

(Name Redacted) Design Document

Options for Names

(Redacted)

Setting Description

Time Period: Ancient

Setting: Ancient Greece implied to be in the mid-5th Century BC. After the fall of the Titans and the founding of Athens, this is a semi-modernized take on a fictional Greek mythos. Throughout the seasons, the story takes place around the city of Athens, Mount Olympus, and on a road between those two primary locations. Primary locations are the individual palaces of the gods and the grand halls on Mount Olympus, as well as the streets, homes, and palaces of the growing city of Athens.

Logline

A woman mysteriously wakes up in Athens and quickly discovers she possesses goddess-like abilities to influence people to her will. She eventually discovers she is the goddess Aphrodite, banished from Mount Olympus and brainwashed into a mortal, who now must use her powers and newfound connections with mortals and gods to prevent a war that could decimate both sides.

Similar Products

Greek Mythology, American Gods, Wonder Woman (2017 film)

Lore

This lore is a unique version of established Greek mythology.

There are multiple generations of deities in this universe, just like in standard Greek myth. But rather than elder gods giving birth to the next generation, in this universe all the gods were born from the all-father entity: the deity Chaos. Chaos represents the universe as a whole and forms all the other gods into existence. Chaos is driven to create lesser deities who will maintain balance throughout the universe. Imbalance is deemed the primary threat to existence, so all his decisions are guided by what the universe believes will maintain balance.

Chaos created a few generations of celestial gods first, followed by the Titans, followed by the Olympian generation of gods and goddesses primarily led by Zeus and Hera. Zeus and Hera act as father- and mother-figures to the gods who believe in their influence, but none of the relationships in this universe of deities are actual parent-child relationships. Each god is created by Chaos as part of an effort to continue maintaining balance in the universe. Gods are unable to procreate with one another because that could imbalance the universe.

The Olympian generation of gods, and the generations that followed, are human-like entities with influence over specific aspects of existence and charged with protecting those aspects of existence in the universe. They must balance it with the influences of the other gods as well. A prime example of this is Eris (goddess of discord) and Harmonia (goddess of harmony) who decided to become as close as sisters and often stay with each other to make sure their combined actions are promoting balance.

Each god promotes their individual focus (love, war, harmony, strife, etc.) by projecting it onto humanity in various ways. In each instance, there are healthy and destructive versions of their focus. Love can be

selflessness or obsession. War can be diplomatic or violent. If the gods get angry, their influence can shift to these negative versions and they can fall into Wrath, where their influence over society is destructive on a grand scale.

Olympian-era gods and goddesses are physical human beings bound by the laws of physics like any mortal. While they are far stronger and resilient compared to mortals, they cannot fly or teleport. Wrath does cause them to hover for short periods of time. But in general, they must travel on foot like everyone else. The primary exception to this is the ability to create portals - usually between a specific Earthly location and Mount Olympus.

Pre-Olympian gods - like Nemesis - may possess wings and the ability to fly, or in some cases, the ability to teleport or travel in time. None of the gods or goddesses are omniscient or omnipotent. Gods can intentionally watch over specific people or areas, but this ability is extremely limited, and their power is constrained to their own godly focus. Gods are immortal in the eyes of all mortals; only a god can kill another god. Gods age extremely slow -- Aphrodite is over 400 years old but appears to be approximately 20 years old.

As mentioned, godly abilities are limited by their individual purpose. They can conjure items out of thin air or alter existing objects in the world. Each can influence those around them - both mortals and deities - to bend to their will. Many of them are masters of persuasion because of their confidence and advanced age giving them centuries of experience. But they can also subvert free-will by using godly powers directly against another being. This is seen as a natural part of controlling humanity but is a crime for a god to use it against another god because it threatens to imbalance the order of things.

Gods have personalities, desires, wants, and needs – a soul. Unconsciously driven to control that which is in their charge. One might even call each god obsessed with their calling. But, of course, obsession can lead to problems of arrogance and imbalance.

