

By Pokebrat_J

Long have the myths and legends of Ancient Greece captivated countless people across the ages. The grand epics and historic stories of these times create a fascinating narrative of gods and monsters, of heroes and villains who carve their names into the very heavens. But while we look upon these tales with fondness, to actually live during those times? It is a living nightmare.

Brutality and tragedy can be found around every corner, monsters rampage across the world, and almost every god forcing their wills upon those helpless mortals who are incapable of fighting back. None are as infamous as Zeus, who is well known for forcing himself upon mortals, often producing bastard demigod children.

Among these children is a Spartan known as Kratos, who's suffering under the gods will eventually lead him to the total destruction of Olympus itself, all starting with a plot to have him supplant Ares as the God of War.

You receive **1000 cp** to help you survive these ancient times of antiquity.

Origins:

Age and gender can be chosen freely.

Outsider: You are a strange one, not native to these lands. You arrive with no history, no record of your past deeds and actions, no memories of a life lived here. But perhaps that is for the best, for most are burdened by their past.

Thinker: Not everything must be about war and destruction, conflict between unthinking brutes. You like to think of yourself as the better option, a more enlightened side to humanity. Art, poetry, philosophy, and so many more besides fall under your purview, bringing with you the light of civilization wherever you may go.

Warrior: It is not with words or ideals that battles are won, but through strength. You are one who has trained in the art of war, in mastering weapons. In such turbulent and dangerous times, though many would paint you and yours as brutes and thugs, people like you are a necessity.

Monster: Mortal men fear you, the gods look down upon you, and countless heroes will attempt to slay you. You are a true monster, one that appears to be straight from the pits of Tartarus. Should you take on the forms of familiar beasts, like the Minotaur or Cerberus, or become a completely new creature, all will learn to fear you.



Divinity:

This is a world where gods exist, as sure as the ground beneath our feet. Are you one of these gods, the child of them, or perhaps just some unlucky mortal?

Mortal [+300]: I am sorry to say, but you possess no divinity whatsoever. You are simply another mortal, those innumerable playthings to a cruel and uncaring pantheon. But even mortals can become mighty heroes, if given the opportunity.

Demigod: You are a child of the gods, half mortal and half divine. Your godly parent is up to you, as are the abilities you gain from them. In general, you will be far stronger, faster, and much more durable than any other mortal could ever become, especially if you were to train in earnest, potentially allowing you to reach the heights of Hercules before he became the God of Strength.

Minor God [100]: Though not as memorable, there are numerous minor gods running around. You are one of them, an ageless being that is intrinsically connected to a concept of your choice, granting you dominion over it. In addition to your godly domain, you are physically superior to most demigods, with only true outliers like Hercules of Kratos capable of surpassing you. You also possess a decent healing factor, able to regenerate from most wounds within a few minutes.

Olympian [200]: You are no mere minor deity, but one of the most powerful around. You can easily contend with any member of the Olympian Pantheon in terms of power, with two spheres of divine influence that are under your control. At this level, your physical abilities are simply mind boggling. Strong enough to rip trees out of the ground with ease and throw boulders the size of a house, fast enough that most demigods would only see you as a blur, and durable enough to be gored by divine weapons and still fight unimpeded, which is helped by the fact that you can visibly heal from most wounds in the heat of battle. Additionally, you are able to take on the form of a hundred foot version of yourself.

Titan [300]: Whereas you would have been a towering figure over humanity, now it would be more accurate to compare you to a living mountain. You possess three godly domains which you rule over, but that is not all. Your physical strength far outclasses any others, and trying to hurt you would be comparable to attacking a mountain, one that can heal from most wounds within moments. Surprisingly, your mountainous size does not hinder your speed at all, leaving you just as swift as any other godly being.

Timeline:

You may freely choose when you begin, or roll a 1d6 to gain an extra **[100]**.

1) The Beginning: You start your journey at the very beginning, when Chaos had first shaped the greek world, filling it with many gods and goddesses, before retreating into the primordial nothingness they originated from, never to be heard from again. Ouranos reigns supreme over this new world, his wife Gaia pregnant with their first children.

2) Age of the Titans: You now start in a long forgotten time, just after Cronos usurps the role of King of the Cosmos from his father, Ouranos. He and his siblings have been named the Titans, and Cronos has been cursed to be overthrown by one of his children. This is about the time when numerous minor gods and monsters rise up, filling the world with more than just humans.

3) Titanomachy: In fear of his prophesied end, Cronos devoured his children, though his youngest son, Zeus, managed to escape his fate, and has successfully freed his siblings. Now he and his forces go to war against the Titans, battling them for supremely over dominion of the land. Will you allow history to play out, or change the date of Greece forever?

4) Golden Age of Olympus: The war has ended, with the Olympians as the victors. Secure in his new position as the King of the Cosmos, Zeus rules these lands from atop his holy mountain. Now is about the time when many of the famous legends and myths you know all too well play out, such as the Twelve Labors of Hercules and the Trojan War.

5) Spartan Childhood: The halls of Olympus tell of a prophesied destroyer, of a marked man who will bring destruction to the current order. As such, Ares and Athena are sent out to apprehend this marked man while he is still a child. Their target is a young spartan named Deimos, brother to the demigod Kratos. You will arrive just after the two gods have stolen this child, and unwittingly lit the fire within the destined child.

6) Quest for Ambrosia: Kratos has done well in the Spartan army, quickly rising through the ranks due to his skill and power. It was during this time that he married and had a daughter, Calliope. And yet, she was born weak and feeble, the law requiring that she be thrown into a chasm and left to die. Unwilling to accept this fate, Kratos goes out in search of Ambrosia to heal his daughter, unwitting of the machinations of the gods. You will arrive just as he goes out in search of this magical elixir.

7) Service to the Gods: War has broken out for the Spartans once more, with the general Kratos leading the charge. And yet, the opponent seemed to have been too much for the Spartan, defeat almost seemingly inevitable. With desperation, he cried out, asking Ares to grant him victory. And the God of War agreed, with one caveat. Kratos would become his champion, and wage war in Ares' name. With defeat so close at hand, is it any wonder that he agreed? You will arrive shortly after Kratos pledged his loyalty to the God of War, Ares. Perhaps, with your intervention, you could avert a certain tragedy from playing out in a few years?

8) Ascension of Kratos: The Spartan general Kratos has been enjoying the benefits of being the champion of Ares, raiding villages, slaughtering innocents, and spreading chaos in his name. Under the God of War's influence, Kratos became utterly ruthless and gradually lost any semblance of the humanity he once had. Ignoring the warnings of an oracle, he slaughters all within a nearby temple, unknowing of the fact that his wife and daughter were inside. You start either at six months after the tragic deaths of Kratos' murder of his wife and child while the Furies are hunting him down, or years later when his ship is attacked by a hydra.

9) Fall of Olympus: Kratos, the new God of War following Ares' death, is still haunted by nightmares of his past and is shunned by the other gods for his destructive ways. You will arrive just as Kratos and his army are ransacking Rhodes, and when Zeus steals away his power, looking to put an end to his once promising and highly troublesome son. This will lead to events that will cement the destruction of the gods, Olympus, and the World, unless you manage to intervene. But would armageddon really be so bad, especially in a world where this pantheon rules?

10) Free Choice: How lucky you are, to be able to choose when exactly you enter.



General Perks:

Greek Body [Free]: This is a time of myths and legends, of epic sagas that shape the world. Such stories rarely feature a protagonist who is less than pleasing to the eyes, and yours is no exception. You appear to have been sculpted by a master of the arts, either as a chiseled hunk of muscles or a curvy figure, with reverent care. Should you so desire, you could also mark yourself with tattoos, making you stand out even more than before.

