

Chrysanthemum Games Patreon by Thomas Bell (11/September/2020 - 31/December/2022)

[Welcome to the Patreon!](#)

[Sep 11, 2020](#)

Hi all, I'm thrilled you're here. There's perhaps not much to say that you don't already know if you've made it this far, so let me keep it simple: thank you. This is my bona fide dream, and I'm inexpressibly happy to be here, writing this stuff, and sharing it with you. I can't put a value on what your support means to me, but I can sure as heck try to make sure you get some goodies as compensation anyway.

Sincerely, thank you again. Take care out there, and drop by whenever you like. New content should come in weekly for everyone, and more often than that depending on where in the tier system you found yourself.

Cheers.

-Jess

[Art Poll: Who's First?](#)

[Sep 13, 2020](#)

Hey all,

So as you may have noticed, I do eventually intend to make copies of commissioned art part of the benefits of some of the Patreon tiers. Acquiring those is unfortunately going to take some time, but I do hope to at least get the six starting RO portraits underway soon.

That said, there aren't all that many of you right now, so I might be able to get you all covered with fewer than the full six if the dice have landed that way haha.

So poll time! If you're in a tier that includes art (as you should be if you're seeing this), which RO's portrait would you want? (If you're in a tier that includes all of them, feel free to just vote for who you'd want *first*.)

Hades

Hermes

Charon

Pyri

Alekto

Hekate

10 votes total

[Weekly Update for 9.14.20](#)

[Sep 14, 2020](#)

Hey everyone, and welcome to my first Patreon Weekly Update. I should probably have a snappier title for this, but I couldn't think of anything, so for now it shall be boringly, but informatively, labeled.

Anyway! Onto the update itself! I spent most of this week working on code skeleton for chapter two. I'm currently smack in the middle of a variable scene second from the end, where the PC can choose to spend time with one of three major characters (Charon, Alekto, or Hermes) or by themselves, writing a letter to someone back home on Olympus on their third day in the Underworld.

Each of these decisions will have some 'benefit' aside from simply getting to spend time with (or writing to) a character, mostly in the form of information, plot foreshadowing, or the like. I'm hoping that, over time, what pieces of information a PC has collected will really help to give later events different kinds of flavors and angles, though in general no one in the Underworld is looking to keep them in the dark about important matters!

In Charon's scene, we get some worldbuilding that I hope won't be too information-dump-y, and an interesting little tidbit which is going to become very plot relevant later. There's a little bonus here for you mythology buffs, who should be able to spot the reference and guess some of what's coming down the pipe here in book one.

Anyway, that's the update for this week. There's of course much more progress above this in my document, but as far as things I've done recently, that seemed like it'd be the most fun to tease. I'll be back next week with another progress update and possibly more plot hints!

-Kiku

[Bonus Content: Hades CS](#)

[Sep 16, 2020](#)

Hey all!

For this month's all-tier bonus content, I have a character sheet. Usually, these would be voted on, but given the time in the month when the patreon started up, I figured this time I'd just drop one on you. :)

I'll poll for next month's, though; look for that around the 30th!

[CS - Hades.pdf](#)

[Weekly Update for 9.21.20](#)

[Sep 21, 2020](#)

Hi all! It's Monday again, and that means it's time for the weekly update!

This week I got a lot of coding done, all but the last scene, in fact. That means this week should be getting that done, and then moving into the proper "writing" phase of the chapter. Which is nice, as it will mean the upcoming BIP has more of an update than just my reminders to myself of what goes where and placeholder text haha.

Anyway, today's excerpt above is from a scene with Alekto. Pictured is a little extra tidbit of worldbuilding from her end. Not pictured is her apologizing to the PC for previous behavior, more or less grudgingly depending on whether PC managed to score any points with her based on their previous reactions to it.

She does recognize she's in the wrong, though, and I wanted to make sure there was an early opportunity for PC to know that, but the game will track whether or not she's gotten around to making the apology, so it should come up for everyone in due time, just earlier for people who are making an effort to hang out with her in particular. This scene is exclusive to the Charon one I showed you last week, though, so some choices are gonna need to be made!

Informal poll in the comments: which way does your PC lean in the choice between hanging out with Charon, Hermes, Alekto, or writing a letter home to Demeter?

[Weekly Update for 9.28.20](#)

[Sep 28, 2020](#)

Hi all!

It's Monday, and that means it's time for the weekly update!

This week, I finally finished the code skeleton, which means I'm on to properly writing the chapter! This I usually do from start to finish in order, so those of you who will be reading the BIP will likely be getting the first scene of the chapter in a few days, plus some skeleton for the rest. This scene involves the PC finally getting to sit down and have a proper one-on-one chat with Hades, though of course his awkward self plans to use it to make sure the PC knows they have no obligations to him.

I've also just written some stuff in the scene for PCs that stim in particular, in which Hades can pick up on this if they do so in front of him and share that he does too! It's just a little thing, but I really wanted to call attention to the feature in a way that was unequivocally positive—even for those PCs who may have been discouraged from stimming or felt themselves weird for needing to do it.

Anyway, I've gotten 1500 words or so thus far of proper chapter content, and I hope to have at least doubled that before the BIP arrives later this week. After that, the way is largely clear for more writing on the chapter until it's done. No idea how long that's going to take, but I'm very optimistically hoping the October BIP might be all-but-a-bit or even an "early" release of chapter two, with the official release to follow in early November.

We'll see how it goes.

In the meantime, I'm playing a lot of FFXIV, and enjoying a few tabletop campaigns. I live a very boring behind the scenes life, no joke. xD

[Bonus Content Poll - September](#)

[Sep 30, 2020](#)

Hey everyone, it's time for a poll!

This one has to do with one of the pieces of bonus content for next month. I'm planning to write someone's reaction to the news that Hades unwittingly found himself engaged to the PC, but the question is: whose reaction do you want?

Hermes

Charon

Pyri

Alekto

Hekate

9 votes total

[BIP Update - September](#)

[Sep 30, 2020](#)

Hello lovelies! (Does that sound a little too supervillain?)

I have a super-special announcement for you today: the first edition of the FoA Build in Progress is up! At the moment there is... about half of the chapter's first scene done in full, but all of it is at least very basically outlined, so if you want to get a sense of what I will be frantically working on next month, as well as a heap of spoilers, by all means keep going past the fully fleshed parts!

I hope the new content at least scratches a bit of the itch, should you have one, for more FoA. :)

You can find the BIP at: <https://dashingdon.com/play/kurokiku/fields-of-asphodel-bip/mygame/>

Please do not distribute the url to anyone else. I really appreciate the support you guys give me, and putting this version out regularly for y'all in particular is my way of saying thank you.

I'm going to create a special BIP discussion channel in the Discord for those of you who might want to use it. Cheers!

[Oct 5, 2020](#)

Hey all!

As you're no doubt aware, part of the week last week was spent in preparation for dropping the BIP here. The rest mostly went to trying to finish a *Diaspora* chapter (my "main" project, for those of you who weren't aware). So not a lot of new FOA happened after Wednesday, but I managed to sneak in a few minutes on it here and there. I'm looking forward to spending more time on it this week, though the next Dia chapter is almost entirely my responsibility, as it is Pan's personal quest (and the game's last sidequest!), so we'll see how I do.

On Wednesday, for those of you at Sprout and above (I think currently all of you), I'll be dropping Hermes's character sheet as bonus content. I also will probably start up a collection of questions for this month's Q&A, as I'm not sure how I want to do those yet, but I don't want anyone to have to be live on the Discord to participate or anything! So if there's something you'd like to ask me about a character or the game or my process or what-have-you, including spoilery things, please do start thinking about those!

And that's about it for this week. Thanks so much for being here, you all; it is immeasurably helpful.

-Jess

[Monthly Q&A - Ask me things!](#)

[Oct 7, 2020](#)

Hey all!

I'm due to furnish you with a Q&A next week, but as I may have mentioned before, I don't want to obligate everyone who wants to participate to be in the same time and place, so I'm soliciting questions in advance, so I can compile the answers in a document that I post here. I'm aiming for roughly ten a month, but feel free to submit multiple; I'll just move the extras to the next month!

You're welcome to ask me about spoilery things for these, btw. I'm pretty much fine with any kind of question that I can think of, but I do reserve the right to decline to answer anything that makes me uncomfortable. This month's Q&A is totally open, but I might do stuff like "in-character" ones in future

months if that's something you'd be interested in.

Got a question? Let me know in a comment below!

Cheers.

[Bonus Content - Hermes's Character Sheet](#)

[Oct 7, 2020](#)

Hello hello!

Today's bonus content day—at least for most of you—and this month I bring you Hermes's character sheet, with a little more insight on one of the most notorious sons of Olympus. I hope you guys enjoy learning a little bit more about your PC's best friend/quasi-rival/almost a complete stranger haha.

[CS - Hermes.pdf](#)

[Weekly Update - 10.12.20](#)

[Oct 12, 2020](#)

Hi all!

I made some progress on the chapter this week; about 3k words in total. It's not much, but it's progress, and I'm I think most of the way through the first scene of Chapter Two now. In it, as some of you know, you can ask Hades about a range of things, from his side of how the PC wound up in the Underworld to how the place actually works. My goal for next week is to finish the scene, so hopefully I'll be writing to say I have next Monday!

Up on the docket after that will be a chance to get to know Pyri a little, which I'm really looking forward to. The overall goal for the scenes of this chapter is to more firmly ground the setting, provide the PC with some more establishing choices, and get a better sense for who the characters are in a slightly more workaday context. Though, it might be a while before things approach 'normal' for anyone. :)

I hope you're all keeping safe and well, and I'll see you back here for another update next week.

Cheers,
Jess

[October Q&A](#)

[Oct 14, 2020](#)

Hey all!

I compiled all the questions I got from the monthly Q&A and my answers into a document. They were super fun; I appreciate the spooky-season theme in some of them haha.

Next month, I'll probably do one in-character as Hermes, so if that's not too cringe feel free to think of interview type questions you (or your PC) would like to ask him! As before, those can be dropped here, in the Q&A channel, or sent to me via DM or something.

I hope these ones are fun, and I'll see you back here next week for another progress update!

[QA - October 2020.pdf](#)

He leaves things a moment, you think perhaps in deference to the topic, before his posture straightens. "In any case," he says slowly. "You are here now, and this does necessitate certain... precautions. To begin with, the Underworld is not inherently harmful to you. Simply existing here is not going to..." He pauses, one side of his mouth pulling. "If you are concerned that your presence here, or in proximity to me, will render you mortal, you need not be. I would not—suffice to say it is not a concern."

Releasing a soft breath, he pushes on with what seems to be a somewhat-rehearsed script, from the way he pauses occasionally as if to remember what comes next, and the flatter delivery compared to what are clearly more spontaneous additions or corrections. "However, there are dangerous places within it, for example those places where our prisoners are kept. Is there anything you would like to know? I can answer questions."

*label underworldmenu

*fake_choice

*disable_reuse #"Prisoners?"

"Prisoners?" Given the connection with dangerous places, you feel this is something you should know.

Hades nods. "The afterlife is not the same for everyone. Some souls must be punished before they can return to the cycle of life and death. The complex in which these individuals live is called Tartarus, and beneath it is the prison of the Titans."

Those, you have heard of. Predecessors to the gods, beings of terrifying power and less restraint than even the most violent and chaotic Olympian, or so you have been told.

*goto underworldmenu

*disable_reuse #"How does it work? The whole process of death and everything?"

"How does it work? The whole process of death and everything?" You're still not sure exactly what anyone [i]does[/i] here.

He considers this for several beats. "The details would take... a very long time to explain. Suffice it to say that, in most cases, when a being dies, their soul is either brought or naturally gravitates here. The soul must cross the rivers, whereupon it is sorted into its place in the afterlife. What happens after that varies considerably. The vast majority dwell here in a manner not entirely different from life, until it is their turn to be released back into it

374, Col 341 | Char Count: 80150 | Word Count: 12178 [excl. cmds]

[Weekly Update - 10.19.20](#)

[Oct 19, 2020](#)

Hey y'all! First off, please excuse the screenshot; I still haven't quite figured out how lightshot works and there's a weird filter over my screen when I go to pick the box size? Anyway. Hopefully it's still readable.

This is a selection from the ~3.5k words I did this week! Most of the conversation with Hades is now done; just the rest of the Erebus stuff and the wrap-up to finish and then I'll be on to the Pyri parts, which should be a fun tone change. A lot of the characters right now are being particularly reserved and delicate from respect for the PC's predicament, but Pyri couldn't do that if they tried!

Anyway, here's a little of Hades' social awkwardness and a little not-at-all relevant world building. Nothing to see here, folks, nothing at all!

I'll be dropping the bonus content you all voted on come Wednesday, and then back with another update on Monday. Cheers, everyone!

[Bonus Content - Vignette](#)

[Oct 21, 2020](#)

Hey all!

The voted-on bonus content is here. As requested, it is Charon's immediate reaction to learning about the impending arrival of PC to the Underworld, and in particular gives a bit of a glimpse into his friendship with Hades.

I hope you enjoy it!

[Bonus Vignette - Oct 2020.pdf](#)

[Weekly Update for 10.26.20](#)

[Oct 26, 2020](#)

Hello again everyone!

As predicted last week, the Pyri scene is now in progress. My stretch goal is to have it finished for the end of the week, so that it can go in the upcoming BIP update. I don't think it'll all be there, but I'm gonna get as much done as I can!

This week is set to be pretty busy on the patreon. I have the BIP and a poll on the last day of the month, and midweek the in-depth preview will be out. I plan at the moment to spend that one talking more about the Underworld through the lens of explaining some more about the worldbuilding I'm doing later in this chapter.