Main Characters (romantic interests in bold)

- MC, a lady who discovers she has 'god-like' powers (who is a brainwashed/banished Aphrodite).
- Alina, a homeless girl who befriends the MC (and eventually becomes Pandora).
- **Eris, the Greek goddess of discord**
- Harmonia, the Greek goddess of harmony
- **Adonis, a mortal white knight, and a 'god-hunter' working for King Theseus**
- Theseus, King of Athens and the mortal force to rise up against the gods
- Nemesis, an early God (predating Zeus & Hera) and the Greek goddess of retribution
- **Ares, the Greek god of war**
- **Dionysus, the Greek god of wine and festivity**
- **Hephaestus, the Greek god of blacksmiths and artisans**
- Hera, a mother-figure to the Greek gods and the narrator of this story
- Zeus, a father-figure to the Greek gods
- Athena, the Greek goddess of war
- Apollo, the Greek god of sun and light
- Demetrius. A marble carver who attempts to carve a tribute to Nemesis to protect humanity.
- Gianna, Demetrius's wife and the reason why Ares's sword falls into Theseus's hands.

LGBTQA+

- MC is bisexual, with an established previous relationship with both Eris (female) and Ares (male).
- Throughout the story, Eris (female) has an established deep-seated love for the MC that can be developed and greatly strengthened throughout the story, if the player so chooses.
- Dionysus will present as androgynous, and when asked about sexual orientation will reply in variations of “it’s of no matter to anyone else”.
- Harmonia will present as asexual throughout the story, often reinforcing that her attraction is to peace and harmony and connection to others, but not physical desires.
- Several same-sex or pansexual relationships will be present at various points in the story.

Season Overviews

Season 1

Our MC wakes up in ancient Athens with a mysterious sword and no memory of how she ended up so far from home. She befriends a homeless girl, **Alina**, who helps her adjust to life in this new city. Shortly after arriving, the MC realizes she possesses magical abilities to influence anyone she touches and a natural gift for persuasive charm. She uses those to improve her and Alina’s life in Athens as much as she can. The goddesses **Eris** and **Harmonia** befriend her as well, encouraging her but obviously hiding truths which they claim the MC must learn on her own. The white knight **Adonis**, as well as the gods **Ares**, **Hephaestus** and **Dionysus** bond with and attempt to guide the MC as well. But the greater conflict in this story is between **Nemesis**, who demands humanity show more honest devotion and servitude to their gods, and **King Theseus**, who believes humanity should live free of oppression.

As the MC starts to cope with the reality she is stuck in Athens for the near future, and forges strong - even romantic - relationships with her new allies, this greater conflict erupts in a confrontation that threatens the King and all Athenians. When the MC tries to stop Ares from becoming wrathful against the humans at the request of Nemesis, he reveals to everyone that the MC is the goddess Aphrodite who was brainwashed and banished to live with the mortals.

Season 2

Aphrodite (the MC) travels to Mount Olympus and confronts **Zeus** and **Hera**, who reveal she had arrogantly broken the rule of influencing other gods to love her and as punishment was forced to learn humility by living amongst the mortals. Now a goddess, her influence and magic powers start fully coming back to her, although unimpressed with her progress so far Zeus and Hera keep limits on how much influence she can have. This forces her to continue to develop her natural charm and, hopefully, see the value of living in the service of others, not only herself. She is reacquainted with her palace and the friendly gods from season 1 in their abodes: **Eris**, **Harmonia**, **Ares**, **Hephaestus**, and **Dionysus**, who knew her situation the entire time and were trying to help her on Earth. Eris and Ares bring back memories of their previous romances with Aphrodite before she was banished. All bonds with love interests can grow throughout the season, offering a deeper love connection with many if the player desires.

Alina joins Aphrodite in Olympus, spending much of the season in awe of how the goddesses live. Her newfound dreams of becoming a goddess one day are placated by the other gods, but she overhears Aphrodite claiming that is impossible because she’s only a human. Alina flees through a portal back to Athens without saying goodbye.

Zeus and Hera convince you to back up their plan to create a council of Twelve Olympian gods to ensure harmony between the gods and humanity. Your authority and penchant for charm convinces most gods and Adonis back in Athens to lobby for the cause as well. While a tenuous peace seems to be in the works, Nemesis continues to stoke the fires of oppression against humanity. This prompts a spy sent by Theseus to stab and kill Ares with the sword he gave her at the beginning of the story.

Season 3

Ares's death ignites the godly rage against humanity, and it appears there is no hope of an armistice. Zeus will nearly kill himself in order to resurrect Ares, and both will take many chapters to recover.