Lessons of Aphrodite [50]: The Goddess of Love is quite eager to share her gifts to the world, ensuring that love and sex can be found in every corner of the world. Perhaps you took some lessons from one of their priests, or were blessed by the goddess herself. Either way, you are supernaturally skilled in the bedroom, with only Aphrodite being your superior.

Soundtrack of War [50]: The sagas of old were not originally written down, but passed down through the generation orally, through stories and songs. For an epic like this, it would most certainly be a shame if it were devoid of such accompaniment. You now possess a mental playlist of all music from the original God of War series, as well as gaining remixes and new songs over time.

Pockets of the Endless [100]: A smart warrior understands the importance of a varied arsenal, but they must temper it with the reality of needing to carry it all. This is lessened for you, as you can store any item you can lift into a near-endless pocket dimension, storing it when not in use. You can call upon these items whenever you need them, finding them automatically equipped to your person or placed within your hands.

Trophies of the Slain [100]: When the dead actually stay dead, their tools are left behind, fated to rust and decay. At least, they would if you weren't around. When you slay certain enemies, you will often find something on their corpse that would prove useful. Be it a weapon, a tool, a piece of armor, or maybe even a new magical ability in a few rare cases, you are certain to have all the right tools for the low cost of a river of blood.

Orbs of Energy [200]: When your enemies lie dead, especially an entire horse of them, it is not uncommon for one to find themselves tired and exhausted. No longer, as upon your enemies' death, multicolored orbs will spring forth from their corpse, flowing into you. These will replenish both your physical health and stamina, as well as your stores of magical energy. Some will give you more of one than the other, but you certainly won't be complaining, only going forth to kill even more.

Will to Live [200]: You seem to match Kratos in at least one area, being that insufferable tendency to not stay dead. Again and again you will rise from the grave, should you be up to the task. Upon death, you will enter a local afterlife, but not one many would expect. See, this realm of the dead has transformed itself into a trying gauntlet for you to break out of, filled with traps, enemies, and puzzles for you to overcome before being allowed to return to the land of the living. Should you succeed, you will return to life, no strings attached. Fail before your in-Jump time is over, or meet a second death, then your Jumpchains will end there.

Usurpation of Divinity [400]: there are consequences to killing a god, true, but also invaluable opportunities. Should you manage to kill a god, or a similar divine being, you are capable of taking their power for yourself, making one of their Domains yours. This will grant you a whole host of new abilities, or strengthen your already existing ones. Additionally, there will be no negative side-effects from your murder of the divine, at least as far as the functioning of the natural world is concerned.



Outsider Perks:

Discounts for Outsider are 50% off, with the [100] perk being free.

Form of the Beasts [100]: Tales often tell of the gods' many exploits, and none more so than Zeus' escapades with mortals. Oftentimes, in the form of an animal. You seem to have a similar ability, capable of taking on the forms of five different animals, from mammals to fish to insects to everything in between. Hopefully you use this ability in a kinder manner than the King of the Gods.

Wandering Soul [100]: How many lands have you walked, how many stories have you participated in? It matters little, though your experience allows you a small boon. You now possess an innate sense for important events, where they are happening, when they are happening, and how you can go about watching these events unfold without you being part of the collateral, so long as you restrict yourself to being an observer.

Disciple of Chiron [200]: There are few teachers as famous as the centaur Chiron, who trained such heroes like Hercules and Achilles, both heroes who have gone on to make immortal legends. Much like him, you are an excellent teacher and personal trainer, making sure to bring out the very best of anyone you take under you, and can quickly pass down any skills you know of onto them, as long as you think they're ready.

Blessings of Gods [200]: This is a world where the gods are very much active, and enjoy using mortals for whatever plan or whim they want, but there are a few who hold a special place in their hearts. Gods and divine beings of all kinds naturally look favorably upon you, either as a favorite mortal or a key part of their future plans. The best part about all of this is that such beings won't actively be trying to screw you over, unless you give them a reason to.

Pantheon of the Self [400]: There are innumerable monsters roaming these lands, threats and dangers around every corner that could prove fatal to a lone traveler like yourself. Thankfully, you are your own best backup. At will, you can create up to twelve copies of yourself, all of them slightly weaker but containing all of your abilities. You can perfectly control their movements as well as experience the world through their senses.

Sight of the Oracle [400]: None hold a more significant role in Greece than that of the Oracle, a mortal who is capable of seeing the future and giving vague prophecies to questing heroes. You share her gift of sight, the tides of fate making themselves known to you. Not only are you capable of giving vague but extremely accurate prophecies, in the more immediate sense you can constantly gaze thirty seconds into the future, making it very difficult to surprise you.

Army of Hades [600]: Though there are numerous stories of daring individuals who venture down into the realm of the dead, they quickly learn that it is a lot easier getting in than out. Yet you seem to be a window into the land of the living, capable of summoning the shades of all whom you have killed. Every man, woman, child, beast, machine, monster, and god who has fallen to your blade now follows your commands, though slightly weaker than what they were in life, there is no limit to how many you can summon. Should they be slain again, you will be incapable of summoning them for a week afterwards. A small price to pay for an army of the damned at your beck and call.

Power of Hope [600]: When Pandora's Box was opened, it unleashed all the evils of the world. Pride, greed, wrath, sickness, famine, and so much more left the box. And yet, one thing stayed within. Hope. It is a tiny thing, so fragile, yet oh so powerful. It is something that has bonded to you, granting you its powers. You are protected from that immutable force known as Fate, untouched and unbound from any predetermined future beyond any that you choose. You are a force of chaos that cannot be predicted, by mortals or gods, no matter how desperately they may try.

Thinker Perks:

Discounts for Thinker are 50% off, with the [100] perk being free.

Athenean Scholar [100]: Greece is the birthplace of the modern scholar, those ancient men and women who looked at the world around them and asked ‘why.’ You have studied many different topics, from natural sciences to politics to philosophy. They may not help you survive this dangerous land, but you will be able to lay the foundation for a better, more intellectual world.

Upon the Waves [100]: If there is one thing that the Athenean military is known for, it would be their formidable navy. You are a highly experienced sailor yourself, capable of manning all manner of aquatic vessels with masterful ease. You also know all of the nautical terminology and processes needed to make sure any ship you run operates at peak performance.

Dialogues of Plato [200]: All men desire conflict, a way to prove themselves superior to one another, though not always through a show of force. One way is through words, through discussion and argument. You are a talented debater, on par with the greatest of mortals, capable of swaying nearly anyone to see your side of things with a few choice facts and the right words.

Tales of Homer [200]: Culture is not only conveyed through paintings and food, but through stories. Through weaving a narrative so compelling that those thousands of years from now are still enraptured by the tales you weave. You are a masterful storyteller of such skill that any stories or legends you tell are highly unlikely to deviate, no matter how long it has been since you first spun your narrative.

Blessing of Asclepius [400]: Though the spirit desires to move forth, the body may not always be willing. For when wounds bleed and illness ravages, one must turn to the vaunted physician for remedies. You have been trained in such arts, a master of your craft. Not only can you mend flesh and broken bones with ease, but you can immediately tell if someone is ill or wounded with just a glance, as well as what ails them so.

Lessons of Daedalus [400]: The creator of the Labyrinth was a brilliant mind almost without peer, creating marvels that boggle the minds of most. But not you, for you are one of the few who could prove to be a match. Not only are you a masterful stonemason and architect, but your engineering skills lend themselves well for puzzles and convoluted traps. Creating a maze capable of shifting itself around on its own would be quite easy for someone like you, so long as you've got the resources and manpower to do so.

Craft of Hephaestus [600]: Though many look down on the Smith God for his unfortunate appearance, none can deny that his works are the best in all of the Greek world. And now, through either innate talent or skill cultivated by the god himself, you are now one of the few who could potentially match him. You are a peerless craftsman, making magical weapons with the same contemptuous ease as armor or children's toys, all easily fit for the gods themselves. Additionally, your skills are so great that you can break down and enhance seemingly indestructible objects, so long as you actually *intend* to improve them that is.