As of yesterday, the chapter wordcount is just over 13,500 words. Considering that's a skeleton, one scene, and a tiny bit in, I think the chapter is set to be quite a long one. Hopefully it won't take too long to get written, but alas this is pandemicworld and I no longer comprehend time. <_<

Anyway, sorry for that reminder. This is all good news overall I think. I'm really having fun with the writing, trying to capture a wide range of possible PC responses. Chapter Two should also be the last one where the PC's activities are largely set for them. I felt it was kind of necessary for the establishing

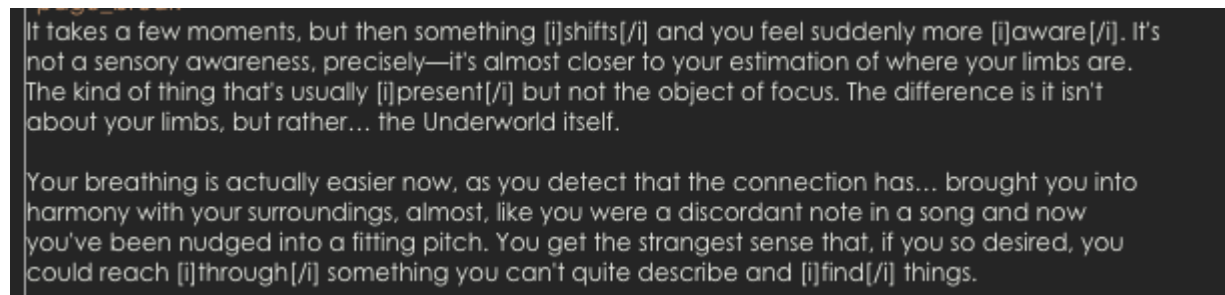
part of the story, but they should be able to shift into a much more proactive mode beginning with Chapter Three I'd hope, though some "events" will still be mandatory of course. (The plot does need to advance haha.)

I hope you're all keeping well, and I'll (figuratively) see you around soon. Cheers.

[The Moirae's Mirror - October](#)

[Oct 28, 2020](#)

Hey all, and welcome to the first Moirae's Mirror, an in-depth preview sort of thing about some aspect of FoA and its world. This month, I'll be using some of the notes from Chapter Two (in progress) to talk a little bit about the Underworld and how it works, in particular the Erebus System!

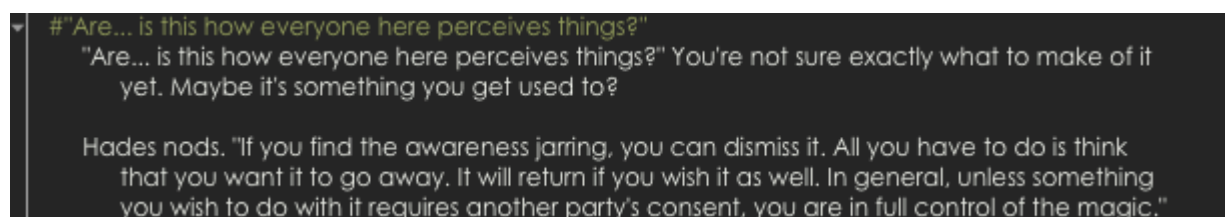


It takes a few moments, but then something [i]shifts[/i] and you feel suddenly more [i]aware[/i]. It's not a sensory awareness, precisely—it's almost closer to your estimation of where your limbs are. The kind of thing that's usually [i]present[/i] but not the object of focus. The difference is it isn't about your limbs, but rather... the Underworld itself.

Your breathing is actually easier now, as you detect that the connection has... brought you into harmony with your surroundings, almost, like you were a discordant note in a song and now you've been nudged into a fitting pitch. You get the strangest sense that, if you so desired, you could reach [i]through[/i] something you can't quite describe and [i]find[/i] things.

First up, here we the PC experiencing a connection to 'Erebus.' The idea here, which is a *lot* harder to express without computer language, is that Erebus is essentially an AI, magically "programmed" by Hades and Hekate to make the Underworld more hospitable and accessible to its residents in various ways. Think of it as the equivalent of a message board, DM system, and computer navigation. It's also sort of a search engine, in that it can be used to relay questions to other people who might know their answers.

Erebus, for those of you not familiar with Greek mythos, is the primordial god of shadows. The Erebus in FoA-verse actually *used to be* that Erebus, in a certain sense. The *entity* Erebus is, in this universe, deceased, but the *domain*—deific dominion over shadows—remains. As the Underworld is pretty much entirely shrouded, Erebus is in some sense able to "touch" everything and everyone in it, and so when the power was repurposed as a communication tool, achieving the correct scope was the easiest part.



"Are... is this how everyone here perceives things?"

"Are... is this how everyone here perceives things?" You're not sure exactly what to make of it yet. Maybe it's something you get used to?

Hades nods. "If you find the awareness jarring, you can dismiss it. All you have to do is think that you want it to go away. It will return if you wish it as well. In general, unless something you wish to do with it requires another party's consent, you are in full control of the magic."

As Hades explains here, all of the functions of Erebus operate on a consent-based system. People can contact each other, and Erebus will, for example, let PC know if Pyri wants to talk to them or know their location, but responding to such communiques or giving out their location is entirely up to them—they can decline to do so at any time.

Erebus is, incidentally, how pronoun information is transmitted also! If PC or anyone else wakes up that day and their pronouns are different than the day before, they may notify Erebus, who will include this information in a daily update of sorts, that includes other useful information like the date, environmental conditions, and any system-wide announcements from the admins. Humorously, Erebus's uses can range anywhere from quite serious (notifying the residents of emergencies), to quite silly (Alektō publicly "shaming" Hermes for leaving his instruments laying around.)

The goal was to make something fun and interesting, that also shows a few important things about the world:

1. Hades and Hekate are very powerful magicians.
2. Deific domains can be loosely interpreted and applied.
3. Those domains can also be separated from the god that holds them.
4. The Underworld is a weird place and special tools are required to navigate it.

Of course, the fact that this AI is effectively *in the PC's head* means that it absolutely must be completely consent-operated; otherwise it's just invasive. So it's going to be interesting, writing out variations depending on whether PC is willing to participate in the system or not.

[Bonus Content Poll - October](#)

[Oct 31, 2020](#)

Good morning/afternoon/evening/etc, everybody. It's the last day of the month, and that means, among other things, we have the bonus content for next month to decide on.

This time, I'm going to do a dream sequence for someone, which will likely include a backstory reveal of some degree of spoilerific-ness. Who would you like to see?

Hermes

Alektō

Pyri

Hekate

13 votes total

[BIP Update - October](#)

[Oct 31, 2020](#)

Hey all!

End of the month means BIP update! As promised, the Hades conversation at the beginning of the chapter is done, and there's a bit of the Pyri stuff that follows, too. The rest remains unchanged from last month, save for a few typo fixes in the first chapter.

The BIP can be accessed here: <https://dashingdon.com/play/kurokiku/fields-of-asphodel-bip/mygame/>

Cheers, and seeya next month with a (hopefully larger!) update.

[Weekly Update - 11.02.20](#)

[Nov 2, 2020](#)

Hey everyone.

A fairly short update this week.

Firstly, welcome to all the new names I see. (Though a couple of you are familiar from other contexts!) I'm so flattered and appreciative that you're here, and I hope the extras make it worthwhile.

As far as the usual weekly progress update: I got another chunk of story done so I could put it out with the BIP, and spent some more time worldbuilding and getting a few later ducks in a row also. There will be a bonus content out for some of you around Wednesday; I'm planning on a character sheet for one of the ladies this time, so if that sounds interesting, please look forward to it!

I hope everyone's first week of November is safe, healthy, and if possible also fun!

Jess

[Bonus Content - Hekate's Character Sheet](#)

[Nov 4, 2020](#)

Hey all!

In the continuing pattern of a character sheet a month, I have another! This time, it's Hekate's, and man is she more put together than the rest of them, heh.

Anyway, I hope you all enjoy. :)

[CSHekate.pdf](#)

[Soliciting questions for monthly Q&A](#)

[Nov 6, 2020](#)

Hey y'all, I'm soliciting questions for the monthly Q&A again! I think this time I'm gonna answer in character, anything anyone wants to know about Pyri, including spoilers and such. There's not really any Pyri content on the Patreon yet and I figure it'd be a fun way to fix this.

Please feel free to ask them anything in a comment below, or in the discord channel!

[Weekly Update - 11.09.20](#)

[Nov 9, 2020](#)

Hey all!

What a week. There's a lot I could say about it, but probably nothing particularly insightful, so instead I'll just say that I hope y'all are staying safe and well, and looking after yourselves.

It was a rough week for doing anything but stressing out, for me, but I managed to make some progress in spite of this. The chapter is up to about 16k words now, and I've finished up through the sparring

scene with Pyri, meaning I have the non-action version of that scene and then a little bit of wrap-up/character defining to do afterwards, and then we're on to the scene with Hekate, which is the last of the "mandatory" scenes for this chapter.

Still got a ways to go, but we're getting there!

Thanks to you all for your support; I literally could not do this without you.

If you haven't done so yet, please do drop a question on the post or in the channel for the monthly q&a. This month I'm answering in character for Pyri, so if there's anything you'd like to hear them talk about, now's your chance. :) That'll drop around Wednesday with whatever I have.

-Jess

[Monthly Q&A - November \(Pyri\)](#)

[Nov 11, 2020](#)

Hey y'all,

I attach the Q&A doc for this month's in-character "interview" with Pyri. I didn't get all that many submitted questions, so I filled in the rest to the usual 10 with some character development questions I had on hand. I hope you enjoy!

-Jess

[QA - November 2020.pdf](#)

[Weekly Update - 11.16.20](#)

[Nov 16, 2020](#)

Hey everyone!

This week, I finished the Pyri conversation and moved on to the very first little bit of the Hekate one that follows. Like with Pyri, this one's a chance for the PC to get to know her a little, but also to establish

some things about themselves, in particular how they use their magic and what direction they might like to develop it in the future! That choice doesn't necessarily lock you into anything, of course, but it may start off a development path at least.

The chapter is sitting at roughly 18k words right now, which means I made more progress this week than last. Trending in the right direction, as it were! Y'all have some bonus content headed your way this week; Hermes was the winner of the poll at the end of last month, so he'll be getting a potentially spoilery dream sequence scene this time around.

I hope you're all doing well as winter (or summer!) moves on in.

Jess

[Art Poll!](#)

[Nov 17, 2020](#)

Hey all!

I'm saving up for a future art commission, and excitingly I think I might be able to swing it in the next couple of months! I think I'm eventually going to get the whole cast done in the style of Hades in my pfp, so I was wondering who you'd like to see first!

Alekto

Hermes

Pyri

Hekate

Charon

15 votes total

[Bonus Content - Dream Sequence](#)

[Nov 18, 2020](#)

The winged god dreams of falling.

Not too much to report on this one, heh. Have some Hermes angst!

[Bonus Vignette - Nov 2020.pdf](#)

[Weekly Update - 11.23.20](#)

[Nov 23, 2020](#)

Hey friends!

Not a bad week for progress this time around. Chapter Two is up to just about the 20k word mark, and I'm almost done with the Hekate scene. There's a lot of stuff on deck this week: the Moirae's Mirror should be out around Wednesday, with more information about the workings of the Underworld, and for those of you waiting on the BIP, the end of November quickly approaches. It looks like at this rate there will be two new scenes added from this month, the Pyri and the Hekate one, but I'll do my best to get a bit into the next one as well in time for the update!

I hope you're all hanging in there as the end of the year approaches; best of luck and stay safe.

Cheers,
Jess

[The Moirae's Mirror - November](#)

[Nov 25, 2020](#)

Hello all, and welcome, or welcome back, to the Moirae's Mirror! Last month, this little preview section talked about Erebus, the Underworld's repurposed deific domain that acts more or less like an AI program.

This month, we're going to talk a little bit about souls! As you may have seen in the BIP, there's a section later in the chapter where the PC has the chance to shadow Charon at his work, more or less, and the conversation that results hints at or outright explains some important features of the Underworld and souls both mortal and immortal.

So this month, we're going to take a look at this stuff in a bit more detail, assisted as before by some screenshots of the BIP.

```
*page_break
You arrive at the far bank of the Styx. There's a disorderly, chaotic queue.

*fake_choice
  #Is
  #It
  #Always
  #Like
  #This?
*page_break
There are other boats on the water. Charon pulls up to a queue and begins taking payment from
someone before someone else interrupts, begging to be ferried across.

He's sorry, but without the payment he can't take them yet.
```

To begin with, Charon's boat carries people across the Styx in this particular version of the Underworld. The rivers have various purposes, and the first one that anyone passes is actually the Pyriphlegethon. But Pyri lets in anyone who is dead, so it isn't until the second "layer" of the Underworld that anyone who belongs in it might hit a snag.

Now, Charon is only one of many ferrypersons in the Underworld; there are other people with similar jobs. He himself is something like the head of the ferrying department, rather than the only person moving ALL THOSE SOULS around. That said, he does shift work just like everyone in his department, largely because he wants to.

You might be wondering what Styx herself does in this process, and the answer is... not a lot. She is of course in charge of the river itself, and the river nymphs that inhabit it, but aside from maintaining the integrity of the river, she has as little to do with the Underworld or its other inhabitants as possible. She much prefers her other job, as the gods' oath-taker, and largely keeps to herself until the chance arises to make a trip to Olympus.

Anyway, here we have Charon remarking that he can't take a soul across the river without the proper fee. This is lifted right from mythology; a toll is required to pass the Styx, and it was traditional to bury the dead with this amount so they would have the fee with them when the time came.

That means, then, that those who don't were not buried with the fee. This could be for any number of reasons, but in any case it's a little more complicated than the Underworld being bizarrely capitalistic!

```

*page_break
The system is in place for a reason. It's difficult to explain, but it's not so much the coin as what it
represents.

*fake_choice
  #Do
  #You
  #Want
  #This
  #Explained?
*label soultethers
*set tethersexplained true
*page_break
So souls and tethers to bodies work like this.

-Start weak
-Get stronger, and then weaker again over a human lifetime
-But proper funeral rights snap them properly
-If you don't get those, the remainders of your tether have to decay or you can't cross the river
-So mandatory waiting period for people without payment.
-It sucks, but it's one of those 'incontrovertible law of the universe' things
-Except, uh... for the exceptions.