Traveling back and forth through portals, Aphrodite's motivation this season will be to defuse the tensions as much as possible by convincing influential people (through her godly gifts of charm or influence) the value of loving one another and working together toward unity. She will need to balance her temptations to *force* love through magic, which only lasts a short term, versus using more difficult methods to create lasting connections through working with other gods and her human connections. Aphrodite will discover Alina has joined the Athenian army who is now on the march toward Mt. Olympus to kill the gods. Attempts to convince her that love is a better solution than hate fall on deaf ears, Aphrodite kidnaps and imprisons Alina back in her palace. There they debate about love, family, sacrifice, and the importance of free-will. Eris and Harmonia secretly release Alina and she rejoins the Athenian army as they arrive in Olympus.

Learning Theseus melted down Aphrodite's sword and coated their tips of the Athenian army's weapons with its metal, gives all the gods and goddesses a reason to fear for their lives. They know all possess weapons capable of killing gods. As the Athenians arrive at Olympus, a battle starts to rage, pitting the belligerent army against the powers of wrathful gods and goddesses.

Nemesis will arrive ahead of the battle, unaware of much of what has transpired in the past weeks. Her only recollection of visiting Athens recently was when she enacted retribution against a man and his wife in season 1. Aphrodite discovers Eris was behind this entire war, altering her appearance to pose as Nemesis and light the fires of hostility between mortals and gods, aiming to ignite a war the humans could not possibly win. Eris sees this new Aphrodite as a completely different person than the one she knew and losing the original true Aphrodite - her soulmate - was the final straw that drove her to want to destroy Zeus's creation as revenge: humanity.

Depending on the choices made and strongest relationship the player forged during the story results in 1 of 12 possible endings. There is a positive and negative ending related to all 5 love interests, and with Harmonia, if you do not have a strong enough bond with any love interest. In each ending, you work with your partner to stop the war as best you can. In some endings the war is prevented, in others the battle is partially fought, and casualties happen on both sides. Regardless of which ending you receive, Alina will be forced to use her powers as an empath to drain a large portion of humanity of their anger - which she will trap inside herself. Aphrodite will help Alina recover and survive this event, which ultimately turns her into a ticking bomb. Unbeknownst to the pair of what the future holds for Alina, they agree on giving this new version of her a name: Pandora.

Season 1 Chapter Overviews

Chapter 1: The Innocent Thief

MC mysteriously wakes, next to an unfamiliar ornate sword, in the Acropolis in Athens without a memory of traveling there from her home raising sheep on a distant island. She befriends a homeless girl named **Alina**, who convinces her to explore the town a little. In their exploration, they connect with the goddesses **Eris** and **Harmonia**, and the 'white knight' of the city, **Adonis**. Eris and Adonis are clearly presented as romantic options in this chapter, but the frivolity is cut short when an accident caused by Eris endangers Alina's life. A surprise visit from the goddess **Nemesis** pits her against **King Theseus** when the goddess threatens to wipe out humanity if they do not become more subservient and reverent to their gods. The confrontation ends with Alina passing out from some peculiar condition, and them both waking the next day to find the MC can influence others through touch, with powers that seem to mimic those of a goddess.

Chapter 2: Your Other Half

Alina convinces the MC to test out her new powers around town, and they conclude that Eris must have imbued her with goddess powers the day before. After a few successes and failures, they come across a man seemingly unphased by her abilities. Citing the man's greedy hoarding of fortune over his lifetime, Nemesis appears and turns the man to ash. His wife, against the pleas of the MC, begs for the same fate because life will have no meaning without her other half. Nemesis obliges and turns the wife to ash as well. In shock from what they witnessed, the MC and Alina wander over to a graveyard where they are joined by Eris, Harmonia, and Adonis. They talk about their own beliefs about love, if the gods can fall in love, and the legend of how Zeus feared the power of the humans he had created so much, that he split them each in two forcing them to search for their other half. This discussion is extremely difficult for Alina, who has never felt loved, and Eris, who is struggling to cope with losing her soulmate. As they leave the graveyard, a sword nearly identical to the one the MC woke next to sticks into the ground in front of them, thrown at them by god **Ares**, who introduces himself.