Teachings of Hecate [600]: For all that monsters and men prefer their sharp sticks and slugging it out like barbarians, there are a rare few who are capable and skilled enough to go down a different route. Magic. Whether it was through your own efforts or the goddess Hecate tutored you herself, you are qualified enough to consider yourself a master of magic, rivaling that of Circe or Midea. You know dozens upon dozens of spells for all sorts of occasions, from simple cantrips to week long rituals of awesome and terrible power. You will also benefit from a greatly increased mana capacity, blowing away all but Hecate herself when it comes to reserves.

Warrior Perks:

Discounts for Warrior are 50% off, with the [100] perk being free.

Spartan Discipline[100]: To be a warrior is to hold fast, to stand your ground against any foe, no matter who or what they might be. And so, like the mighty soldiers of Sparta, you are a disciplined warrior, capable of following orders and fighting alongside your fellow soldiers. But most importantly, you have the courage and the tenacity to take a stand against any foe, be they man, monster, or even a god.

Spartan Soldier [100]: Now that you have the discipline, it is only fitting then for you to have the physique. Like the Spartans themselves, you have a body and mind borne from a lifetime's worth of training, of battle, near your physical peak. And of course, like any proper Spartan, you are capable of using any weapon with some degree of skill, although, like your fellow soldiers, you are most used to the spear and shield.

Weaponized Environment [200]: It is not only the body and weapons that a warrior must be mindful of, but their battlefield and terrain as well. None take this to heart more than you, being vividly aware of your surroundings and, more importantly, in figuring out how to weaponize it. Trees being used as crude clubs, stone statues that can hinder enemy movements if toppled, barrels that erupt in deadly splinters are but a few of the things your mind thinks up to make the area around you work to your benefit.

Thera's Bane [200]: The titan known as Thera is the living personification of volcanoes, one of which is potentially responsible for the destruction of the Minoan civilization. Perhaps some of her blood runs through your veins, or you have been blessed by her. Either way, at will you can ignite your weapons in divine flames hotter than magma, as well as finding any fire based abilities you possess twice as effective as before.

Army of Sparta [400]: There are few land based armies as formidable as the Spartans, warriors trained from birth in the arts of war. This lifestyle has another advantage, the bonds of camaraderie being stronger than most others, making them all the deadlier. This camaraderie is especially potent with you, allowing you to summon a spectral phalanx of fallen Spartan warriors to protect you, all the while attacking with ghostly spears and arrows at any foe nearby.

Wrath of Achilles [400]: Many heroes are subject to fatal flaws, character traits that either hinder them or actively lead to their downfall, and few have better examples than that of Achilles. Much like the fleet footed greek, you possess a potent rage, one that, when activated, greatly increases your physical capabilities for a time, allowing you to easily slay anyone unfortunate enough to be on your warpath.

Mind of Athena [600]: As history has shown, it is not always the strongest that inevitably come out as the victor, but the clever ones, those that see the alternate paths to victory that are overlooked by others. You are an absolute master of tactics and strategies, able to lead an inferior force to absolute victory with minimal losses, with only the goddess Athena as your superior. But the battle is not only where you shine, but in handling the logistics needed for such lengthy campaigns that could last even centuries.

Strength of Ares [600]: Whereas Athena is praised for her battle tactics and sharp wits, Ares represents the basest parts of war, in strength of arms. And strength is something that you have in spades. You possess a well of strength so vast that, when tapped into, allows you to perform above and beyond your proverbial weight class. Lifting structures far beyond what any thought possible of you, extreme bursts of speed, even amplifying your natural regeneration are but a few uses. This strength is more difficult to access while in active combat, but not impossible with training and effort.

Monster Perks:

Discounts for Monster are 50% off, with the [100] perk being free.

Greek Monster [100]: There are numerous monsters to be found in the annals of mythology, from the simple to the downright bizarre. As such, you will now have the freedom to design your current form however you desire. From centaurs to hydras to chimeras to just a human with horns, there's a lot you can do with this. After your time here, your chosen look will be another Alt-Form for you to access whenever you desire.

Visage of Terror [100]: Few things are more terrifying to the common man then a beast ripped straight out of myth and legends running towards them, intent on destroying all before them without mercy. Such a feeling of fear and terror is one that you naturally exhude, making it so then the weak-willed run away at just the mere sight of you. Of course, if you want to converse with them, you can toggle this aura of and on at will.

Blood of the Hydra [200]: It was not any great weapon or feat of strength that killed the mortal Hercules, but poisonous blood. Blood much like yours, as a matter of fact. Your blood is so poisonous that even the gods would fear being under its effects, and capable of killing mere mortals with but a touch. This doesn't affect you at all, of course, and you are able to toggle it on and off, if you desire to give away your blood for other reasons beyond assisted murder.

Breath of the Chimera [200]: One of the most deadly abilities of the chimera is undoubtedly its ability to breathe fire, incinerating anything in front of it. Much like that three-headed monstrosity, you possess an elemental breath attack of your very own. It could be fire, ice, lightning, or something even weirder, like shards of metal or beams of light. You can take this option multiple times for different elements.

Gaze of the Gorgon [400]: Few can claim to have gazed into the eyes of a gorgon and lived to tell the tale, and for good reason. Like them, you can turn most who look into your eyes into unfeeling, immovable stone for a time. Those who are able to resist your petrifying gaze are instead paralyzed for a time, the effect wearing off quicker the more powerful your target is. You are in full control of this ability, and can choose what is affected and what isn't.

Hide of the Nemean [400]: So powerful and mighty was the Nemean Lion that all the works of man were incapable of penetrating its skin, incapable of even leaving a scratch. Much like that beast, your skin is practically invulnerable, unable to be damaged in any way. Blades and arrows cannot harm you, and magic will more often than not wash over you.

Child of Typhon [600]: Typhon was once the greatest threat to the Olympian's reign, a monstrous son of Gaia and Tartarus that dwarfed all others. Much like him, you were born to be the bane of the gods, capable of dealing extreme damage to any divine being, while possessing a great resistance to their abilities. This effect scales with their level of divinity, meaning that the more divine they are, the worse they will fare against you. Bring down those hated gods, and bring about the new world order you were destined to.

Legacy of Echidna [600]: The wife of Typhon and mother to numerous monsters, few can match the legacy left by Echidna. Though not in the same vein as her, you too are a mother of monsters. You can spawn off innumerable monsters, each as diverse as there are stars in the sky, if you choose for them to be so, and each unflinchingly loyal beyond the point of sanity. The only downside to this ability is that all of your children must be weaker than yourself. But really, quantity is a quality all of its own, for who needs a powerful sword when you can drown your enemies in bodies and blood.

Items:

All Origins receive an additional **[600]** *to spend in this section only. You may discount two items from each price tier, with discounted* **[50]** *and* **[100]** *items becoming free. You may freely import any related items you own at your discretion.*

Greek Attire [Free]: You can't very well run around naked, can you? You now possess a single outfit of your choosing, appropriate for this era. Perhaps it is a simple toga, a chiton, a chlamys, or maybe just a skirt with a belt holding it up.

Ancient Aesthetics [50]: Many look to the past in fond remembrance for a number of reasons, yet for you it seems to be because of their stylistic choices. By purchasing this, you may change the aesthetic of your Warehouse, as well as any other properties, to match the looks and design philosophy of the ancient Greek world. When your time here is done, you will have left with a Warehouse of marble.

Bonus Costumes [50]: When you don't take these events too seriously, you will notice all kinds of humor, though not as much if you were to purchase these. An entire wardrobe filled with all of the different costumes one could find from the games, from the serious to the outsight bizarre. I don't know why you'd want to dress like a giant fish, but it would be great. Additionally, all of these are purely cosmetic, and have no special properties.