```

So in order to kind of fit this notion of needing a "fee" into a system like the one I've built for FoA, it had to have a deeper meaning than the material value of the coins. Rather, the coins represent something: that proper funeral rites have been performed on a body, and that the soul is therefore no longer still in any way still "tethered" to that body. This conveniently does a few things:

1. It fits with a lot of myth-based views about why it is important to treat the dead a certain way, and jives with other myths about how undead come to be.
2. It actually allows for people of non-Greek religions to be assumed to be in the Underworld. This location on the Styx might be where the Greeks are, hence the "fee," but at another entrance to the Underworld, the ferrypeople may only take those whose bodies have been treated some other way, e.g. burned, in accordance with the traditions of the surface world near that entrance.
3. It allows me to introduce a few important larger world elements: that there are mostly-incontrovertible laws of the universe, and that sometimes deific influence can subvert them (and that sometimes it can't!) This will be kind of an important element to play with later in the story/series.

But the basic idea here is, the Underworld can only fully accept souls who have no remaining tie to life, and if that tie is not removed in the expected way, it can and must be allowed to decay over time.

```

*fake_choice
  #How
  #About
  #Those
  #Exceptions?
*page_break
Well that's complicated but it usually involves some degree of divinity. With human souls though it
takes a lot to move them across the boundary one way or another. We enforce the borders like
we do because it's dangerous to cross them if the soul is not prepared and the right tethers aren't
broken. It's also why there's only one way out.
*goto posttethers

*label posttethers
*set met_eurydice true
Anyway the soul gets on board. Charon asks for her name.

```

We get into the "gods are sometimes exceptions" bit here, and we also set up the fact that there is a way out! In order to prevent an infinitely-expanding Underworld, I have introduced a form of reincarnation into this universe, an operation which can only occur after a specified duration in the Underworld. Reincarnating souls is something that, at present, only Hades can do, and the fact that he has the power to do it is why he's the guy in charge of the place. It's very taxing however, and is in fact the most difficult of his duties.

How does a death deity bring people back to life? Well, it's not so much making them alive as pulling the death out of them! Over time in the Underworld, souls who do things like eat its food and bathe in its waters and generally inhabit it are saturated with Chthonic energy. Hades can pull it back out of the soul, and, being now nothing like its surroundings, he can cause it to repel—essentially yeeting the soul out of the Underworld to a specified destination.

And that is, more or less, how the Underworld works! Next month, I think we'll be talking about its parts, and the different things souls might be doing or enduring while present, as well as why there's a specified time period at all.

I hope you enjoyed the glimpse into the world here. Cheers y'all!

[Weekly Update: 11.30.20](#)

[Nov 30, 2020](#)

Hey everyone!

There's a lot of stuff popping up on Patreon today, heh. For those of you following the BIP, that should show up here in about an hour, and the poll about next month's bonus content will appear at roughly the same time, so if you've an interest in that please go ahead and vote!

This serves as my weekly update for this week as well. I have reached 22k words on the chapter in progress, and the end of the Hekate scene. Next on the docket is a scene with everyone having dinner together, so I'm quite looking forward to it, though it is likely to be longer than the others and so may take a while to get through. It is also totally optional in game, and the alternative will be an introduction to some other minor characters who may or may not have big roles to play in future installments.

I hope you're all doing well; expect the new BIP link an hour! Cheers.

<https://dashingdon.com/play/kurokiku/fields-of-asphodel-bip---december/mygame/>

[BIP Update - November](#)

[Nov 30, 2020](#)

Here it is as promised: this month's BIP update!

I hope y'all like the new stuff, and thanks for reading as always. :)

-Jess

[Bonus Content Poll - November](#)

[Nov 30, 2020](#)

Hey again, y'all.

It's poll day for next month's bonus content! This month I think I'm going to do a little slice of life bit for someone, and I'd like it to be someone I haven't featured in one of these yet. I'm opening up the poll to a few side characters, too, so let me know who you'd like to follow for a bit!

Pyri

Aleko

Hekate

Daeira

Empusa

Makaria

Kerberos

20 votes total

[Bonus Content - Alekto's Character Sheet](#)

[Dec 2, 2020](#)

Hey all!

Happy December. :) As it happens the first thing to come up this month is a bonus content. Continuing in the pattern of character sheets for these, I've got Alekto's for you. Next month is likely to be Charon or Pyri; I hope you enjoy them!

[CSAlekto.pdf](#)

[Soliciting Q&A Questions - December](#)

[Dec 3, 2020](#)

Hey y'all, it's that time again. I'm soliciting questions for another Q&A. Ask me whatever you like, including for spoilers, etc. If you've ever wondered something about one of the characters or the plot or the process of writing a CS game or whatever it may be, now's the perfect opportunity to ask. xD

Comments, DMs, emails, or whatever all welcome! You can also drop these in the Makaria's Treehouse channel on Discord.

[Weekly Update 12.07.20](#)

[Dec 7, 2020](#)

Hey y'all, and welcome to the weekly update.

This week has been nutty for me for completely non-FOA reasons. My roommate, who is an essential worker, was exposed to a coworker who tested positive for COVID, so she is now halfway into a 14-day quarantine, meaning I am picking up a lot of slack on our collective chores and errands lately, on top of everything I usually do. (Don't worry; no symptoms so far from either of us!) So unfortunately it hasn't been a great week for writing—only about 1000 words on FOA. But the dinner scene is started, and some of you may be pleased to note that a new character is now included, so look out for that at the end of the month.

In other news, I seem to have a tough time getting questions for the Q&A, which is totally fair! I wouldn't know what to ask me either, heh. But it does mean I'm sorta considering dropping it, possibly in favor of some kind of alternative content. So those of you who currently get those: is there anything else you'd like to see instead? Do other patrons do something cool you think I could/should implement here? I'm very open to this kind of feedback, so please don't worry about seeming pushy or not having anything too solid.

I'd like to give you something else instead, but I literally have no idea what, heh. Ideally it'd be something that doesn't take as much writing as a bonus content or the Mirror, but it doesn't have to be.

Anyhow, that's me for the week. I'm going to try and do better on progress this week, but roommate is still quarantining, so we will see!

-Jess

[Monthly Q&A - December](#)

[Dec 9, 2020](#)

Hey all!

The title of this post is of now slightly inaccurate; due to getting no questions for the Q&A this month I figured I really do need to find something else to do with the segment, heh. So for now I have elected to have the characters answer the Proust Questionnaire, roughly 10 questions at a time. So for this month, then January and February, this slot will be 10 questions with Charon, and then I'll have other characters do it, and so on until I run out and need to pick something else!

Of course, if I get enough questions of a general "Q&A" nature over time I might slip a different one in, but this way no one has to think of anything to ask, heh.

I hope it's an enjoyable substitute, at least. Cheers, and stay safe and well, everyone.

[Proust 1 - Charon.pdf](#)

[Weekly Update - 12.14.20](#)

[Dec 15, 2020](#)

Hey all,

The chapter has officially hit 25k! And we're still smack in the middle of the dinner scene, heh. I guess this is what I get for trying to provide lots of options, but I can't complain, as I'm having loads of fun with it. And 2k progress in a week isn't half bad for the week I've had!

Up on deck this week is a bonus content, a little bit of slice of life with Makaria. Depending on how much material there seems to be, I may break it into a short series, but we shall see!

Hang in there, comrades. And Happy Chanukah for those of you who celebrate!

-Jess

P.S. I got my dates mixed up; this should have been out yesterday (Dec 14) at noon, but I had it scheduled for today (Dec 15) at noon, because time is meaningless and I can't keep track of it. Sorry for the lateness!

[Bonus Content - Makaria's Morning](#)

[Dec 16, 2020](#)

Hey all!

The second bonus content for this month, as voted on by you, is a bit of Makaria's daily life. Bonus appearance by her dad, who likes to be the one to wake the beast in the morning. xD

Cheers.

[Bonus Dec 2020.pdf](#)

[Weekly Update - 12.21.20](#)

[Dec 21, 2020](#)

Hey all,

Bit of a weird week this time around. (Will I ever acquire a 'sleep schedule?' Who knows!)

I did, however, manage to get another 1,000 words into the outline, not including stuff that was deleted and then replaced, and I've done a bit of restructuring on the dinner scene that will probably continue into the first part of next week. I think I've opted for the conversational questions to be many but with a limited number selectable on any single playthrough, so everyone can ask what they're most interested in but maybe not everything, as it's meant to be a back and forth rather than an infodump, heh.

At this point I'm tracking a lot of "has PC actually heard this piece of information yet?" so it'll be interesting to see exactly how often that comes up down the line. I like where the scene is going so far, but we'll see what happens in the thick of it!

On the docket for this week on Wednesday is a Moirae's Mirror preview, for those of you at blossom tier or above.

Hope everyone's staying safe and warm/cool depending on what season it is where you are!

[The Moirae's Mirror - December](#)

[Dec 23, 2020](#)

Hey y'all, welcome back to the Moirae's Mirror!

As promised, this month's installment is going to talk a little bit about the parts of the Underworld. I don't really have any appropriate screenshots this time, as a lot of this doesn't come up until considerably later. So this will be mostly in short essay form, with a couple section headings.

I: Space, Time, and Broad Divisions

So one thing that is useful to understand is that space and time don't really apply to the Underworld the same way they do other places. This part actually kind of applies to Olympus, too, with some differences. There are entrances to the Underworld all over the mortal realms, but these are better thought of as "portals" than normal doorways or tunnels—that is, you can't just measure between all of these in a circle and approximate the geometric area of the Underworld. Likewise time can be strange, but for the most part the Underworld does track overworld time, even following a day/night cycle and a calendar—it just doesn't *always*, and doesn't *have* to. Time can pass slower or faster or even stop entirely within its confines without doing so elsewhere.

It can even, and sometimes does, pass at different rates in different parts of the Underworlds. Internal documentation refers to 'Field Standard Time' (FST), 'Tartarus Time' (TT), and 'Isles Time' (IT), as separate entities. Usually FST is matched to Mortal Realm Time (MRT), and for the most part TT and IT match FST, but they can and do sometimes come apart.

These designations reflect the most major division within Underworld 'space' as well: the eponymous Fields of Asphodel are different from the Blesséd Isles, are different again from the area known as Tartarus.

In the source myths, the division is a fairly simple one: depending on the nature of a person's deeds in life, the part of the Underworld they occupy after death is different. Souls of no particular distinction, either good or bad, are brought to the Fields, and this is by far the most populous section of the Underworld. Souls of particular merit in the ancient Greek sense (usually heroes and that sort of thing), reside in/on the Blesséd Isles, while the worst of the worst suffer punishment in the (even more) subterranean section of the Underworld known as Tartarus.

II: The Fields of Asphodel

For the purposes of this story, the Fields aren't just endless rolling meadows or anything like that, though there are indeed many such meadows with many such flowers. But for the most part, it is something of a pale reflection of the mortal realms. A soul sent to this section of the Underworld more or less lives another life, albeit one with little to no risk of serious strife or harm, no war or disease, and rather ample creature comforts (such as indoor plumbing). They do, more or less, the things humans do, and the only requirement is that they contribute something to the function of the Underworld, which most do without trouble.

These souls are essentially given a peaceful, comfortable death that much resembles life, for a reasonably even amount of time, before they are reincarnated back onto the mortal realm. Such folk might farm, craft, make art or music, build structures, or serve in some capacity at the Keep or in civics.

There are in fact very many cities in the Fields, each with a very distinct feel rather evocative of where in the surface world it tends to get intake from. Hades and his ministers are chiefly concerned with making the stay of those in the Fields comfortable and nondisruptive.

III: The Blesséd Isles

The Isles are the least-populous section of the Underworld, for the obvious reason that it is rather difficult to qualify to get there. Typically those that do have endured a lot of strife in their mortal lives, and in order for the soul to be duly rewarded for coming through such trials with good character, life in the Isles is, well, blessed. It's about the only place in the Underworld to see regular sunshine, for one, and living is rather easy, at times also extravagant. No one there is *required* to do anything, though options are made available.

Additionally, souls in the Isles are given the option whether or not to drink the waters of the Lethe, until the time comes for them to be reincarnated. This means many of them remember their previous lives

and identities, and use those names.

The administrator of the Isles is actually Hades's father, Kronos. Zeus decreed that Kronos's punishment should be a job in the Underworld, and Hades, in an effort to minimize the disruption that might arise from this, gave him the Isles position. Makaria at times acts as a greeter of sorts for the new souls assigned to this part of the Underworld, as part of her training as heir to the Underworld.

IV: Tartarus

Tartarus is the most dangerous part of the Underworld. A massive, subterranean prison complex housing those souls who must be purged of evil, it is overseen by the Minister of Punishments, Alekto, and her sisters Tisiphone and Megaira, collectively the Erinyes, though there are others in their employ who specialize in punishment of various kinds.

Generally speaking, the more punishment a soul requires, the deeper within Tartarus they are imprisoned. The very bottom levels, however, are reserved for the remaining Titans—beings sealed in the Underworld after the Titanomachy.

Also imprisoned here is Prometheus, though notably he is not subject to any further punishment, and the Erinyes often accompany him out.

V: Other Remarks

The essential function of the Underworld is to balance the ledger of souls, so to speak. Good deeds are rewarded and bad ones punished so that each enters its next life on equal status with all others, to accumulate new deeds, and be judged only by those. For those without much in need of rectification one way or another, it's a place of rest.

And that's it for this month's mirror. I'm not totally sure what next month's will be, but it might be something on Olympus, or the family trees of some of the most prominent gods or something like that. I hope you enjoyed this stuff, and if you have some aspect of the world you're really curious about, feel free to drop a comment!

[Weekly Update - 12.28.20](#)

[Dec 28, 2020](#)

Hey all!