Chapter 3: The Gods are Watching

Ares is presented as a romantic interest in this chapter, as well as a long-time rival of Adonis. Ares admits the sword the MC woke up with was a gift from him but will not elaborate on why he gave it to her or how he knows of her in the first place. To escape the tension between Ares and Adonis, Alina takes the MC to one of her favorite temples. There they meet **Hephaestus**, another love interest, who gives them a tour of the friezes and paintings on display. He speaks of the history between the Heavens and Earth. Chaos, Gaia, the rule of the Titans, the creation of humanity and the gods to rule them. The deeper into this talk they get, the more the MC starts to feel Déjà vu and have visions of a mysterious place near her island home. Suddenly, thunder rumbles in the skies. Bolts of lightning strike the building, and the voice of **Zeus** scorns Hephaestus. Hephaestus claims he is already said too much and flees as the MC faints from seeing her visions. Nearby, a marble carver and his family notice the MC unconscious and comes to help, taking her back to their home in hopes of reviving her.

Chapter 4: The Other You

Recovered from her spell at the temple, the MC thanks for the family who helped revive her. Alina tries to convince the MC that the gods are watching her, and she was given powers because she must be a legendary hero sent to protect the mortals from the gods. Adonis overhears this theory and starts to agree it is a possibility. The MC refuses to believe that is her calling and insists she must find passage back to her home island. Adonis eventually agrees to help, but tricks her into meeting King Theseus. The King and the MC discuss destiny and the necessity to stand up against oppression, even if that is not what you thought was your calling in life. After witnessing the MC's powers first-hand and hearing the theory she might be a protector of humanity, the King forbids the MC from leaving Athens. A war is brewing, and humanity needs her support.

Enraged, the MC leaves the meeting and is lured to a party hosted by **Dionysus**, the final love interest, who you can connect with if you want. Eris, Harmonia, Ares, Adonis and many other people show up at the party ready to diffuse some of the growing tension in the air.

Chapter 5: Masks

At the party, the gods and goddesses show off their powers as they get more and more drunk. They conjure items, cast spells on one another, and play with their abilities to alter their appearance if it goes along with their purpose in the universe. Dionysus asks them to each put on masks as part of the fun, to show off a hidden part of their personality they usually hide from everyone else. That leads to discussions about the choices, and romantic connections with lovers.

Alina finally discovers the MC at the party and storms off, frustrated that the MC abandoned her for so long. The MC leaves the party to talk with Alina, who finally divulges that her family is most likely still alive but abandoned her because of her peculiar problems like the one they witnessed when Nemesis first arrived on Pnyx hill. After a heartwarming connection, Alina tells the MC she deserves to go back to the party and have fun. The MC agrees to meet Alina back at the house.

Chapter 6: Eros

MC returns to the party and has an opportunity to connect with each of the god/goddess love interests: Eris, Ares, Hephaestus, and Dionysus. MC gets to know each of them at a deeper level and how they see the world, their relationship with humanity, and obligations to the universe. With Eris, Ares, and Dionysus, you have premium choice opportunities to be intimate with them.

Chapter 7: Enduring Love

Days later, the town is abuzz with an upcoming speech from King Theseus. The King meets with the MC asking if he can start calling on you to lead the revolution against the gods. The king gives an impassioned speech to the crowd championing an enduring love of Greek citizens. He proclaims humans should rule themselves, not oppressed by the powerful gods who trample on the Earthly realm indiscriminately. The surprise reveal of a new statue in honor of Nemesis, carved by the marble carver who saved you earlier, disrupts the proceedings. Nemesis arrives, seemingly unimpressed by the tribute. She gives one final warning, trying to appeal to a sense of unity, but demanding servitude to the gods who keep them safe, and the world balanced. This incenses King Theseus, and much of the crowd. As Nemesis leaves, Athenian citizens call for a riot.

Chapter 8: Obsession

Obsession overtakes the Athenian crowds, who resort to violence against symbols of the gods throughout the city. Chants of freedom from tyranny and oppression echo in the streets. Riots move from street to street, damaging statues and murals depicting the gods. The MC and Alina try to find their way to safety in the chaos, and it becomes clear Alina's peculiar "problem" is she is a strong empath who feels the intense emotions of all those around her. This crowd is overwhelming and threatening to her sanity. Eris lures you both through a portal to Mt. Olympus to escape the threat of the riot. There you get a glimpse of how the gods live. Witnessing the terror unfolding back in Athens, you travel back through the portal. You try to use your powers of persuasion to alter the actions of people in the riot, but regardless of that success or failure, you come across the marble carver trying to defend his Nemesis statue from an angry crowd. Adonis rallies other citizens to topple the Nemesis statue, which accidentally falls onto and severely injures the marble carver.