Cyclops Eyes [50]: I hope you've got a strong stomach, because you've got a collection of ten cyclops eyes in your Warehouse now, put into a giant pythos. When properly ground up and mixed into an elixir, which you will receive a recipe for, you will have a drink that will permanently increase your stamina. This will surely help you go the distance! These will replenish weekly.

Drachmae Pouch [50]: The money of the mortals, drachmae are gold coins that can be exchanged for all kinds of goods and services. But while mortals have based their entire economy on these, you won't find very many gods willing to trade with these, but what are the odds of you dealing with them? This pouch contains one hundred of these golden coins, and will replenish daily.

Gorgon Eyes [50]: Ripped straight out of the heads of the snake women, many know to fear the gaze of the gorgon's, lest they be turned to stone. But what many don't know is that they are highly valuable when used as an ingredient. When properly ground up and mixed into an elixir, which you will receive a recipe for, you will have a drink that will permanently increase your vitality. These ten eyes will replenish weekly.

Minotaur Horns [50]: All minotaurs are descendants of Asteroid, the Monster of the Labyrinth, explaining their large numbers handily. Thank goodness that is the case, because the horns of a minotaur are highly valued by warriors and smiths of all kinds. When properly ground up and mixed into an epoxy, which you will receive a recipe for, you will have a paste that will permanently increase the strength of your weapons. These ten horns will replenish weekly.

Phoenix Feathers [50]: The Phoenix is a wonderful creature, dying in a burst of flame before being reborn in its own ashes. For such an obviously magical creature, you would expect it would have some beneficial properties, and you'd be right. When properly ground up and mixed into an elixir, which you will receive a recipe for, you will have a drink that will permanently increase your mana pool. These ten feathers will replenish weekly.

Saga of War [50]: All stories must be told through a medium, be it through oral traditions or the written word, and this saga is no different. You now find yourself in possession of all God of War games, as well as the consoles and accessories needed to play them. These are sure to keep you entertained for a good while.

Amulet of the Fates [100]: An amulet forged in the image of an eye, the symbol of the Fates, this is a relic that many would find invaluable. While wearing this, you will be able to slow down your perception of time by half at will. It may not seem like much, but every moment counts in the midst of combat.

Bottle of Dionysus [100]: The god of revelry may stand out amongst the Olympian Pantheon, yet none can deny his place among them. This bottle is filled with a drink of his own making, a wine that puts all others to shame. Thankfully for all those alcoholics out there, it will never run out of this glorious liquid.

Coin of Hermes [100]: The patron god of travelers and thieves is an iconic and well liked figure, and one of his most beloved items is his coin. Bearing his face on one side and his staff on the other, simply holding it on your person will greatly increase the amount of currency you receive, be it sourced from a paycheck or found in a crypt.

Eyes of Truth [100]: A mask passed down from Oracle to Oracle, it is a deeply sacred item to those who come from Delphi. While wearing this mask, the stylized eyes will glow azure, and grant the wearer an immunity to illusions. It would be best to not wear this while visiting that isle, lest people start asking questions.

Hearth of Hestia [100]: Often left in the dust of the more standout and prominent members of the Pantheon, Hestia is the goddess of home and hearth. She offers no great powers or powerful artifacts, but only this simple hearth. When placed within a structure, all will feel a sense of ease and comfort, as though within a beloved home. It will also improve the quality and taste of all food prepared within the structure.

Lyre of Apollo [100]: The god Apollo is one who possesses a multitude of divine roles, but perhaps his most famous is as the god of music. You now find yourself in possession of his lyre, crafted of the finest materials, and virtually indestructible. It is perfectly tuned, and the music it produces will always be pleasing to hear, even if played by a complete novice, if played by a master, you could even bring the gods to tears through your craft.

Statue of the Divine [100]: Many are the sculptures and statues that can be found around Greece, their Stony visage so intricate that you'd expect them to come to life any minute. Well, this one in particular was made to do exactly that. A marble statue made in your image, you can animate and channel your abilities through it, allowing you to effectively be in two places at once.

Vial of Circe [100]: One of the most powerful sorceresses to have lived in ancient Greece, few women are as infamous as Circe. It is a well known fact that she often curses those who catch their ire, and this artifact is proof of that. This insidious bottle has been enchanted to turn any water it touches into a deadly poison.

Amulet of the Uroborus [200]: A golden amulet inlaid with a pulsating turquoise gem, it was stolen from the Oracle Aletheia by the Prophets Castor and Pollux long ago. While wearing this, you will be able to repair and decay inanimate objects around you, able to affect entire buildings at once. Additionally, you will find your time related abilities enhanced while wearing this.

Cloak of Orkos [200]: A beautifully crafted cloak that was worn by Orkos while he was tortured and imprisoned for going against his mother with the Oracle Aletheia. Those who wear it will find their wounds healing and stamina replenishing much faster than before. Even a mortal wearing this would be able to have deadly wounds close before their very eyes, to say nothing of what happens if a god were to wear it.

Field of Demeter [200]: The goddess of the harvest, her role was taken over by Hera after the death of her precious Persephone, yet this field stands as a monument to her divine role of the past. Measuring around one hundred acres, it is capable of greatly accelerating the growth of any plant, such that an olive would go from seed to full grown tree overnight, as well as holding them in stasis until harvested or removed. Additionally, any magical plants growing here are twice as potent as before.

Garter of Aphrodite [200]: An item that the goddess of love often gives to her bedmates, if they can satisfy her that is. While wearing this garter, you will find that both your charisma as well as your skills in bed are greatly improved. You could talk practically anyone to do almost anything for you, with only the promise of a single night with you, should they succeed.

Ring of Midas [200]: Given his gift by Dionysus, King Midas was well known for his less than stellar choices. Still, this ring is the solidification of his most famous myth, with all of the benefits and seemingly no drawbacks. While wearing this ring, you can transform almost any inanimate objects, or even corpses, into solid gold at will. You are even able to reverse this effect, if you so desire.

Schematics of Daedalus [200]: The creator of the labyrinth was among one of the greatest mortal minds, and his creations impressed even Hephaestus. Now you find yourself in possession of his schematics and notes, detailing all manner of things from deadly traps to flying contraptions, though the most notable inclusion is that of an ever shifting maze, as well as the manner in which to safely navigate it.

Urn of Gaia [200]: An urn depicting the Mother Earth herself, it smells of morning dew and fresh soil. It will constantly draw energy from the earth, stockpiling it without limit. This energy can be channeled into your gear and equipment, increasing a number of their capabilities and their potency. This is not just limited to weapons and armor, but things like jewelry and vehicles as well, though the cost for improvement will constantly rise as this is used on them more often.

Wings of Icarus [200]: Crafted from bee wax and bird feathers, these wings were crafted by Daedalus for his son, in order to help them escape their imprisonment by King Minos. They are to be attached to the back, and can be freely moved as if they were a part of you, offering you the ability to glide through the air, as well as offering very limited flight.

Armlet of Hercules [400]: A bronze band with twelve gems embedded into it, each of them representing one of Hercules' twelve mythical labors. While wearing this armlet, which will change in size to best fit the wearer, it will imbue them with the strength of the greatest greek hero, allowing them to throw massive boulders as if they were pebbles. Additionally, they will increase your skills in unarmed fighting, making it so that when you are disarmed, you are never out of options.

Boots of Hermes [400]: Hermes is well known for his speed, as befits the messenger of the gods, and these boots only reinforce that reputation. While wearing these greaves adorned with golden wings, you will see a massive increase in your speed, allowing a regular mortal to outpace even the swiftest of arrows, to say nothing if they were worn by a god. Additionally, it will allow you to run up walls and ceilings without fear of falling off, regardless of what kind of surface they are.