Twas a holiday week here, so naturally I didn't end up getting as much done as expected, heh. But still, the chapter has reached 27k, and I'm almost done building the structure of the core dinner conversation,

and have filled in all the answers to the questions the PC can ask the group. (I still need to think of and structure the group's questions to the PC, though.)

The plan is for all that to at least be properly built, and hopefully filled in, by the time the new BIP goes out on Thursday.

Cheers, everyone, and hang in there. We're almost done with this year!

Jess

[Bonus Content Poll - December](#)

[Dec 31, 2020](#)

Hi everyone! It's the end of the month again, meaning your BIP update will be along in an hour, for those of you involved in that. There's also, however, the traditional bonus content poll, and in keeping with how I'm expecting the Mirror next month to involve Olympus, I thought I'd focus the attention on an Olympian deity or two to give a bit more background on them. Juno (Hera) is after all meant to be the tutelary deity of the month, (according to Roman farmers' almanacs anyway).

So a question: whom of the following would you most like to see centered in a scene?

Hera

Demeter

Zeus

Apollo

Aphrodite

Artemis

Athena

Ares

Hestia

11 votes total

[BIP Update - December](#)

[Dec 31, 2020](#)

Hey all!

Last day of the month means it's BIP time! There's a grand total of 6,000 new words in it, bringing us up to 28k in total for the chapter. We're almost but not quite to the end of the group dinner scene, and the possible shenanigans involving the walk back for some of our more inebriated cast members. There's a lot of opportunities in here to ask the cast some questions, though only so many per playthrough, heh. In any case, I had fun writing them interacting, and I hope it's fun to read as well!

Cheers,
Jess

[Weekly Update - 01.04.21](#)

[Jan 4, 2021](#)

Hello again everyone!

Normally I don't get much done in the time between a BIP and the update after it, but I'm happy to report that since the start of the year I've done another 1500 words. Hopefully the productivity streak continues; I'd really like to have this chapter properly out to all of you soon. We're just about through the question and answer part of dinner here, after which the scene can break a number of different ways, then I have the other 1.5 paths through the evening to do, plus one more day with quite a lot of variation. It's a tall order, but I suppose the upside is that the chapter will be a hefty one!

I've been revisiting my plot notes and such too, and while I do still have a few "fill in something here" areas, overall I'm pretty excited for what's to come, and I have started fleshing out the trajectories of individual character arcs for the books to come.

Stay tuned, and I hope your new year is off to a good start!

[Weekly Update - 01.11.21](#)

[Jan 11, 2021](#)

Hey all!

Some pretty good news this week! Firstly, the chapter is now up to 33k, which means that there's already 5k new words just since the BIP release! This is a lot of progress for me in 10 days; and the really nice part is I've been pretty consistently hitting 500 words a day which is a fair bit for me. Hopefully I'll be able to keep the new year momentum going.

Secondly, Charon art is finally happening! I scraped together enough for a commission, but finding an artist is also really hard. Fortunately, one of those I follow has just opened up commissions, and I managed to snag a slot. I am super excited to see how this works out, and I plan at this stage to post a teaser on tumblr when it's done, but make the full version available only here. Depending on how it goes, it may count as Charon's RO portrait, so that means everyone in the Bud tier and up will get it, as well as those who opt for him of the six for their Sprout Tier selection.

I am ecstatic about this; I have a good feeling about the art so hopefully I'll be able to share it with you soon.

Speaking of Charon, this week will be part 2 of their Proust questionnaire, so look for that around Wednesday!

I hope you're all staying well. Cheers!

[Okay so I'm an idiot](#)

[Jan 12, 2021](#)

A.k.a. oh man y'all, you could have told me the first bonus content never went up! xD

So I've had the first bonus content (the monthly character sheet) done since... well before it needed to go up but apparently I never queued it? I'm so sorry y'all, please have it now with my shame and apologies!

[CS - Charon.pdf](#)

[Monthly Q&A - Charon II](#)

[Jan 13, 2021](#)

Hey all!

Proust Questionnaire Pt. 2 for Charon this week. It's turning out to be a pretty Charon-ish month, heh, for reasons that are both obvious and known only to me, which is kind of fun. :)

Anyway, I hope you enjoy it!

[Proust 2 - Charon.pdf](#)

[Weekly Update - 01.18.21](#)

[Jan 18, 2021](#)

Hey all!

I have... no idea where this week went? It's suddenly Monday again somehow.

I'm... pretty sure I made good progress on the chapter this week? Maybe? Word count is sitting at 35,500 for the chapter, which is uh... *check notes*... 2.5k more than last week. I will take it, heh.

If you like me live in the U.S. right now, you probably know that this week might be... well, kind of like the previous couple have been. It's more than a little nerve-wracking, and I hope you're all able to stay safe and take care of yourselves, particularly as the 20th approaches. Of course I wish everyone well; I know a lot of places in the world are suffering right now—this just happens to be the one I'm most familiar with.

Best to all of you; I'll be back next week with another update, and later this one with a bonus content from Olympus!

[Bonus Content - From Olympus](#)

[Jan 20, 2021](#)

Hey all,

Ares somehow won the poll last month despite never having been mentioned to my knowledge in anything I've said haha. Of course, I do have plans for him, so it might be that this vignette provides some insight into where he's headed here.

Anyhow, a content warning for some very unkind thoughts about Hephaestus, including a derogatory remark about a physical disability.

I hope you like the plot hints!

[Bonus Vignette - January.pdf](#)

[Weekly Update - 01.25.21](#)

[Jan 25, 2021](#)

Hey all, and welcome back to the weekly update!

The word count for the chapter is sitting at 38k today, meaning another 2.5k from last week and an overall milestone of 10k for the month thus far! I'm not sure how much more will get done before the BIP goes out on the 31st, but I'm hoping you'll be looking at a minimum of 12k new words from this month alone, which feels pretty good!

Equally good though less immediately relevant for most of you is that I'm also making solid progress on the current chapter of my main project, after quite a long struggle with that. So I'm feeling pretty good about how this month went overall in terms of writing.

On Wednesday, a couple of you will be getting the Mirror, focused on some aspect of Olympus or another, heh. And of course the last day of the month will in addition to the BIP update mean another bonus content poll, so please do let me know what you're thinking when that rolls around.

It feels like, for the first time in ages, I'm really back on some solid footing writing wise. I don't want to jinx it just in case, but thank you all so much for sticking with me. Without you, this would literally be impossible.

Cheers.



[Art Commission - Charon](#)

[Jan 25, 2021](#)

Y'all.

Just.

Look at them.

I have expired.

This amazing piece is the work of the incredibly talented Andrea Hernández, aka @theartloca on tumblr, instagram, Patreon, twitter, and Artfol!

[The Moirae's Mirror - January](#)

[Jan 27, 2021](#)

Hello all!

(I think there's like... two of you who get this, but yanno.)

This month's Mirror is about Olympus, as promised. Not really sure yet what I'm going to do with next month's, so if there happens to be anything you'd like to request, drop me a line somewhere!

Cheers, and thanks for being awesome!

[Mirror Jan 21 - Olympus.pdf](#)

[Bonus Content Poll - January](#)

[Jan 31, 2021](#)

Hey all!

Next month's variable bonus content is a backstory scene from someone. Up to you whom! Be warned that spoilers may ensue.

Hermes

38%

Pyri

0%

Hekate

0%

Hades

63%

Charon

0%

Alekto

0%

Poll ended Feb 5, 2021 · 8 votes total

[BIP Update - January](#)

[Jan 31, 2021](#)

Hey all, it's BIP day! This month there is a grand total of 12,000 new words, which I'm pretty excited about. The dinner scene is now complete, as are two of the after dinner branches. Note that to see either of those branches, the PC has to be drunk. (The particular options are for Alekto and Hades to escort the inebriated PC back to their room.)

I'm hoping next month will see similar progress, which should see me the rest of the way through the various after-dinner options and hopefully most of the rest of the *dinnertime* options as well (the ones that do not involve socializing with the main cast).

The chapter as a whole has just squeaked up to 40k. I hope you all enjoy. :)

[Weekly Update - 02.01.21](#)

[Feb 1, 2021](#)

Hey all!

Not much to report for the weekly update this time that wasn't in the tumblr post or the BIP update, heh. There will be a bonus content this week of course—for those of you in Sprout Tier or higher, look forward to another character sheet for the set.

I'm hoping to keep on the roll of good progress for this month, despite it being a short one. We'll see how it goes.

I hope you're all safe and well moving into February. Cheers.

[Bonus Content - Pyri's Character Sheet!](#)

[Feb 3, 2021](#)

Hey all!

As promised, the first bonus content of the month is here! I've got Pyri's CS for you this time, and I think that marks the last of the main cast, which means this bonus content slot may start to vary a little. I do have CS's planned for some of the secondary characters, though, so look forward to those in coming months! Some of them may end up being pretty spoilery, but I'll try to remember to mark them if so.

Cheers!

[CS - Pyri.pdf](#)

[Weekly Update - 02.08.21](#)

[Feb 8, 2021](#)

Hey all!

It's progress report time!

This week I've managed 2.5k words on the chapter, which is roughly on target for how things were last month. Considering I'm also doing commission work and upping my daily wordcounts on Diaspora, I'd consider this fairly successful. Hopefully I'll be able to keep it up. I'd like to hit 15k words this month

overall, but that might be a little much to ask since I'm also trying very hard to make the Dia chapter happen in the next month/month and a half.

Up this week will be the last third of Charon's Proust Questionnaire, for those of you in Bud Tier and above.

Hope everyone's hanging in there.

[Monthly Q&A - Charon III](#)

[Feb 10, 2021](#)

Hey all!

I'm back with the last part of Charon's Proust Questionnaire. This means next month we'll probably flip to someone else for a while; at the moment I'm thinking Alekto.

Cheers!

[Proust - Charon 3.pdf](#)

[Weekly Update - 02.15.21](#)

[Feb 15, 2021](#)

Hey all,

This is a really difficult update to write in a way, heh. I only managed 1,000 words on the game this week, and there's no real reason for it other than my brain's terrible chemistry. As I'm sure some of you are well aware, depression can really suck the joy and motivation out of anything, and frankly I'm just proud I managed to do *laundry* this week, never mind anything else.

I'm hoping the next one will be better. One thing I can say of myself is that even at my lowest points I don't grind to a total halt—but sometimes I do have to let the engine just idle for a bit before I can step on the gas again. I still love FoA, I'm still engaged, and next week is looking up.

For all of you, I'll have something from Hades's backstory on Wednesday, so be on the lookout for that if it's of interest to you!

I hope you're all doing as well as you can be, whether your wins are big or small. :)

Jess

[Bonus Content - Unwinding Time](#)

[Feb 17, 2021](#)

Hey all,

I'm back with a vignette. As promised, this one is Hades-centric, and from the point of view of his mother, Rhea, at a point many eons ago, when he was still a very young non-Underworld god and Zeus and Poseidon weren't even born yet. It heavily references a particular myth, modified slightly for FoA purposes.

[Feb21Bonus.pdf](#)

[Art Poll - Who's Next?](#)

[Feb 21, 2021](#)

Hey all!

As some of you are already aware, I have at least one more commission slot with the artist who drew Charon before she closes comms again. Ideally, I'd like to get her to draw everyone, but depending on when she's taking work that might be a while yet.

So! With that in mind, who would you like to see next? I exclude Hades as there is technically already art of him, even if it's not the official patreon stuff, and I'd like to see some of the others before getting another piece featuring him. All the other undrawn ROs are up for grabs though, so please do me a favor and vote below!

Hermes

Pyri

Alekto

Hekate

15 votes total

[Weekly Update - 02.22.21](#)

[Feb 22, 2021](#)

Hey everyone,

Welcome to the beginning of uh... some week or other. Time is fake.

Anyway. This week I managed 2.5k on the project. Incrementally getting back to reasonable progress levels (and incrementally feeling better, as it happens). I've decided to close Ko-fi comms for a bit so I'm only splitting my progress between about 3 things instead of 4 on a regular basis, so I'm hoping that will help me make the last push to get through this chapter. That will definitely not be happening this month, but we'll see how things look in March. At some point I may just cut the chapter and move some of it to Chapter 3, which is otherwise looking a tad sparse haha.

So we'll see how that goes.

Anyhow, for bonus stuff this week, we've got the Moirae's Mirror on Wednesday, and then the poll and BIP update at the end of the week, so I hope you're excited for whatever in that set applies to you. :)

Cheers and a special shout out to any southern U.S. friends who are having a really hard time of it right now. Doubly so if I happen to know anyone from Myanmar. To *all* of you: please stay safe and well.

[The Moirae's Mirror - February](#)

[Feb 24, 2021](#)

Hello everyone!

Lachesis has had control of the Mirror for a while now, but this month Atropos gets it for a bit. That is, instead of using it to showcase something about how the world of the game is, I'm using it to give you a plot preview, of a scene that may very well occur somewhere in the next few chapters of the plot! In this

one, I've used Persephone, and assumed a fairly good relationship with the Underworld characters, though she is not present, only mentioned.

I hope you like the spoilery sneak peek!

[MirrorFeb21 - Oblivion.pdf](#)

[Bonus Content Poll - February](#)

[Feb 28, 2021](#)

I think this month's variable bonus content is going to be some kind of random factoids sheet on a secondary character I haven't explored much yet. So please vote for someone you'd like to know a little more about!

(Also yes some of these people have definitely not been mentioned yet in the story. For reference: Lethe, Acheron, and Cocytus are the other Underworld rivers, along with Styx and Pyriphlegethon. Kronos is Hades's dad.)

Daeira

Kronos

Lethe

Styx

Empusa

Acheron

Cocytus

16 votes total

[BIP - February](#)

[Feb 28, 2021](#)

Hey everyone!

Another month, another ~10k words for the BIP.

New this time: Hekate and Charon's after-dinner scenes with drunk!PC, the beginning of Hermes's after-dinner scene with sober!PC, and the first entries in a requested character codex feature (those don't count towards the 10k though.)

