend to the mansion's needs.

COMPANIONS

Import (100 / 500) - You can import or create companions. Spending 100 CP gets you one companion, granting them 400 CP which can be used to Origins, Perks, or Items. Spending 500 CP allows you to import a full group of eight companions, each with 400 CP to spend.

Bottle of Nectar (100) - Purchasing this gives you a bottle of nectar, which you can offer to any character that isn't a full god. This can include Zagreus himself.

Bottle of Ambrosia (300) - Purchasing this gives you a bottle of ambrosia, which you can use to offer a spot to any divine character, such as Hades, Nyx, Persephone, Chaos, or one of the Olympians. They will maintain most of their divine power and nature, though gods in the same domain in new worlds may trump them due to the 'home field advantage'.

DRAWBACKS

You may select up to **+1000 CP** worth of drawbacks to gain extra CP from. Neither of the two **+600 CP** drawbacks count against this total. Companions can take up to **+600 CP** worth of drawbacks from those marked with “Companions can take this drawback”.

How Ya Doin’, Zag? (+0, Incompatible with Divine Origin) - You can take this drawback to take the place of Zagreus. Regardless of origin taken (so long as you did not select Divine), you will be able to replicate the abilities and growth of Zagreus. It will be up to you (or to a drawback selected here) if you will continue to try and break free of the underworld.

Bloodstains (+100) - Companions can take this drawback. There are bloodstains everywhere, and the scent of blood is both overpowering and slightly nauseating.

More Traps (+100) - Companions can take this drawback. Wherever you go, there seem to be many more traps than normal, and they are far better hidden than just large pressure pads or very obvious statues.

Penniless (+100) - Companions can take this drawback. You will find far fewer obols or other forms of wealth while you are here, and prices in different merchant shops or places of purchase will be far higher.

Heebie Jeebies (+100) - Companions can take this drawback. The presence of the dead fills you with fear, which is not a great thing when living in the afterlife. Your skin crawls anytime you are near a shade or ghost, and you will be struck by fear and dread when multiple dead are nearby.

Murderzer (+100) - For some reason, you are only able to say a single word. Like “Murderer”, for example. You can say individual parts of the word, but you won’t be able to say anything else. Hope you are good at charades.

Sealed Powers (+200) - Companions can take this drawback. You do not have access to any abilities or items from your previous jump. They are all sealed away for the duration. Your companions can still import, but they cannot give you powers or hand you items from prior jumps.

Labyrinthine (+200) - Companions can take this drawback. You always end up lost in the twists and turns of the underworld, even in areas that aren’t being shifted around to try and bar Zagreus’ path.

Home Ground (+200) - Companions can take this drawback. You are bound much more tightly to your starting location, to the point where venturing outside of it will weaken you severely, and prolonged absence can even end up killing you.

Furies' Plaything (+300) - Companions can take this drawback. You are a favored target for torment by Alecto and Tisiphone, and unfortunately, you are completely unable to fight back when they arrive to torment and/or kill you. They will show up randomly, and teleport you away to a hidden area of the underworld. At least you know you'll revive once they're done with you.

Zagreus's Quest (+300, Incompatible with Gatekeeper) - You are now inextricably linked with Zagreus and his goal of escaping the underworld. You now must accompany him on each attempt, and should either of you die, both will be sent back to start over. If Zagreus doesn't manage to make it to the surface and find out the truth about what happened to Persephone, you will fail this Jump and your Chain. If you have taken the place of Zagreus, this binds you to follow and accomplish the same goal of Zagreus as in canon.

Gatekeeper (+300, Incompatible with How Ya Doin', Zag? or Zagreus's Quest) - You have been bound by Hades to help stop Zagreus from reaching the surface, and that is what you will have to do. You will confront Zagreus in your starting location (if you started in the House of Hades, then you will face him up in the Temple of the Styx), and you must not allow him to pass. If he manages to make it to the surface and fight his way past Hades, you will fail this Jump, and your Chain.

Hades Ire (+400) - Ordinarily, you could glide under the radar, but now, Hades is mad at you specifically, and will go out of his way to punish you, including directly attacking you if you get out of line. If you have taken Zagreus's place, you will now need to be very discrete in escaping from the House, as boldly leaving will see you stopped almost immediately.

Persephone's Secret (+600) - Very shortly, the Olympians will learn the truth about what happened between Persephone and Hades. And it will result in nothing less than war. The Olympians will be leading an army down into the depths of the underworld, and they will view you as part of Hades' forces no matter how you might protest. They have methods of attacking you that will render revival impossible, killing you like you were an ordinary mortal. If Zagreus manages to find Persephone, she might be able to help end the war, but he is the only one who could possibly find her sanctuary, and he will be caught up, and possibly even killed, in the Olympian invasion.

Chaos Reigns (+600) - Chaos has decided that it is no longer content to merely observe the goings on of the world built atop of it. It is breaking free, unleashing raw primal chaos into the world, starting with the underworld. The very laws of reality are breaking down, and even gods could end up getting unmade as the world falls into disorder. You must either find a way to survive this chaotic new world, or convince Chaos to settle down and allow the world to continue as it was.

Ending And Notes

You have survived your time here, and are… mostly… intact. Maybe you have grown fond of this world and wish to **Stay Here**. Or maybe you are homesick for your family and wish to **Go Home**. Or perhaps you wish to, like Zagreus, break free and see new things, and thus will **Continue On** in your journey. The choice is yours.

FAQ

Q: What's with all the colors?

A: They are a reference to the Boon Rarities in the game. **White = Normal**, **Blue = Rare**, **Purple = Epic**, and **Orange = Heroic**

Q: What happens if I am Chthonic and also had Death or the Afterlife as my original Dominion?

A: Then you would likely be able to compete with Hades for actual control over the Underworld.

Changelog

Version 1.0 - Added a more in-depth introduction. Jumpable Release.
Version 0.6 - Replaced High God perk with Pantheon Power. Renamed Dashing perk as Burning Tread. Added Murderzer drawback.
Version 0.5 - Descriptions fleshed out. Some formatting and color changes.
Version 0.1 - Early Access version released. Barebones descriptions added.