Chalice of Hera [400]: The favored cup of the queen of the gods, it is an ornate silver chalice with a flawless emerald embedded within, with scenes depicting the glories of rulership and family. Within is a never ending amount of nectar, the drink of the gods. Just one sip can cure a man of all diseases and illnesses, as well as healing all wounds he may have.

Ferry of Charon [400]: A masterfully crafted vessel, fitting for the one who ferries the dead to their final resting place. Made in the image of a greek trireme, it requires no crew to take you to whatever destination you desire, even the various afterlives you may encounter on your journeys with little difficulty. Strangely, its speed will scale with yours, ensuring that it will always be faster than you, though you can enjoy a leisurely pace if that is your desire. Death will always come, no matter how far one runs from it.

Golden Fleece [400]: The great treasure obtained by Jason and his Argonauts, the golden fleece has taken the form of armor, though only covering a single arm. Still, it is completely indestructible, and can be used to deflect approaching weapons and projectiles, sending them back towards those who deliver them. It is a potent defensive artifact, to be sure.

Ring of Hephaestus [400]: All works by the god of smiths is a thing of intricate beauty and power, and this ring is no different. While wearing this bronze ring, you will find that anything you create will have both their quality and potency greatly improved beyond what should be possible for you. Additionally, such works will be far more durable and resistant to the passage of time, ensuring your works will last millennia.

Shield of Helios [400]: The titan of the sun, Helios, sided with the Olympians early on in the Titanomachy, that great war of yore. You now find yourself in possession of his golden shield, as resplendent as the sun itself. Not only is it indestructible, but it can emit a blinding light at will, so brilliant that not even gods can gaze upon it. Additionally, you will find that any magic that impacts this shield will be sent back towards the caster.

Urn of Olympus [400]: An urn depicting the gods of Olympus, it smells of wine and ozone. By placing a drop of your blood within, you create an inseparable connection between you and the urn, granting you a most potent ability. Your magical energy will rapidly regenerate so quickly that, no matter how large your reserves are, it almost appears as if you have an infinite amount. Very useful for those who prefer to sling spells around instead of blades.

Armor of Ares [600]: Crafted for Ares by his brother, this black and red armor set is one that befits a true god of war. Not only is this armor nigh-indestructible, it will reduce all damage you receive by half, all the while tripling all damage you deal to an enemy. Additionally, it will vastly improve all combat-related skills and abilities you may possess, making you a true terror on the battlefield.

Chariot of the Sun [600]: The personal ride of Helios, this chariot is drawn by two immortal steeds, flying through the air as gracefully as any bird. Not only will its speed scale with you, ensuring that it will remain a viable mode of transportation, but it is simply too bright to be looked at directly by anyone who isn't you. Additionally, it will greatly improve all light and fire abilities you may possess, making you as resplendent as the sun itself.

Colossus of Rhodes [600]: A bronze and gold statue depicting a god of the sun, long has stood vigil over the port of Rhodes, yet now divine energy thrum's within, allowing it to walk like a man. You are in complete control over this massive statue, one that is capable of challenging an Olympian in a fight, though that is not all it can do. You can store as much energy as you want within, boosting its already impressive abilities to new heights, or simply storing it for later use.

Helm of Hades [600]: A horned helm made from stygian iron, it was worn by the one who receives many guests, the lord of the dead. Wearing this helm will see a portion of his power flow into you, greatly increasing your durability as well as allowing you to become completely imperceivable at will, such that not even the gods would be able to tell where you were. Additionally, it will vastly improve all death-related abilities you may possess, allowing you to teach all to fear the dead.

Shield of Zeus [600]: A golden shield depicting an eagle amongst a storm, this is one of the personal artifacts of the king of the gods, Zeus himself, though he rarely uses it nowadays. It is completely indestructible, and can retract as well, taking the form of a resplendent gauntlet when not in use, though it can turn back in the blink of an eye. Any who would strike this shield will find themselves electrocuted, as though one of Zeus' own lightning bolts struck them. Additionally, it will greatly improve all lightning and air abilities you may possess, allowing you to properly unleash the wrath of the heavens.

Trident of Poseidon [600]: The personal weapon of the king of the seas, and the ultimate symbol of his rulership. Created by the Cyclopes and given to Poseidon as a gift after his brother, Zeus, freed them from Tartarus, it can allow the wielder it the ability to survive underwater and ignore deep sea pressure, greatly increase their speed while underwater, and grant them complete control over all sealife as well as horses. Additionally, it will greatly improve all lightning and air abilities you may possess, allowing you to show them why they should beware the seas.

Aegean Sea [600, No Discount]: The sea is as beautiful as it is dangerous, hiding just as many wonders as there are horrors beneath the waves. How fortunate, then, that you find yourself as the master of a sea of your very own. In addition to the vast amount of sea life and numerous islands you now have access to, you may also find the ruins of an ancient city once known as Atlantis, all its wealth and wonders lying untouched at the bottom of these waters.

Hellenistic World [600, No Discount]: What is a king with no kingdom, a god without a land to worship them? Wonder no longer, for you now find yourself as the master of all the greek mainland, or at the very least a very convincing copy. This Warehouse attachment houses the entirety of Greece, as well as its people. They will see you as their lord and master, loyal followers and worshippers to the last.

Pandora's Box [600, No Discount]: A massive gold and brass box, created by Hephaestus, by order of Zeus, to contain the Evils that were created by the Titanomachy. Though this is not the same box, its purpose is similar. This is the ultimate prison, capable of holding even a primordial for all of eternity, with no chance for escape. It is protected by a blazing azure inferno that only you can bypass, incinerating even gods to such a degree that not even ash is left behind.

The Underworld [600, No Discount]: From the idyllic Elysium to the dreaded Tartarus, the dead will find no shortage of places to rest when their time comes. Perhaps you desire a realm of the dead of your own, or maybe you want to bring some comfort to those in future worlds whose souls have nowhere else to go. Regardless, the end result is the same. You are now in possession of your very own afterlife, a Warehouse attachment that is constantly expanding to fill all the dead you allow within. You can be as picky as you want with who is allowed within, but all the spirits within will answer their Master's call, no matter what you may have them do.

Divine Weapon:

There are countless artifacts in this world, items of great and terrible power. Standing above them all are weapons, tools for war and destruction. And now, you are given the chance to create a weapon of your very own, capable of standing with the best of them. And if one is not enough, then you can buy another for **[200 CP]**.

You will receive **1000 Weapon Points** *to customize your new weapon.*

Weapon Type

Before you decide on the abilities your weapon possesses, you must first decide what kind of weapon it is.

Melee: A common choice, a popular choice, and for very good reasons. Yours is a melee weapon, such as a sword, spear, hammer, a pair of gauntlets, or anything in between.

Ranged: Your weapon may not be fit for close range, but who cares about that when your weapon allows you to kill your enemies long before they ever get close to you. It could be a bow, sling, a staff firing magical projectiles, or anything in between.

Organic: This option is… odd. Instead of your weapon being a tool given to you, this option makes it a part of you, connected to your flesh. As such, it could be anything from retractable snake fangs, a scorpion's tail, deadly claws, or just a blade made of the flesh and bones of the fallen.

Combination [100]: Maybe you're indecisive, or maybe you want a weapon that can fulfill multiple roles. You may purchase this option twice, allowing for your weapon to face an additional weapon type with each purchase.



Weapon Customization

Conversion: So many options to choose from, yet such a limited amount you can take. If you find that you don't have enough **WP** to truly make your ideal weapon, no worries. You can now convert **CP** into **WP** at a rate of 1:2.

Import [Free]: Ah, but what if you already have a weapon you're attached to? Well, no need to part with it, as you can now import a weapon you already own here, granting it new abilities, and perhaps a new form.