I still haven't added stats to a lot of these choices, and the more I sort of... get to thinking about the meta, the less I'm sure I actually need any stats at all? I dunno, this is sort of something I've been considering for a while, but the PC pretty directly picks all their interactions, so I guess I'm really not sure how necessary the personality stats in particular are going to be.

Something for me to keep mulling as I develop the story, I suppose.

Anyway, I hope you all enjoy the BIP. Hopefully next month there will be a proper chapter release!

[Weekly Update - 03.01.21](#)

[Mar 1, 2021](#)

Hi everyone!

Not a whole lot to report today, given that the BIP went out yesterday, heh. That said, to sum up February for you: I made about 10k worth of progress on the chapter, and also snipped about 2.5k worth of outline and moved that all over to the Chapter Three file, mostly to prevent this one from becoming even more unwieldy in size than it is already going to be. So as of the BIP, the chapter is 47,500 words, and I think it will come out to somewhere between 50-55k in total.

My plan is to release that sometime this month, probably close to the end. Fingers crossed, since I'm also crunching on a Diaspora chapter to try and get that out by the end of March haha. We'll see how far I manage to get.

Anyway, thanks so much for sticking with me this far. Hopefully there's more good stuff to come.

Stay safe and well out there, friends.

-Jess

[Bonus Content - Zeus's Character Sheet](#)

[Mar 3, 2021](#)

Hey everyone,

As mentioned, this month kicks off some CSs for important secondary characters. First up, we have Zeus, who surely no one will be surprised to learn is kinda an antagonist in the story, though I think whether he ends up being an *enemy* as such will be largely player-dependent!

In either case, here's a little info on the King of the Gods!

[ZeusCS.pdf](#)

[Weekly Update - 03.08.21](#)

[Mar 8, 2021](#)

Hey all!

I've been writing fairly speedily this week—4.5k new words since the BIP, bringing the chapter total up to 52k! The end is uh... nearly in sight. I am almost finished with the last of the after-dinner options, and I think the non-dinner things should be somewhat shorter overall. I would still estimate maybe 60k words for the chapter, so hopefully doable within the month!

In a couple days we'll have the first Proust questionnaire for Hekate, for those of you interested in a peek inside her head.

I hope you're all doing great, and with a little luck I'll be back with more good news next week. Cheers, and thank you as always for your support!

[Monthly Q&A - Hekate I](#)

[Mar 10, 2021](#)

Hey everyone!

I've decided we're lacking a bit in content for the ladies of FoA, so the next character to get the Proust treatment is Hekate! She'll carry us through May, and then maybe I'll poll for who to do after that.

Part one of hers attached! Stay safe and well, everybody.

[Proust - Hekate1.pdf](#)

[Weekly Update - 03.15.21](#)

[Mar 15, 2021](#)

Hey again everyone!

'Tis the Ides of March, which somehow I always enjoy heh. Anyway, today's update is pretty straightforward, I think. I wrote another 2,000 words this week, bring the chapter to 55k in total. In terms of story, this has brought me almost to the end of the Minthe/Leuke/Ascalaphus branch of evening activity, so I'm just about through all but the very last one. I'm not sure how long that one will end up turning out, but I do still think I'm on track to release the chapter at the end of the month!

The bonus content poll is tied, so I rolled a d2 and Empusa was the winner, meaning a facts and stats sheet on her will be out in a couple of days.

I hope everyone's staying well.

[Bonus Content - Empusa Fact Sheet](#)

[Mar 17, 2021](#)

Hey everyone!

As voted on (and then subsequently tiebroken), this week's extra is a fact sheet about Makaria's tutor Empusa! Some of you have already met her, if briefly, but she'll be popping in here and there as things move along.

I'm still working on what kind of format I want for these, as visuals are not my strong suit and I don't have the programs to effectively use what little skill I do have, so for now this is pretty basic, but

hopefully it'll improve as time goes on!

Happy St. Patrick's, if you celebrate, and I hope you're all well.

[EmpusaDossier.pdf](#)

[Weekly Update - 03.22.21](#)

[Mar 22, 2021](#)

Hey y'all!

Three thousand words in the books this week, and I am so close to the end of chapter two! In fact, I am pretty sure the complete chapter will be the BIP this month, and I'll be able to release it to everyone about a week or so after that, as I work on structuring chapter three and maybe getting some further work done on the character dossier feature I'm working on.

So hopefully that's all reasonably exciting, heh. I know I for one am really looking forward to having that chapter out and moving on to the next, as it's been quite a few long and difficult months in the making.

Also up this week is a Moirae's Mirror for those of you who get those. I had an idea for that that I have subsequently forgotten, so we'll see what I do haha.

Randomly, I've been looking into handmaking soap recently? And I'm a complete idiot, so all I can think about is how I'd love to blend scents representative of FoA characters... we'll see how I go with the basics first, heh.

Stay well everybody, and take care of yourselves.

[The Moirae's Mirror - March](#)

[Mar 24, 2021](#)

Hello, hello!

As I work up to the conclusion of the chapter, I'm starting to solidify some of the backstory stuff that may become relevant in later iterations of FoA, heh. Here is one such bit (though for you guys it's still vague and mysterious)—all about the sunken city of Atlantis!

I hope you're all doing well.

[MirrorMar21.pdf](#)

[Weekly Update - 03.29.21](#)

[Mar 29, 2021](#)

YOU GUYS (gender neutrally)

It's done! Chapter Two is done!

Well, sorta. I still have a few more things to do, like proofreading and what not, but the actual forward-writing part of it is done! The outline is filled out, there is no more placeholder text!

So the BIP this month will be the complete chapter two (with 12k new words since last month, and a totally of just about 60k in the chapter). About a week later I'll be making the public release of the whole thing, hopefully with a few QoL improvements based on any feedback from those of you with the BIP.

I am so excited. I cannot even.

I really, really hope you all like it.

So yeah. That and a poll on Wednesday, and uhhh... then I get cracking on chapter three I guess?? Wild.

Total game word count is now sitting at 121,209, by the by. So that's kinda cool.

[Bonus Content Poll - March](#)

[Mar 31, 2021](#)

Hey all!

This month's variable bonus content will be another fact sheet, so vote for whose you want below.
Cheers, and here's hoping for a great April.

Kronos

Rhea

Oceanus

Tethys

Daeira

The Moirae

9 votes total

[BIP - March](#)

[Mar 31, 2021](#)

Hey everybody!

As promised, the BIP this month includes the complete second chapter! I would Love some feedback before it goes public, but no pressure for that if you just want to play it either. :)

I think it'll be generally going out in about a week, hopefully with a few QoL improvements but I wanted you guys to have it before anyone else did, so I hope you enjoy it.

It feels so good to finally be done with this chapter, heh.

[Weekly Update - 04.05.21](#)

[Apr 5, 2021](#)

What even is time, honestly? I feel like I did one of these yesterday, but also that it's been a year.

Hey anyway, everyone. There's not a lot to report this week; as you all likely know by now, Chapter Two will be going out to the public on Wednesday. (*Nervous sweating intensifies.*)

In the meantime, I'm taking a short break to prioritize the next chapter of Diaspora, which is so close to being done I can almost taste it. I'll still be working on Asphodel, of course, but until that chapter finally comes out it's going to be what I'm mostly working on. I anticipate a week/week and a half for writing, and then a day or two for bugfixes, for anyone following that.

In the meantime, though, bonus content here will proceed as usual which means I owe you something in a couple of days. It is likely to be a character sheet for an important secondary character. Right now I'm thinking Demeter, but we'll see how that turns out.

I hope everyone has a great week and that the spring (or autumn) coming around the corner is better than the season that preceded it. Cheers.

[Chapter Two is Live!](#)

[Apr 7, 2021](#)

Hello everyone!

At long last, Fields of Asphodel's demo has a (public) update! New stuff this time:

- The entirety of chapter two; 60k words of new content
- Various minor improvements to chapter one; including a few new choices, typo corrections, etc.
- A function to toggle the Erebus system on and off at will (what is this? You'll find out!)
- The option to have two pronoun sets (e.g. he/they)
- [WIP] A character dossier with information about the cast

It's been quite a journey to get to this point, but I hope you all enjoy the new content. If you get the chance and feel comfortable, please do drop me a line about the new chapter; feedback is always appreciated.

Pile o' Links:

[The Game](#) | [CoG Forum](#) | [Tumblr](#)

[Bonus Content - Demeter CS](#)

[Apr 7, 2021](#)

Hey all!

The first bonus content of the month continues the 'character sheets for important secondary characters' trend, this time with Demeter. Her appearance section is short, because her eye color and skin tone depend on the PC, though some other elements of her appearance do not!

Anyway, I hope you enjoy. I'll be back with some more new content next week. I hope you're all doing well, and cheers!

[CS - Demeter.pdf](#)

[Welcome!](#)

[Apr 12, 2021](#)

So there's been a bit of an influx of people here over the last couple days. I'd just like to say welcome to the Patreon, and thank you so much for your kindness. I hope you enjoy the content on offer here, and I'd be happy to hear from you if you have any suggestions or questions.

I'm still getting the art commissions part of this off the ground, so if anyone knows any artists taking commissions at the moment I would be delighted by recommendations, too. It seems like everyone I find always has closed comms, heh.

Anyway, all that aside, welcome again, and if you're not already on the Discord, consider this your invitation to join us in all our goofiness over there, too.

Cheers,

Jess

[Weekly Update - 04.12.21](#)

[Apr 12, 2021](#)

Hey all!

As I think I mentioned somewhere, I didn't get much done on FoA this week by design. I'm trying to get through the last scene of a Diaspora chapter—the good news is it's coming along and we should be back to our regularly-scheduled Asphodel nonsense quite soon!

Coming up this week is some more Hekate, so hopefully that'll tide things over a bit! I'm looking forward to getting back to FoA soon; the response to Chapter Two has generally been pretty good, so I feel quite motivated haha.

I hope you all have a great week. Cheers.

[Monthly Q&A - Hekate II](#)

[Apr 14, 2021](#)

Hey all!

Hope you're all doing well. :) Today I've got part 2 of Hekate's Proust Questionnaire. Next month will wrap her up, and from there we'll jump to somebody else.

Cheers and stay safe out there!

[Proust - Hekate 2.pdf](#)

[Weekly Update - 04.19.21](#)

[Apr 19, 2021](#)

Hi all!

Progress to report this week!

Wordcount wise, chapter 3 has 3300 words of code skeleton now, which is definitely over halfway through. I think I may stop once the scene I'm outlining now is done, so I can start on the chapter properly and see how long it seems to be likely to end up. Plus that way there will be some new stuff to properly read around BIP time, heh.

In other news, I have found artists to draw work of both Hermes and Hekate, so of course whenever I have those you'll have them as well! It might be a while, as both artists have queues to get through, as they do, but I'm excited to see what they come up with.

Later this week, there will be a fact sheet on the Moirae dropping! This feels timely, as I just coded another short possible introduction scene with them in chapter three.

I hope everyone has a great week! Thanks as always for your support. :)

[Bonus Content - Moirae Fact Sheet](#)

[Apr 21, 2021](#)

Hey all!

Those of you who voted were interested in learning more about the Moirae, so the three of them are the subject of this month's fact sheet! I hope you enjoy!

Cheers,
Jess

[Dossier - Moirae.pdf](#)

[Weekly Update - 04.26.21](#)

[Apr 26, 2021](#)

Hello everyone!

Pretty good progress this week—the chapter is now a total of 7k words long, a mix of outline and filled in stuff. I'm working my way through the Charon scene now, but the conversation is pretty branchy so it's taking some time, heh. I don't think it'll be all done by the BIP, and the outline may not either, but there should be a pretty nice chunk of new stuff for you all to see nonetheless!

That and a Moirae's Mirror are upcoming this week, plus of course the end of the month bonus content poll. I hope you're all looking forward to it.

I'm also going in tomorrow for my second Pfizer dose so hopefully that doesn't waylay my plans too much haha.

Cheers and stay safe, everybody.

[The Moirae's Mirror - April](#)

[Apr 28, 2021](#)

The Ecology of the Nymph

For FoA purposes (and in general) the term 'nymph' is a type noun of wide applicability. It marks something closer to a genus than a species, with a wide variety of types and subtypes populating that genus.

Classifications

Within the category 'nymph,' broad subtypes are recognized based on affinity. Water nymphs, for example, are any of the subspecies which populate rivers, lakes, seas, or oceans, and are typically blue or grey-skinned, with hair in the same spectrum, or rarely white as seafoam. Some may have fins; any of them have gills as well as lungs, so they may breath both in and out of water. They are both visually and in terms of abilities quite different from the other nymph species: plant, earth, air, light, and the occasional fire.

Within these species are subspecies. "Water" nymphs, for example, include Naiads (rivers, streams, lakes, marshes, and other kinds of freshwater), Oceanids (seas and oceans), and so on. Further differentiation is possible, too, as some Naiads distinguish themselves by the type of freshwater from which they are born or over which they preside. Pegaiai are the nymphs of springs, while their 'cousins' the Heleionomai are attached to marshes and wetlands.

There is a rich taxonomy here, and that is even before one considers the realm a particular nymph inhabits.

Environs

Nymphs can and do inhabit any of the three realms: Olympian nymphs are considered the most deity-like of their cohort, and are often capable of the most powerful magic. Despite this, their role on

Olympus is usually in service to the gods there in some capacity or another, though many of them do make up the ordinary citizenry of the Olympian metropolis.

Nymphs in the mortal realm typically fill their usual role, as guardians of springs, groves, mountains, and so on. In such capacity, they occasionally interact with humans or demigods, but for the most part their lives are solitary, or carried out in insular, clannish communities, either exclusively with other nearby nymphs or with other beings nearby. Many mortal-realm nymphs are site-bound, unable to range too far from their spring or meadow or whatever else, and so dependent on others coming to them for company.