Chapter 9: Selfless

The entire chapter is in the vein of a medical drama, where the MC is working tirelessly to save the life of the injured marble carver. His wife and children are inconsolable, trying to help where they can, and

talking about how they will not be able to survive without him. The MC frantically runs around town trying to find a physician to help with his injuries. With no doctors able to help because of the riots, she returns with an ashamed Adonis and fights to save the man's life. The MC, Adonis, and the wife work on fixing different injuries to the man, but it is Alina who helps calm the oldest daughter - through her empath powers - enough to sew her father's sutures, which in turns ends up saving his life.

The marble carver survives, but will be unable to work for some time, and his family will struggle to buy food. The MC selflessly sells her ornate sword to King Theseus and gives the money to the family to get them through the coming months.

Chapter 10: Wrath

In this chapter, the relationships around the MC start to crumble. Ares and Hephaestus are furious the MC sold the sword they gifted her (after Hephaestus reveals he is the one who forged it). Eris confesses that she believes the MC is the reincarnation of her lost soulmate, which confuses their connection even more. Adonis interrupts their conversation to try to make amends for his actions during the riot. This intrusion infuriates Eris, who curses Adonis and transforms him into a bull. Eris storms off.

They hear rumors that Theseus and Nemesis are facing off in the center of the city. Everyone takes a portal to that location and they find Nemesis - with her toppled statue behind her - casting judgement on the king. She orders him and all the Athenian citizens to bow in servitude or face retribution. Theseus stands in defiance, as do most of the Athenian citizens.

Nemesis orders Ares to retaliate against humanity, and the MC and Alina plead with him to find a peaceful, loving solution instead. They ask him to fight his nature and choose a better path, to which he replies to the MC that is ridiculous considering she is the prime example of abuse of her wrath. He then becomes wrathful, which prompts hundreds of Athenians to go to war against their own capitol. Theseus barely escapes with his life.

The season ends with Ares chastising the MC about arguing for love in a time of war and revealing the truth that she is the goddess Aphrodite, which shocks the MC and Alina.

Retention Requirements

Main Character Role and Motivation:

The opening narration states the MC will be the influential force protecting humanity from arrogant and reckless gods. Then from the moment we meet the MC, she is a clever, funny, and highly sought-after character who draws the attention of attractive goddesses and the legendary mythological figure, Adonis. Her role as an important and powerful figure in both her own destiny and the future of humanity grows throughout the first chapter and is punctuated by the cliffhanger where she first exhibits god-like magical powers of influence over others.

Early on, she is motivated to understand how she ended up in Athens and how she can get home, but as the chapter progresses, her connection to the other characters increases, and the Nemesis threat against humanity is revealed, we get the sense of a motivation shifting toward staying in Athens to help the situation.

Introduction of LI's and Characters with Depth in the Beginning:

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- Alina (a lively child who wants to help you and be your friend)
 - Adonis (LI and charming ‘white knight’ personality who cares for everyone)
 - Eris (LI and impulsive goddess who immediately is attracted to you)
 - Harmonia (Kind goddess who wants to help you)

Big Choice in the First Few Minutes:

- To defend or not defend Alina who thinks she is being chased by Adonis for stealing.
- To follow or stay behind when Alina asks you to follow her into the city to see something amazing.
- How to handle a situation where Eris and Harmonia have cornered you and Alina on a rooftop.

“Beats” of the First Chapter (tension of moment in bold):

- Wake up in Athens, meet Alina and Adonis **(medium)**
- Go to rooftop veranda and play with sword **(low)**
- Confronted by Eris and Harmonia **(high)**
- Marketplace conversation with vendor **(medium)**
- Conversation with Adonis about your peculiar situation **(low)**
- Conversation with Eris about her attraction to you **(medium)**
- Eris loses control of her powers/cart accident **(high)**
- Discussion with Alina overlooking the harbor **(low)**
- Nemesis confrontation on Pnyx hill **(high)**
- Getting Alina back home and falling asleep **(medium)**
- Magic touch surprise cliffhanger **(high)**

Premium Choices of the First Chapter:

- Hairstyles (2 premium options)
- Eris’s necklace memento
- Decor for Alina’s House (2 premium options)