Eternal [50]: Time is an ever constant force, always moving forwards, never looking back, often to our detriment. Not even weapons are exempt from its passage, becoming rusty and dull. But not yours, oh no. Yours is a timeless work, immune to the ravages of that ever present tyrant.

Glamour [50]: Do you want your weapon to appear even more special than it did before? If so, then perhaps this option might interest you. You may now apply a visual effect to this weapon, cosmetic in nature. Maybe embers dance along the blade, or it pulsates with an ethereal glow. Maybe bits of frost or ash constantly swirl around it, or it appears to constantly drip with blood. It is ultimately your choice how your weapon is presented.

Powerful [50]: Power can come in many forms, but oftentimes it must be shown off for those poor unfortunate souls to really understand who and what they're actually dealing with. While holding this weapon, or simply keeping it on your person, you exude an aura that lets others know that you are not one to be trifled with, lest they face the consequences. Often, it is the mere threat of violence that keeps it from breaking out, at least among mortals.

Repurposed [50]: A weapon need not just be a tool for killing, for murder. Your weapon can now serve multiple purposes very efficiently, like a hammer being able to help you properly forge items of great power, or a whip being able to assist in your mobility. The specifics are up to you, but a weapon need not only be one.

Reskin [50]: For as comforting a familiar sight is, sometimes it can get a bit boring, making you wish for a brand new equivalent, hoping to reach the same highs as the one before. While not exactly the same, you can give your weapon a completely new design, one befitting its new power. You of course have final say over what it looks like, but it will not affect its overall performance.

Bane [100]: Hate can be a powerful thing, especially when directed towards a specific target. Such is your hate that your weapon has become a perfect instrument in an effort to eradicate those who have earned your wrath. Your weapon now deals extra damage against a type of enemy of your choosing, with the more specific or rare your targeted demographic, the stronger it will be. A weapon aligned against all humans would see a minor increase, while all Titans would learn to fear a weapon that targets them specifically. This option can be taken multiple times.

Elemental [100]: A very popular trait of many enchanted weapons is the ability to harness the very elements themselves, to burn foes to a crisp or unleash bursts of concentrated air. So popular, in fact, that you have jumped onto that particular bandwagon. Such is the potency of your chosen element that a weapon of fire would burn even in a realm where no flames could ever exist. This option can be taken multiple times.

Channel [100]: This weapon is meant to be a symbol of your power, your idealized instrument of death and destruction. But can you truly call this your weapon if you cannot blend your own power with that of this? Put such quandaries to rest, as your weapon is now a true extension of your power, being the perfect conduit for channeling your abilities, regardless of their origins.

Bound [100, Melee Only]: One of the worst things to happen to a warrior is to be disarmed mid-combat, as it can often lead to a quick death shortly afterwards. You, thankfully, will not have to ever deal with that problem, or at least not for very long. When you will it, your weapon shall return to you, regardless of how far away it is. Perhaps it comes flying back towards you, or it simply appears in your hand as if it was always there, or is it connected to your wrists by a magical chain?

Infinite Ammo [100, Ranged Only]: One of the drawbacks to ranged weaponry is that all of them need some sort of ammunition to fire, and that ammunition will eventually run out. Of course, such a problem won't stop you, oh no. By purchasing this, your weapon has a limitless amount of projectiles to fling towards your enemies. Be it because of a neverending quiver or they are magically conjured, now your only concern will be how good your aim is.

Mending [100, Organic Only]: Though steel and wood are much more useful in combat, flesh does have one benefit: being able to naturally heal. Not perfectly, not always, but it does in the case of your weapon. Any damage it receives, be it chips or snapping in two, will be repaired over the course of a day, often shorter depending on how severe the damage is.

Golden [200]: War is a messy business, but it is nonetheless a business, one that an incalculable number of individuals have benefited from. You are no different, other than the fact that it's a bit more literal in your case. Every time you kill an enemy, you will receive monetary compensation proportional to how strong they were. Killing a human would see a small increase to your overall wealth, while slaying a god would allow you to live in luxury for a good few centuries. Your newfound wealth will automatically be deposited into your Warehouse unless you desire otherwise.

Mastered [200]: A weapon is but a tool, an object to be used by whomever can wield it, be it for good or ill. Should such a thought trouble you, of your own weapon being turned against you, fear not. With this, your weapon can only be used by you, as well as those you willingly allow or meet certain requirements decided by you. For everyone else, it will be an immovable object, something that not even the mightiest of gods would be able to lift.

Shifting [200]: A good weapon should be consistent, knowledge of all its capabilities understood by the wielder, and yet it is but one weapon. For those who prefer a more varied arsenal without having to carry them along, then this option should suffice. Your weapon is now capable of transforming into five different weapons, all from your chosen weapon types. Going from a sword to a whip or hammer is certainly one way to surprise your fow, and that surprise will lead to their downfall. This option can be taken multiple times, adding five new forms with each purchase.

Double [200, Melee Only]: When some use weapons, it can leave one hand open for many things, either to support the other, use a shield, or make rude gestures. Other times, like this option allows, they will simply hold another weapon. Your weapon now has a twin, able to be dual wielded in order to dish out twice as much damage as before. Both will benefit from any options you purchase here, and can be imported in the future as if they were a single weapon.

Multishot [200, Ranged Only]: When one fires a bow, there is only one arrow that flies forward, one target to kill, before you must make the motions once more and the cycle repeats. No longer, as your weapon no longer fires a single projectile, but three. And whether it hits the same target thrice over or three separate targets is all left up to your skill. This option can be taken multiple times, adding three more projectiles with each purchase.

Metallic [200, Organic Only]: Flesh can only become so resilient, bones so sturdy, and yet sometimes it is not enough. When faced against those weapons of metal, it might be best to mimic it in some manner. By purchasing this, your weapon is now more durable than before, allowing it to effectively block all but the greatest of weapons, as well as increasing its ability to penetrate through armor. Though the flesh may be weak, it will always adapt.

Cursed [300]: What a horrid thing, the heinous aura surrounding your weapon. Not a power for those who wish for shining battles worthy of sagas, but for those who desire victory above all else. All wounds caused by your weapon will fester and poison the target, weakening them further as time goes on. But most insidiously, this cursed nature makes it so then these wounds will be extremely difficult to heal, such that even gods would need to put up a concentrated effort in order to fight back against this effect, giving you the perfect opportunity to end it all.

Enhanced [300]: A weapon may be powerful, may be crafted of the finest materials and with the finest of magics, but all that power is squandered if in the hands of the unworthy, those whose bodies cannot match their weapons'. Yet your weapon is supportive, helping to lift you up to bring the both of you glory. While wielding your weapon, you will find all of your physical capabilities greatly enhanced, such that an untrained demigod could match an Olympian for a time. Together, the two of you shall carve out a legend that will last millennia.

Spiritual [300]: For as much faith man puts in steel, there is little a blade can do against the wind, no way for an arrow to strike flames. Such are a few of the enemies you will face, and such enemies require certain measures to be taken. By purchasing this, your weapon is capable of hitting intangible does, those unable to be damaged through conventional means. Ghosts and spirits are the most obvious, though there are others. Additionally, due to its new nature, your weapon can now damage a being's very soul directly, should you so desire.

Impactful [300, Melee Only]: The main advantage of melee weapons is that they strike with your own strength, releasing as much force as you put into the blow. Your weapon is special, however, as it strikes with your strength and then some, allowing you to hit your targets with more force than it should have any right to. You could cut a minotaur in twin or send its head flying with a well placed attract. Yet that is not all, for when you strike the ground, the ground will tremble, staggering all nearby opponents.

Guided [300, Ranged Only]: When you let loose an arrow, you must hope that your aim is true, or they don’t decide to jump behind cover, or just dodge. Never again, as your projectiles can now home in on your targets, changing their directions in order to properly hit your targets in the most efficient path possible.