Though less common, there are also nymphs inhabiting the Underworld. So-called 'Chthonic Nymphs' are usually considered wretched and fallen by their kin, and in keeping with nymphs' tendency to take on the appearance of aspects of their environment, many are visibly distinct in that their palettes have more subdued and greyish tones, though some, especially Chthonic Oreads (a type of earth nymph), may have rich, jewel-toned color palettes uncommon in their kin elsewhere.

Some nymphs of the Chthonic or Olympian sorts have their own, albeit small, deific domains. A tree nymph, for instance, may be *the* guardian of poplars or oaks. Such particular beings are generally much more powerful than those who are attached to a specific place or thing, and do not have the same restrictions on their travel and lifestyle.

Nymph Reproduction and Gender

The vast majority of nymphs (but certainly not all of them) identify as female. While biological childbirth is possible for them, they tend to generate by other means, with a nymph typically coming into existence as a natural phenomenon of the requisite type does. On Olympus, this is a much more regulated process, and biological childbirth is more common, though still exceedingly rare.

Chthonic nymphs rarely if ever reproduce, as the Underworld's conditions are not conducive to it.

[Bonus Content Poll - April](#)

[Apr 30, 2021](#)

Hi all!

A fairly general bonus content poll this time around—just to figure out what kind of thing you would be most interested in reading.

A fact sheet on a secondary character

Some perspective not seen yet on before PC's arrival to the Underworld

A post-prologue scene with some of the olympians

Someone else's perspective on a scene that took place in the game

23 votes total

[BIP - April](#)

[Apr 30, 2021](#)

Hey all!

Here's the BIP for April. Most of the work I did this month was code skeleton, which you can probably breeze through pretty quickly, but there's also some branches getting filled in if you initially choose to accept Charon's invitation, for those of you interested in that. The chapter currently sits at slightly over 8,000 words in total (excluding command lines and such).

I hope you enjoy it, and I'm excited to get to make more forward progress next month!

[Weekly Update - 05.03.21](#)

[May 3, 2021](#)

Hello everyone, and happy May!

Alas, summer is beginning to encroach here in the southern portion of the U.S.; I must admit it's my least favorite season. I don't handle heat well, admittedly.

Anyway, as you're likely aware, the BIP went out this week. I have since progressed the chapter word count to 9.5k, still quite firmly within the Charon scene. May is going to be a month of just writing forward as much as I can. I have a goal for the month of 15-20k words, which if sustainable should get chapter 3 out in 2-3 more months (I would hope!)

Also up this week on Wednesday is a bonus content of some sort; I may take a break from the character sheets to explore something else in vignette form; we'll see how that works out.

Until then, I hope you all have a great week, whether it be getting warmer or colder in your corner of the world.

[Bonus Content - Vignette](#)

[May 5, 2021](#)

Hey all!

The bonus content this week is dealer's choice, and I decided to do a little piece on Alekto and Pyri, from shortly after Pyri took up their post in the Underworld. This is internal to Alekto's head, so we get a fair bit of her musings.

I hope you enjoy it. :)

[BonusMay 21.pdf](#)



[Art Commission - Hermes](#)

[May 6, 2021](#)

Y'all!!!!. It's Hermes.

This amazing work was done by [Charina Paras](#) (links to Instagram). She comes highly recommended if you're looking to get something commissioned, for really obvious reasons!

She's also on [Twitter](#)!

[Weekly Update - 05.10.21](#)

[May 10, 2021](#)

Hello everyone!

A little pile of good news this week.

Firstly, it was a good week for progress: the chapter now sits at 14.5k, meaning I've written 5,000 words this week. This is great progress for me, heh, and I'd really like to keep hitting this number. Hopefully I can do it, and get a really substantial update out on the BIP.

I've also got two more pieces of RO art in the works; the ladies are getting some love this time around. Charina, the artist who drew Hermes, is working on Alekto now, and Aline, another artist, is drawing Hekate. So hopefully we should all get to see them sometime soon!

Also up this week is the third and last portion of Hekate's Proust Questionnaire, for those of you at Bud Tier and above.

Thanks so much for all your support, everyone; I'm so happy to be able to start giving back a little with the art and stuff. Not to mention this is really starting to feel like something I can put out into the world and know some people will enjoy it.

Have a lovely week, and stay safe.

Jess

[Monthly Q&A - Hekate 3](#)

[May 12, 2021](#)

Happy Wednesday everyone! For those of you for whom the traditional week means anything, you're halfway there!

Today I've got the third and final part of Hekate's Proust Questionnaire. Next month, we'll be handing it over to someone else. I'm not totally sure whom yet, but I might make this the subject of a poll or something.

In any case, I hope you enjoy.

[Proust - Hekate 3.pdf](#)

[Weekly Update - 05.17.21](#)

[May 17, 2021](#)

Hello all!

More progress this week: the chapter is now sitting at 20k, meaning I've written another 5.5k words since the last update! I'm quite proud of this, which for me is a rather blazing pace. I think I'm going to need it, because about 19k of those words are just the first scene, and there's a lot more to go. I may end up needing to cut some things and move them to the next chapter, but even so I'm really pleased with how things are progressing.

Art for both Hekate and Alekto is still in progress and looking really good! So I'm hoping to be able to share those with you soon. Up this week is the second bonus content, which you voted should be someone else's perspective on a scene that took place in the game, so that should be dropping Wednesday.

I hope you're all staying safe and healthy out there, and have a great week!

CHARIAN07



[Art Commission - Alekto](#)

[May 18, 2021](#)

I liked Hermes so much I asked Charina to draw me an Alekto, too. Seriously it's so good. I kind of want to ask her to do everyone and have them be the "official" character art or something.

Here she is in all her grumpy glory!

And Charina can be found on [Instagram](#) and [Twitter](#)

[Bonus Content - Departure](#)

[May 19, 2021](#)

Hello everyone!

You voted for an alternate perspective on an existing scene for this one, so here we have Demeter at her goodbye with PC after the party. I had to make a couple of choices for the 'player' (in this case, her son Dionysus), but even if the details are different, this by and large covers her feelings at the time!

I hope you enjoy it. :)

[May21Bonus2.pdf](#)

[Weekly Update - 05.24.21](#)

[May 24, 2021](#)

Hey all!

Another week, another 7k words down somehow. I'm not sure where this productivity is coming from, but I'm hoping it sticks around!

As most of you can see, the Alekto art showed up this week; I asked the artist, and it seems like she's willing to draw everyone for me, so expect those to trickle in over time! There's a bonus Hekate still on the way, and Charina's working on Pyri now, so those will be next!

A few of you will be getting another Moirae's Mirror later this week; I'm not sure what the topic of that will be yet, but I'll figure something out. :)

Cheers and stay safe.

[The Moirae's Mirror - May](#)

[May 26, 2021](#)

Hey all,

This month, I figured I'd use the Mirror to give you something of a little walkthrough of part of a scene I'm working on. You'll see it all with the BIP this month, of course, but this is just a little bit of my thought process about it.

So! This happens along the branch where PC has chosen to go find Hermes in the morning, rather than Charon or doing something on their own. Hermes is hanging out in the lounge, messing around with a lyre, as one does. This is technically an allusion to that myth where child Hermes invented it and gave it to Apollo as an apology for stealing some cows, more or less. Though Apollo is the god of music, Hermes is no slouch at it, and is particularly good with the instrument he invented, though he doesn't often take it that seriously (in public). For this scene, it's just sort of a set piece, something for him to be doing while this conversation is going on that showcases a bit of his personality.

The next few bars of the song emerge from the instrument before he elaborates. "There's not really been enough time for any major developments. Gods are slow, at least when they're not incredibly angry. Which your dear mother is, but unfortunately not everything will bend to her force. Getting all her pieces lined up to handle Zeus is going to take some time."

He huffs softly. "Don't mistake me, though, she is in the world's biggest snit right now. She's certainly already scheming [i]something[/i], though I don't know what."

*fake_choice

#"Hopefully it's quick. I can't wait to get out of here."

"Hopefully it's quick. I can't wait to get out of here." Hearing that things are already in motion is both expected and reassuring, though the open time frame is not.

Hermes hums noncommittally.

#"Oh no. I hope she doesn't make trouble for anyone."

"Oh no. I hope she doesn't make trouble for anyone." You know what your mother can be like when she's 'in a snit' as Hermes puts it, and she isn't always too concerned with the fate of whomever happens to be in her way, regardless of their actual culpability. She's not barbaric, but... she's definitely a force of nature.

Hermes hums noncommittally.

#"Can you tell her to just... calm down?"

"Can you tell her to just... calm down?" You won't see her for a while, you know, but Hermes might be able to convey something.

"It would probably mean more coming from you than me," he points out. "I'm not going to draw her attention right now, to be frank. I like my head right where it is." He chuckles.

#"Can you tell her to hurry? I just want to go home."

"Can you tell her to hurry? I just want to go home." You won't see her for a while, you know, but Hermes might be able to convey something.

"It would probably mean more coming from you than me," he points out. "I'm not going to draw her attention right now, to be frank. I like my head right where it is." He chuckles.

#Sigh heavily.

You sigh heavily. That sounds like her, all right.

Hermes huffs. "Yeah that's about where a lot of people are at with the whole thing."

#"That's it? You really don't know anything else?"

"That's it? You really don't know anything else?" You want every last crumb of information you can get. Surely other people have opinions? Is there an uproar? [i]Something[/i] must be going on.

Hermes purses his lips. "No, that's basically it." He regards you steadily for a moment. "The vast majority of people have nothing to do with it and little opinion on it, so everything up there is... pretty normal, Sunshine. I'm sorry if you were hoping for something else."

So here we are just establishing some continuity. Demeter is definitely working as hard as she can to get the PC back, but because of how Olympian politics work, it's going to take some time to see results from that. I want this plot point to have a presence through the narrative, though how much the PC asks about it or wants to know will certainly affect how often they're updated on it! Nevertheless it should loom, whether in a good way or a not so good one depending on the PC's attitude towards their situation.

Hermes, of course, is quite biased in the Underworld's favor, at least in some ways, and thinks Demeter is way too much of a stuffy grump, something reflected in how he talks about the matter. This isn't anything so awful as a personal grudge; it's just that in D&D morality terms, he's CG and she's LN, so their personalities and outlooks are very different. PC can of course react to this in a variety of ways.

There also might be a bit of a shock in here for certain types of PC. Demeter has never treated her child as any less or less important for being half-human. She is raising them as her heir, and while she is certainly overprotective and inclined to helicopter, she definitely doesn't love them less for being a

demideity. PC can also be something of a snob—inclined to think of themselves as more important or civilized than the residents of the Underworld.

So, realizing that not everyone's number one priority is returning them to Olympus might be a bit of cold water to the face, hence Hermes's apology in the last choice. Of course, PC could also just think that the people of Olympus are fundamentally decent and wouldn't stand for this on principle, so learning that most of them... don't really care could be a blow in a similar way, even for those who aren't snobs!

He leans back a little into the arm of the couch. "Anyway, try not to mind any of that for now, you know? Just kick back and relax. Surely you've picked up on the fact that no one here's some awful monster."

He offers a little grin. "Not even Kerby, and he actually looks like one."

**fake_choice*

#"It's not the [i]dog[/i] I'm worried about."

"It's not the [i]dog[/i] I'm worried about." You frown at him, and he lifts his shoulders in a shrug.

"Look," he says. "It's not that I don't get it. Most Olympians in your position would be scared out of their minds. But this is me, telling you that those people are [i]idiots[/i]. At least when it comes to this specific topic. Mention the Underworld, and everyone loses their minds."

He shakes his head, dark coils bobbing.

**fake_choice*

#"And I suppose [i]you[/i] have the right idea of how things work?"

"And I suppose [i]you[/i] have the right idea of how things work?" You arch a skeptical eyebrow.

**if (hermes_backstory = 5)*

Hermes chuckles. "Well, yeah. Definitely a better one than most of them. Since I'm here a lot, you know? Sure it looks creepy at first and the people can be awkward as all get-out, and I wouldn't go certain places if you paid me, but on the whole? It's pretty nice here, actually."

**if (hermes_backstory < 5)*

Hermes rolls his eyes. "Do you just go through life assuming you know better than people with more experience, *\$(name)*? I've been in and out of the Underworld for most of my life. So, yeah, I [i]do[/i] have the right idea, compared to people who whisper scary rumors to each other on Olympus."

#"You think there's really no justification for that?"

"You think there's really no justification for that?" You blink, finding that to be a bit of a long shot. [i]Everything[/i] you've ever heard about the Underworld is... unflattering, to say the least, and you can see why now that you're here yourself.

**if (hermes_backstory = 5)*

Hermes chuckles. "Well, yeah. I'm here a lot, you know? Scariest person in the Underworld is *Leks*, and she's a big *softie* on the inside. The less-nice [i]places[/i] are easily avoidable. On the whole it's pretty nice here, actually."

**if (hermes_backstory < 5)*

Hermes rolls his eyes. "Are they justified for believing slander and rumors? I don't know. Maybe, if that's all they have. But they're still [i>wrong[/i]. Scariest person in the Underworld is *Leks*, and she's a big *softie* on the inside. The less-nice [i]places[/i] are easily avoidable. So..." He shrugs again.

This is only a small selection of the first branch of the next choice. I have some nested things in here. Basically the PC gets their initial choice of reaction, then based on that Hermes will respond differently, and then the PC gets another response, to which he will usually reply differently depending on his backstory with them.

This scene is the first place where the backstory actually makes a major appearance. It's a lot of extra work, but I've had fun with the variations, and I think the differences illustrate a lot about Hermes as a

person. He's also one of the few characters who will from the beginning snipe a little back at an obviously rude or insulting PC. Not as much as he would if they were in different circumstances, but he lacks the patience of Hades or Charon or Hekate and the obliviousness of Pyri. So he's a bit similar to Alekto in this respect, though his sniping, as hers will settle to be, is always reactionary—he's not mean *first*, so to speak.

```
*page_break
*if (hermes_backstory > 3)
  *goto theskinny
*if (hermes_backstory <= 3)
  *goto gettingtoknowyou

*label theskinny
"Anyway," he continues, adjusting the lyre on his lap. "Now that you're at least a [i]little bit[/i] settled, you probably have some questions, right? There's plenty of people who can tell you 'how the Underworld works' or whatever, but almost all of them are really terrible at talking about themselves, so if you want the dirt, you've come to the right place."

Hermes pauses a moment, features settling into a thoughtful expression. "Okay actually maybe there's not a lot of [i]dirt[/i] I can part with. But some information, for sure. Anyone you want to ask me about?"



*label skinnymenu
*fake_choice
  *disable_reuse #"So... Hades is your uncle, right?"
    "So... Hades is your uncle, right?" Zeus is Hermes's father, of course, though theirs isn't a very close relationship as far as you're aware. That would make Hades his relative also.



He nods, a small smile curling his lips. "Yeah. I used to spend a lot of time here as a really young kid. His Deathliness looked after me." He shrugs, focusing very intently on the lyre for a moment and plucking a few more strings. "He never tries to tell me who I should be, but he never shied away from telling me if I was being a jerk, either. If there's anything honest in me, I owe it to him."



Clearing his throat, Hermes huffs, glancing back up at you. "Anyway. Very good guy. A bit literal at times, and habitually down on himself, but good."



*goto skinnymenu
*disable_reuse #"Can you explain what Alekto's deal is?"
  "Can you explain what Alekto's deal is?" You haven't been able to pin down the reason for hostility yet, and you think you're owed [i]some[/i] kind of explanation, all things considered.



Hermes considers is a moment, then shrugs. "She's protective. She wasn't sure if she needed to protect us from you, and in the past she's been burned for assuming people [i]don't[/i] have bad intentions. I'm not going to say anything more specific than that; it's her business, and if you want to know more about it, you should ask her."



*goto skinnymenu
*disable_reuse #"What do you know about Hekate?"


```

I've skipped the rest of the options for that bit and brought the preview here, because this is another way in which backstory affects this scene: it branches into two, based on whether PC is reasonably friendly with him or not. If they are (the player picked the backstory where they're best friends or the one where they get along pretty well), he offers to give them some bits of gossip and information on some of the other people they've met so far.

This one I had fun with. The information isn't anything *too* revealing, as Hermes really thinks PC should earn that stuff from the people themselves, but some of it's kind of fun, and more importantly I like it because this is a situation in which he's actually mostly sincere, and I think it comes through just how much he loves his found family.

The other branch, for those either rivals with him or who don't know him very well, is him proposing that they try to get to know each other somewhat better. In the rival case, he won't say he's offering the olive branch, but he is. As some of the responses might make clear, a rival Hermes has never really been interested in *having* a rivalry, so keeping it one will be almost entirely PC's decision haha. And of course in the other cases, he either is or is basically a stranger, so the idea is just to rectify that! Again, backstory affects some of his responses, particularly whether or not the PC considers him a rival.

And that's this month's Mirror! I hope the additional insight was at least a bit enjoyable; I'm glad to get to share this stuff with people, to be honest. :)



Art by Aline Emily
@line.artsy

[Art Commission - Hekate](#)

[May 29, 2021](#)

Hey again everyone!

The fantastic Line ([Lineartsy](#) - and [here on tumblr](#)) drew Hekate for me! Check out the textures on her clothes...!

[Bonus Content Poll - May](#)

[May 31, 2021](#)

Hello again everyone!

As usual, the BIP post will appear in an hour. In the meantime, if you wouldn't mind letting me know what you'd like to see for next month's variable bonus content, I would appreciate it!

The poll is pretty straightforward this time. Who would you like the content to feature! One of the people involved is already Hades, so this is more or less who you want to see interacting with him. :)

Hermes

Charon

Pyri

Alekto

Hekate

20 votes total

[BIP - May](#)

[May 31, 2021](#)

Hello everyone!

As promised, here is the BIP, with 33k words in Chapter 3! That's the Charon scene, the Hermes scene, and half of the Alekto scene, for those of you who want to know what's new. I'm hoping for a chapter

release at the end of June or beginning of July; we will see how overly ambitious that is based on how many more scenes I manage to get through over the next month.

I hope you're all doing wonderfully; I will be back soon with more bonus content. :)

[Weekly Update - 05.31.21](#)

[May 31, 2021](#)

Hello everyone!

As you're all aware, it's BIP time, heh. Compared to where I was at this time last month, I have written 25k words, bringing the chapter total to 33k! This is probably the best single month of progress I've ever had. It's starting to feel like a rhythm, too, so hopefully that will become a more regular thing.

There's still a lot of scenes to go; it may end up being that some of the chapter gets pushed to the next one just to keep the length reasonable, but there's also a lot of exclusivity in branches, so I may attempt to keep playthrough length more consistent if I can find an efficient way to calculate that. In any case, I'm going to push for another chapter release in late June or early July; wish me luck!

In the meantime, I hope you enjoy the BIP if you do that, and in any case have a great week. :)

[Bonus Content - Dregs of Eden](#)

[Jun 2, 2021](#)



In the far-flung future, an apocalyptic event left the human population ravaged overnight. More than half the world's population disappeared, overnight as you've heard it told, and the chaos of that moment jagged its claws through generations.

Now a century later, the world you live in would be unrecognizable to your ancestors. Built into the shells of once-chrome cities are solar panels and vertical gardens. Rain barrels collect fresh water on every occupied roof, the hum of half-lost machines tracking weather and soil conditions. Every day, the city of New Eden is addressed by President Kirkland. Every day, you get up and haul yourself to a mindless, thankless job that you used to think meant something. Every day, you lose just a little more sight of what you're here for.

Not today.

Today, you riot, even if that means facing the consequences.

The Dregs of Eden is a project I've been contemplating for a bit. It's mostly intended to be an exploration of Twine, to see if I can make that program work for me, but there's a couple little other experimental bits of it that I'm excited for, too.

The player takes on the role of Polaris (that's the last name; you can choose your own first name), who, whether intentionally or accidentally gets caught up in a rabble-rousing protest against the corporatist policies of New Eden's government. Though some aspects of Polaris will be customizable, like gender and aspects of appearance, I'm looking to try a more 'fixed' style of PC, more akin to a Geralt of Rivia or a Shepard from Mass Effect than the usual totally-custom situation. The player will get to choose their actions and customize their skills and such, but some of their personality details will be fixed, as will their history and such.

The genre is sort of a solarpunk situation, but post-apoc and with some cyberpunk elements thrown in. What's above is basically the initial setup: Polaris gets caught up in a protest, then subsequently arrested and exiled with the government, along with several other people. They've got no choice but to get several days away from Eden City, out into a wilderness they've never known, with nothing but what they can carry on their back and a bunch of strangers for company.

What follows is a survival adventure with travel, settlement-building, and group politics and interpersonal relationship-building! I... don't really expect it to be the cup of tea of most FoA readers, just being so wildly different in genre haha.

The group Polaris travels with would be relatively small, and I think I'd keep it to three RO's, one male, one female, and one nonbinary (though I might also make the third gender-selectable and trans no matter what, or something like that. I actually have tentative artbeeders of them and blurbs below!



Michael "Mick" Sánchez

Gender: M

Age: 35

Height: 6'4"

Build: Athletic

Occupation: ??

Born to a working-class family in Eden City, Mick was radicalized against its corporatist government at an early age, when his mother was unable to be treated for her mental health conditions due to the family's low income. Himself listed as 'unemployed' in city records, there are those who would say it's no surprise someone like him ended up exiled eventually. He's hard to get a read on, but perhaps his general athleticism will help the group survive their journey.



Lily van der Waals

Gender: F

Age: 32

Height: 5'4"

Build: Slim

Occupation: Clothing Designer

It was something of a surprise when a minor celebrity proved to be among the arrested parties at the protest. Though not commonly-known, Lily actually has a fairly extensive rap sheet, though everything on it until now has been minor. She hadn't expected to be exiled, and is a little put-out about it to say the least. Though she is not as lacking in useful skills as she might at first seem, she fully intends to let other people do as much of the hard work as humanly possible.



Gabe/Gabby

Gender: TBD

Age: 34

Height: 5'9"

Build: Wiry-Strong

Occupation: Guide

Not a face Polaris recognizes from the protest, G is in fact their hired guide to the fringes of Eden-controlled land. They are well-versed in the ways of survival, at least to a point, and may prove to be the most helpful initial lodestar by which the group navigates exile. Though, they're technically employed by Eden City, and fully expect to leave the group once they reach the fringes of its territory, so who's to say how that will work out?

I should note here that uh... work would not begin in earnest on this project until *considerably* more of FoA is done, if I get to the point of writing it at all. I just occasionally have an idea that simmers long enough for some details to emerge, and thought perhaps you'd care to see some of the process. We'll return to regularly-scheduled FoA content next week, I promise. :)



[Art Commission - Pyri](#)

[Jun 2, 2021](#)

Continuing with the trend of just... awesome art from [Charina](#) (and here she is on [Twitter](#)), this time we've got Pyri! Since everyone has now been drawn at least once, I think I might have her do another Charon next.

In more good art news, Andrea, who drew Charon the first time, will also be drawing Hades! So I'll be sharing that with you guys here soon, I'm sure!

[Art Poll, of sorts](#)

[Jun 2, 2021](#)

Hey all,

So the subject of this poll is somewhat different from 'hey, who should I have drawn next?' heh.

The thing is, I've always figured I should share some art with general audiences, and since I'm getting Charina to draw everyone, I thought I might eventually share those works on tumblr. But of course art is one of the benefits of being a patron, so I wanted to touch base with you on what you thought was a fair system for this kind of thing!

All the options are viable, so don't hesitate to pick which one you think is best.

I'm fine with all patreon art being shared with tumblr, on a time delay of a month.

14

I would prefer if only the 'official' portraits were shared with tumblr, and any additional art was patreon-only.

2

I'd like all art to be kept on patreon only, but color palettes could be released on tumblr.

1

Other (I'll specify in a comment below).

0

Poll ended Jun 5, 2021 · 17 votes total

[Art Poll - Results](#)

[Jun 7, 2021](#)

Hey all,

Thanks to those of you who voted in the most recent art poll! The vast majority of you were okay with sharing any and all art on a time delay, but there were a couple of you who opted otherwise, so I think I'm going to mix my approach.

I'll share the official arts (those drawn by Charina), and some of what I commission in the future, but there will also be some things that remain on a patreon-only basis. That seems like the most fair thing to me, and I hope it's acceptable to those of you who wanted a little more exclusivity.

I appreciate the feedback; all of this is very much a learning process for me, not to mention an ongoing one. Your support, as always, is invaluable.

[Weekly Update - 06.07.21](#)

[Jun 7, 2021](#)

Hello all!

In what is technically my first update post for June, I bring more good news. I took the 31st off, but have achieved my goal of a thousand words a day every other day this week, which as of the time of this writing brings the chapter to 39k. The Alekto scene is almost done, and will be very soon. From there, I'll have the letter-writing scene as the final choice for the third morning in the Underworld, and then there's an optional scene where the player can see a judgement—a soul being delegated to one of the three subsections of the Underworld.

The main plot of the story is starting to creep in slowly, too, and by (hopefully, if I don't have to snip for length) the end of the chapter, the first major development will be in play. There's also going to be an intermediate section where I let some time pass and give the PC some choices about what they do with themselves in a more general sense, which should aid or hinder subsequent attempts to solve problems in different ways.

Of course, I don't really intend for FoA to be the kind of game that has true 'game overs'; that would clash with the comfortable vibe it's supposed to exude. But success or failure will still have effects on the story, which I hope will be really interesting and possibly prompt multiple playthroughs, heh.

Anyway. I'm participating in IFWriMo, which is taking place on an IF author's server I'm part of, and my goal is to write 1,000 words every single day of June! We'll see how I go, but so far this is feeling very doable. I've even managed my stretch goal of this and 500 words for Diaspora for the last week, so here's hoping I can keep up the momentum.