Roar [300, Organic Only]: This weapon of flesh is powerful, and dearly desires for it's power to be recognized by all, screaming at the very heavens to make them bear witness. Be it because it now possesses a mouth, or this ability is projected through your own, your weapon can unleash a powerful sonic attack, enough to, at the very least, stagger Titans. Even if they aren't in the direct line of fire, those who simply hear this sound will be filled with immense dread and fear, if you allow it to affect them.

Masterwork [400]: As a weapon befitting you, it must live up to the highest of expectations and exceed all of them. Your weapon is a pure work of art, one of the peaks of the craft, and it clearly shows. By purchasing this, not only is your weapon dealing thrice as much base damage as before, all of your weapon's capabilities are now twice as potent.

Shutdown [400, Melee Only]: Combat should simply be limited to you and your opponents strength of arms, skills and weapons facing each other, and yet much can change the course of battle. Magic spells, strange abilities, all of it ruining the simplicity of battle. Well no more. When holding your weapon, you can manifest an aura that covers the battlefield. Those within this aura will find that their supernatural powers will be weakened, if not outright nullified.

Redirecting [400, Ranged Only]: After letting loose your arrow, you are no longer in control, its path determined with no more input on your end. But what if that were no longer the case? Now, you are in complete control of your projectiles' flight paths, allowing you to move them however you want across the battlefield. This does take some concentration on your end, but when your weapon can defy gravity and strike five men in the blink of an eye, you won't be complaining.

Vampiric [400, Organic Only]: Your weapon thirsts for the ichor of your enemies, that lifeblood that flows through their veins, and you do not deny it that. With each strike that lands, your weapon will absorb your target's vitality, stamina, and magical energy, sending it towards you in order to replenish your own. Even if you cannot overpower your enemies, at the very least you can outlast them.

Companions:

Brothers in Arms [50/100/200]: It is a dangerous world, especially for those who do not possess any allies of their own. You needn't worry over such a thing, as you may either create or import 1, 4, or 8 companions respectively, with each having 800 cp to spend on perks, and items. They can have your level of divinity or lower for free, but must pay full price if it is greater.

The Jumper Pantheon [300]: But why should you be so limited as to only bring eight companions with you? By purchasing this option, you may import any number of companions into this galaxy. Each companion receives 800 cp to spend on perks, and items. They can have your level of divinity or lower for free, but must pay full price if it is greater.

Cult of the Jumper [Free]: And what of your loyal followers, those unthanked souls who have pledged themselves to you? If you are kind enough, you may import them into this world, giving them a history and new skills. The vast majority will simply be mortals, highly trained yet still human, but the officers and others of import will be on par with minor demigods.

Pegasus [Optionally Free]: Birthed from the neck stump of Medusa, few mounts are as graceful as Pegasus. This winged horse is fully trained, capable of all kinds of tricks and maneuvers, both on land and in the air. Additionally, it will always be faster than you, regardless of how fleet you become, though it strangely seems to teleport to your side when called.

Blue Prince [50]: A young demigod child of Poseidon, wielding a sword of enchanted bronze. Though he may not be the brightest, nor the most cheerful, he is a determined lad who is as deadly in a fight as the sea is vast. He can surround himself in a miniature hurricane, possesses the ability to talk to horses and sea life, and will fight tooth and nail for those he considers friends. Strangely, he also prefers having his food the color blue.

Crimson Champion [50]: It is always strange when a girl trains to be a warrior, yet this daughter of Ares has chosen to do exactly that. Her natural abilities combined with harsh spartan training has turned her into a peerless fighter, often referred to as being an invincible warrior by her peers. And yet for all her skill in combat, her demeanor is kind and merciful, often willing to let her foes love to see another day.

Pink Doctor [50]: Occasionally, there are moments when the gods make some questionable decisions, and this is one of them. After a night of passion between Apollo and a doe, this demigod was born, a demigod deer with a blue nose. His mind was bright, and he turned his gifts towards helping those around him, becoming a medical professional without peer. Still, he feels rather isolated, and would greatly treasure any companionship.

Three-Headed Hound [50]: The guard dog of Hades has had many children, many litters that all share core elements with that dreaded beast. All have three heads, and all of them require someone of at least demigod level strength to slay them. How fortunate then, that you find yourself as the newest owner of a three headed pup. Though they may be small now, they will grow to be second only to their legendary progenitor, and absolutely loyal to you.

Ghost of Sparta [100]: The Marked Warrior himself, a spartan general, a son of Zeus, God of War. Kratos. He is a skilled warrior, wielding his signature Blades of Chaos with a brutal efficiency as he tears his opponents apart bit by bit. Quick to temper, it is best not to get on his bad side, though with how often the world seems to turn on him, it's only a matter of time before you see the monster that is destined to destroy Olympus.

Princess of Moonlight [100]: A relatively young goddess from a far off land, it is not only her blue skin or four arms that make her stand out, but her mastery of magic that is second to none in these lands. She seeks the power needed to break free from her destiny, to shatter the fate forced upon her. She has decided to travel with you, possibly in the hope that you will bring her closer to her goals.

Olympian Pantheon [200]: No characters are more famous, or infamous, from Greek Mythos than the Olympians themselves. Zeus, Poseidon, Hades, Hera, Demeter, Hestia, Ares, Hephaestus, Athena, Apollo, Artemis, Hermes, and Dionysus. Each and every one of them are powerful gods in their own right, and now they have decided to spread the glory of Olympus by joining you on your travels. They all share a singular companion slot, though they can be separated if you so choose. Though they may bicker and argue and fight amongst themselves, they will ultimately be surprisingly loyal to you.

Scenarios:

The Ghost of Sparta

After the Great War with the Titans, the oracle foretold the demise of the Olympian Gods, and the destruction of Olympus. She saw that it would be brought about not by the hands of the Titans, who thirsted for revenge, but by the hands of a mortal. A Marked Warrior. You.

You have taken on Kratos' role in this world, replacing him entirely. Now, you must live out his life, from his earliest days as a Spartan boy training alongside his younger brother, taking on all of his struggles, until fate brings you to the final battle against the King of the Gods, Zeus. Will events play out the same, or will you create a completely new saga? Only time will tell.

Rewards:

Olympus lay ravaged and dessicated, the gods lying dead at your feet. You have proved to not only yourself but all of the greek world that you are the true **God of War**. In combat, you are a force of nature, an unstoppable juggernaut whose carnage will only end when your target is dead. This is certainly helped by the fact that you have an innate sense for how to most effectively and efficiently kill whatever is in front of you.

Your hands are drenched in the blood of numerous gods, your deeds marking you as a **God Slayer** without peer. In your presence, all gods and divine beings will feel themselves growing weaker and weaker the longer they remain in your presence, until they are reduced to the level of the common human. This effect can be toggled on and off at will, as well as consciously choosing who is and is not affected.

A weapon that has been quenched in the blood of the Olympian Pantheon, their divine essences combining to bring the **Blade of Olympus** to sublime heights. Not only does holding this blade give you the combined power of those gods you have slain, but it is the ideal tool for channeling all of your abilities, being increased twelve-fold when using the blade.

A New World Order

[Cannot be taken by Mortals]

No matter what happens, no matter how much one may try to avoid it, all prophecies will become true. So it is that eventually, the Olympians will fall, the world ravaged by one man's desire for revenge, and no gods left to maintain the natural order. Or is there?

Here you stand, a being of great power and ambition, eying the empty throne of the gods. Your goal is simple, ensure that the Olympians are dethroned, replace them with a pantheon of your very own, and rule over these lands for three continuous centuries. You will fail this scenario if you are killed, dethroned, or the people of Greece completely abandon their faith in you, turning instead to new gods, or maybe even no gods at all. Yet if you succeed…

Rewards:

Long have you ruled over the land of Greece, wisely and justly. None can deny your rule as the **King of the Gods**, a being who stands above all others. You are a peerless statesman and ruler, able to efficiently micromanage all of Greece with minimal effort, ensuring that all of your subjects are content and prosperous. None would dare to even think of rebelling against you unless you actually tried being a terrible master, yet the threat of your might is still a useful deterrent.

Your throne stands tall above the lands of Greece, **Olympus** once again a beacon of divine power and authority. A metropolis where every brick is a masterpiece, laid to such perfection that its beauty would make most mortals openly weep. And due to certain actions of the past, its defenses are of similar scope, able to hold out in face of a siege of Titans and armies of monsters for centuries before they could hope to breach its walls.

And finally, you will find that your **Pantheon** has been elevated, almost becoming Jumper's in their own right. These eight companions of yours will automatically be imported into future Jumps, each receiving 800 cp to spend as they desire, gain access to any stipends you would, as well as being able to take on drawbacks. The only limit is that they themselves are unable to purchase companions of their very own.

Drawbacks:

Myth Accurate [+0]: It is no secret that the stories and characters found here are not the most accurate to what we may have known. Should you wish for a tale more accurate to the original myths, then choosing this option is essential for you.

Supplement Mode [+0]: The sagas of war are as numerous as there are stars in the sky, each one different yet familiar. Should you desire to experience a different story, yet retain all that is on offer here, you may use this as a supplement for another Jump, either by taking all of your purchases here into a new setting, or blending the two settings into one.

Cod of War [+100]: This is either a cruel and unusual punishment, or a really weird joke. Simply put, you are now stuck wearing a giant fish costume. Try putting on actual clothes or armor, they turn into the fish costume. Try stripping it off entirely, it'll just reappear. Expect very few to take you seriously.

Extended Stay [+100]: The events here take decades, sometimes centuries in order to play out, and a mere ten years is not enough to witness it all. By taking this option, you will extend your time here by ten years. This option may be taken multiple times, though you will only benefit from nine.

Fatal Flaw [+100]: No person is perfect, each having some flaw that mars their otherwise pristine character. Be it hubris, rage, lust, or some other trait, you now possess a character flaw that, if not held in check, could bring about your tragic end. Goodness knows that the heroes of Greece often succumb to them.

Puzzling Obstacles [+100]: The greeks were known for their clever minds, having an entire city dedicated to the goddess of wisdom would certainly help with that image. Unfortunately, they thought themselves far too clever, and now you must pay for it. Everywhere you go, you will encounter puzzles, blocking off your path regardless of what may lie beyond it.

Visage of Hephaestus [+100]: After learning of Kratos gaining possession of Pandora's Box, Zeus had Hephaestus broken and deformed, a punishment for allowing him to gain its power. Like the smith god, you are quite difficult to look at, a hideous thing that stands out all the more when compared to the beauty in this world.

Debt to the Gods [+200]: Is it any wonder that, in a world where the gods are as real and present in the world as the mountains, that there are those who are indebted to them? You can, for you owe your life to one of the gods of Olympus, and must obey their orders, lest you face the consequences.

Forgotten Epics [+200]: For as many of the sagas of myth and legend that have been preserved into the modern day, sometimes they are simply forgotten, cast aside in a changing world. So it is that while you may know of greek mythology like one knows a sibling, you have lost all memory of the events that are soon to transpire.

Greek Tragedy [+200]: Greek plays held a strange fascination for tragedies, for everything going wrong for the protagonist before they meet an ironic and pitiful end. Now, your tale seems to be of a similar nature, events playing out in the most dramatic and tragic of ways, though you can avert the typical ending, if you still desire to after all you are to experience.

Monster Within [+200]: Be fooled not by the white marble or shining gold, this is a world of gods and monsters, often with the line between the two blurred. You are a real monster, often acting in ways that would be described as apathetic and needlessly cruel. Such mannerisms come naturally to you, though with a strong enough will and enough experience you may be able to reign these impulses in, but they will always be present.

Troubled Past [+200]: This is not a kind world, where a child can live their lives carefree or a loving couple get their happily ever after. This is one filled with violence and tragedy, and you are but one of countless victims. Such trauma will stick with you, never able to be broken away completely, no matter what vices you use to distract yourself from the nightmares.

Anger of the Spartan [+300]: Above all, this is the story of vengeance, its protagonist no paragon of virtue but rather a man who becomes a monster. And that monster is now after you, convinced that your death is necessary for his vengeance to be fulfilled. Kratos of Sparta is a man who is capable of killing the entirety of the greek pantheon, as well as its many heroes and monsters, and is quite literally too angry to stay dead most of the time.

Eternal Torment [+300]: The gods are cruel to those who earn their ire, no matter who they are. You seem to have angered a mighty god indeed, you now find yourself trapped, imprisoned in such a way that you cannot escape yourself. And should you think that your companions and allies will just free you, keep in mind that the gods do not want your imprisonment to end, keeping you very well hidden from even the greatest of gods and seers.

Power Forsaken [+300]: It is strange when you think about how often the Ghost of Sparta finds himself stripped to his barest abilities. And yet, has such a thing not happened to you? That is right, you have been stripped of all outside powers and abilities, leaving only your Body-Mod, your mundane skills, what you have purchased here, as well as anything else you have gained in the God of War universe.

The Cycle Continues [+300]: Is this what it is to be a god? Is this how it always ends? Sons killing their mothers, their fathers? Maybe so, for you are most certainly a victim of this cycle of patricide. You are destined to have a child, one who will surpass you in power and who will eventually seek your death, regardless of what you may attempt in order to subvert such a thing. And yet, it is still unclear who will emerge victorious. The younger, with their power, or the elder, with their experience?

Clash of the Gods [+600]: Once, this story would have only contained those heroes and gods and monsters of greek origin, but such a thing is no more. Those gods of the desert to the south, the barbarians to the north, wild folk from an island to the west, silken travelers from the east, all of them come for the riches of Greece. All of these pantheons and more will come, seeking to tear down those greek gods and place themselves as the true rulers of these lands, and are wholeheartedly willing to wipe out all other contenders. War is coming, one on a scale never before seen by gods or men, and all will feel its influence.



Ending:

At the end of your time here, you will make a choice.

Stay: Have these grim lands captivated you so?

Go Home: Maybe it is time for you to finally return, to receive the peace you deserve.

Continue: The Thread of Fate is unbroken, your trials continue ever onward.



Notes:

-A big thanks to the other God of War jumps, whom I shamelessly stole many ideas from.

-I will admit, this is more of a mix of a God of War and Greek Mythology jump, but I thought it would be a lot more interesting to do it this way, rather than just sticking to what was just in the games.

-**[Ascension of Kratos]** covers the events of God of War Ascension and God of War 1, **[Fall of Olympus]** covers the events of God of War 2-3. Everything else falls between them.

-Examples of **[Minor Gods]** would include entities like the Furies or nymphs.

-**[Olympians]** and **[Titans]** share the same immortality as **[Minor Gods]**, in case that needed to be clarified.

-If you chose to be an **[Olympian]**, you would start off as one of the weaker ones, on par with Hermes. If you train hard, you could reach Zeus or endgame Kratos' level, or go further beyond.

-Regarding **[Crafts of Hephaestus]**, if it could be built in Hellenistic Greece, then you're a master at building them. But if you were to learn how to build other stuff, like guns, then they'd be of similar quality.

-Custom companions are based on Percy Jackson, Pyrrha Nikos, Tony Tony Chopper, and Lunar Princess Ranni.

-You can accomplish **[A New World Order]** even if you use **[Supplement Mode]**, you just need to replace the religion/pantheon of a country at least the size of Greece, and rule for three centuries. After that, you receive the same rewards.

-When in doubt, fanwank.

-Have the day that you deserve~