I know I have a couple fellow writers here, so best of luck if you're also participating. And to everyone, have a good week, get some sleep, stay hydrated and stay *awesome*. :)

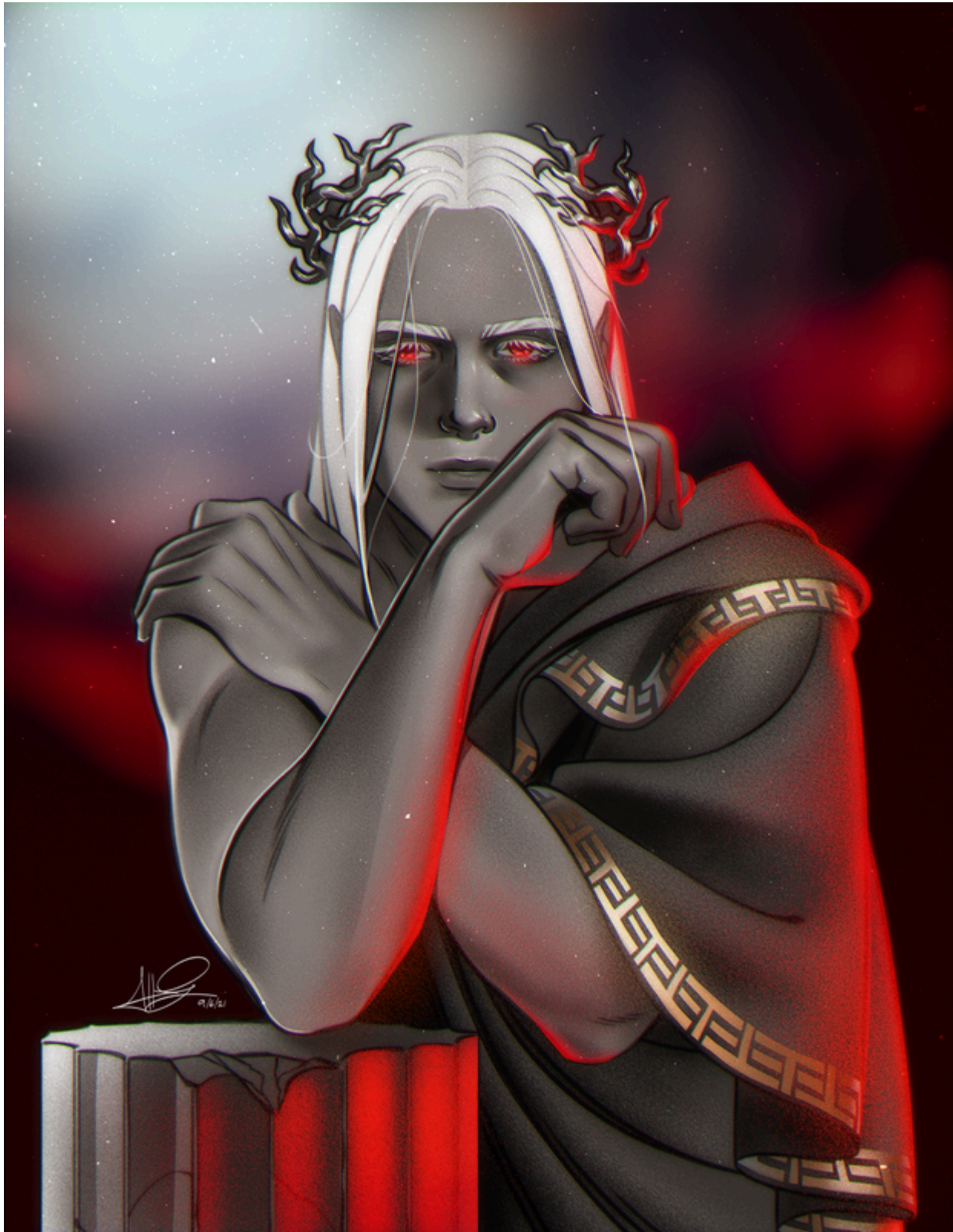
[Q&A - Hermes I](#)

[Jun 9, 2021](#)

Hello again everyone, this time I'm back with another round of Proust Questionnaires—and the respondent this time is Hermes. Here is part one, and July and August will bring parts two and three.

I hope everyone's week is off to a great start.

[Proust - Hermes1.pdf](#)



[Art Commission - Hades](#)

[Jun 10, 2021](#)

Hey all!

If you remember the first Charon commission I posted here, then you probably remember how absolutely bananas-awesome [Andrea Hernández's](#) (link to tumblr) art is. Well, I managed to luckily snag her last comm slot for a while, and she drew Hades!

New icon? New icon.

[Weekly Update - 06.14.21](#)

[Jun 14, 2021](#)

Well uh...

I wrote 11,000 words this week. That means the chapter has officially hit 50k! There's still a lot of it to go, but I am currently beginning the sort of 'timeskip phase' of it, which allows the PC to set up a garden and determine how else they've spent their time over a period of a few weeks. So there will be some little stat adjustments, you can if you like start learning sign language, etc.

Then the plot moves into what I like to call 'phase two,' heh.

I hope to have a really substantial update to offer all of you at the end of this month; I'm currently on track to do so, which is pretty exciting. :)

Stay well, y'all.

[Bonus Content - Vignette](#)

[Jun 16, 2021](#)

Hello everyone!

I hope you're all having a great week. I come bearing bonus content, as you voted for. This is a brief scene between Hades and Hermes, from a time when the latter was still a very young god.

I hope you like it!

[BonusJun21.pdf](#)

[Weekly Update - 06.21.21](#)

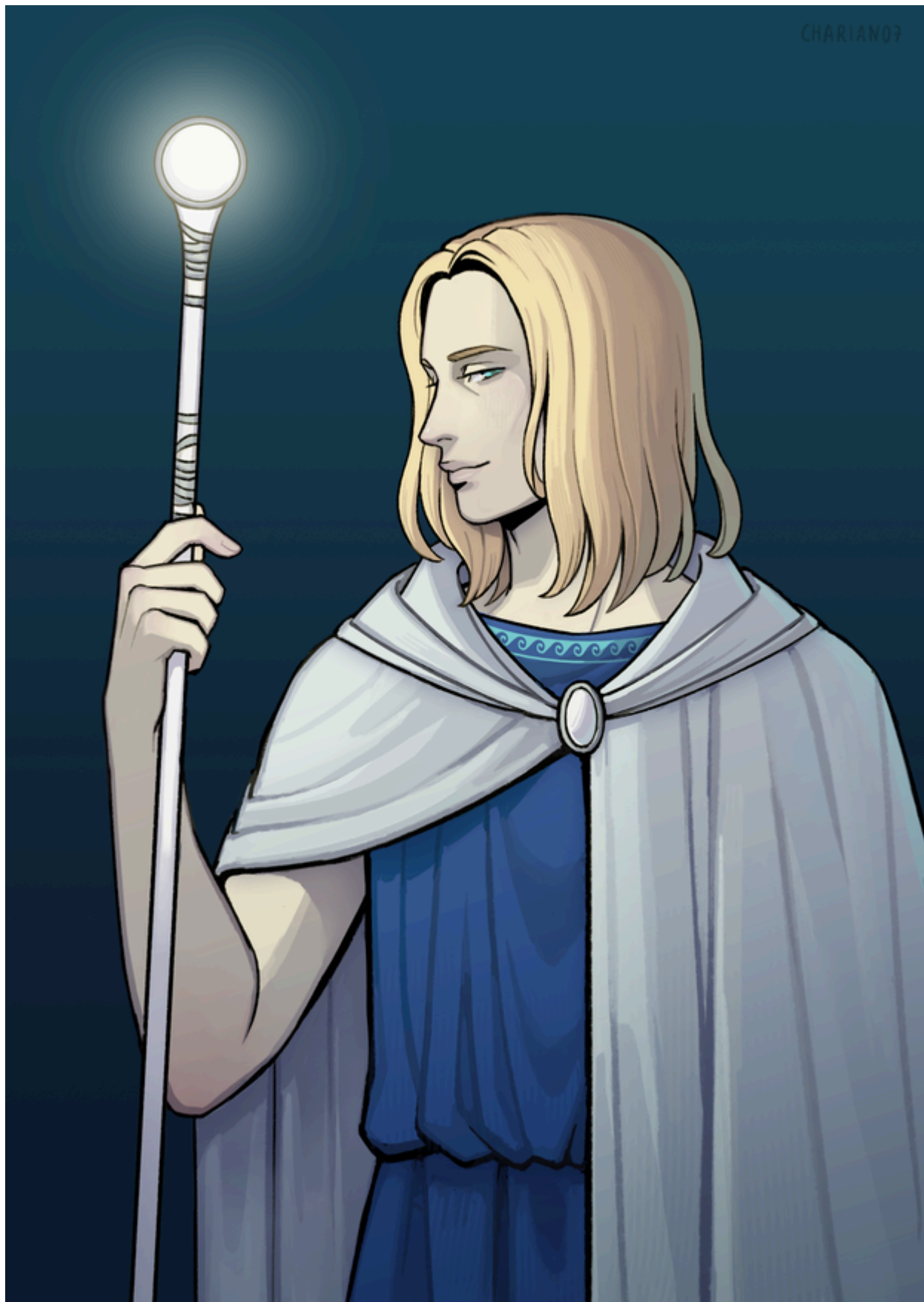
[Jun 21, 2021](#)

Whew! It has been... a week.

The chapter is presently sitting at 56k, for those of you counting, and I'm midway through the Hades scene just after the timeskip. This does not include the 4,000 words I wrote today in a separate scene file for a conversation about Makaria that PCs will possibly be able to have at a few junctures (hence it getting separated out and written as setting-neutral). So my total progress for the week actually comes to... 10k, so almost as much as last week, which is pretty nuts.

I'm not sure I'm going to make my original release date goal of early July, if only because I really would like to keep the chapter content together as it's currently outlined, but we'll see how things look in another couple of weeks.

Up this week in extras is a Moirae's Mirror. I'm kind of feeling a vignette this time, so we'll see what comes out when it's time for me to sit down and write the thing, heh.



[Art Commission - Charon](#)

[Jun 21, 2021](#)

Hey all!

Charina finished drawing Charon and I'm—yeah. I don't think I ever get over the feeling of seeing new art hahaha.

([Twitter](#)) ([Instagram](#))

[The Moirae's Mirror - June](#)

[Jun 23, 2021](#)

Hello friends!

As extrapolated at the beginning of the week, the Mirror is indeed a vignette this week; a scene that I'm not sure will make it into the game but involves Demeter's continued efforts to enlist any and all help to get her child back to Olympus. Catch the plot hint at the end. :)

I hope you're having a great week!

[MirrorJun21.pdf](#)

[Weekly Update - 06.28.21](#)

[Jun 28, 2021](#)

Hey everyone!

I think it's a good streak when 7k words is a slow week, heh. The chapter's up to 63k in total, and I'm just about finished with an optional Hades scene I've been working on for most of the week.

That means that, with the chapter as it stands, what is left is:

- The rest of the Hades scene
- The three alternative scenes, which are chances to meet some of the important non-RO characters if you haven't yet (specifically: Ascalaphus, the Moirae, and the secret character)

- The final scene of the chapter, in which the player is made aware of a grim situation in the Underworld and chooses which group to help tackle it.

I really like that as the way to end the chapter, and so I think I'll probably be keeping it all in Chapter 3. This might delay overall release, but the good news is that at the pace I'm writing, it might not be too much longer!

For those of you interested to read all the new stuff, the BIP drops on Wednesday!

[Bonus Content Poll - June](#)

[Jun 30, 2021](#)

Hey everyone!

The BIP drops in an hour like usual. In the meantime, if you'd like to let me know what you would be interested in seeing for next month's bonus content, I'd appreciate it!

We already have seen at least a little of how Makaria interacts with her dad, but the other characters all have familial relationships with her as well! So, who would you like to see interact with her in a vignette?

Hermes

Charon

Pyri

Alekto

Hekate

16 votes total

[BIP - June](#)

[Jun 30, 2021](#)

Hello all!

As you're doubtless aware by now, it is finally BIP day! I have written 33,000 new words this month, effectively doubling the chapter's length so far, plus another 4k in a separate scene that may pop up a few different times over the course of the game, where the player can learn a little more about Makaria from her dad.

That 33k words covers:

- The end of the Alekto scene
- A scene where the player can see (and possibly interfere with) the judgement of a soul
- A sort of 'directed timeskip' in which the player can choose how they spend the first month in the Underworld, along with designing their own garden.
- The resumption of events after that timeskip, though at this time only one of the branches completed is the one where the PC accepts Hades's offer to go on a walk.

Also, I should note that the stories of Oedipus and Antigone come up in this section, and that includes references to (though of course not graphic depictions of) incest and suicide. If you would like to skip those, you can simply choose not to attend the judgement. You are not in any way penalized in-game for making that choice.

[Weekly Update - 07.05.21](#)

[Jul 5, 2021](#)

Hey all!

Welcome to a new month, and I hope those of you who had a holiday weekend got to spend it in some nice way, whether by celebrating or relaxing or whatever you like to do!

The chapter now stands at 71k words, and I'm just about done with the Moirae scene, moving us ever closer to the end! That's 8,000 words this week in total, and we're still looking good for a release sometime this month. I've also started on the very basic scene outline of chapter 4, so hopefully I will be able to hit the ground running with that one when the time comes!

Hekate art is also in progress from Charina, so hopefully the official portraits will have their second-to-last entry sometime this month! After that, it'll just be Hades and we'll have the full set, which is exciting!

Anyhow, there will be a bonus content coming your way on Wednesday; I'm not totally sure what that will be yet, so we'll see when we get there. Have a great week everyone, and stay safe in the heat/cold, whichever you might be dealing with!

[Bonus Content - Lethe Dossier](#)

[Jul 7, 2021](#)

Hey all!

This month's bonus content is a dossier for Lethe, one of the as-yet-unmet River Deities of the Underworld. Lethe in particular has a role to play in the upcoming chapter four, so I thought I'd drop a little background information on her as a teaser for what's to come!

I hope you're all having a great week. :)

[Dossier - Lethe.pdf](#)

[Weekly Update - 07.12.21](#)

[Jul 12, 2021](#)

Hey everybody,

This week was eventful, both for better and for worse. As you're likely all aware, chapter three went out on Friday, which was definitely my main aim for the first half of the month. Chapter four is now well underway, with about 2000 words of writing and an incomplete but getting-there outline. In all, I wrote about 8,000 words this week.

Unfortunately, I had a rather crushing personal setback this week as well. My cat of 16 years, Socrates, passed away after two months of rapidly-deteriorating health. He was my very first pet, and I will miss him dearly.

At the moment, I'm doing okay, and honestly working on FoA is proving to be a nice distraction as I try to come to terms with this. If you all wouldn't mind doing me a favor and hugging/petting any huggable/pettable pets you might have sometime this week, I'd appreciate it. :)

Stay well, everyone!



[Art Commission - Hekate](#)

[Jul 12, 2021](#)

The fabulous art just keeps coming from Charina! Here's Hekate's official portrait. That's everyone but Hades, and he of course is next up. I can't wait until I have the whole set. :)

([Twitter](#))([Instagram](#))

[Q&A - Hermes II](#)

[Jul 14, 2021](#)

Hey all,

Back this week with another installment of the character Q&A. We're smack in the middle of Hermes's three months, so August will be his last, and then someone else will get the same treatment.

Cheers, and stay well!

[Proust - Hermes2.pdf](#)

[Weekly Update - 07.19.21](#)

[Jul 19, 2021](#)

Hey everyone!

What a weird week it's been. The good news is the new chapter is up by 8,000 words, so I'm right on target with my goals for the month still. Also, Charina has started work on the last official portrait for the game, so that's exciting!

Otherwise it's been kind of a 'holding pattern' sort of week where I just keep trying to do the bare minimum every day and survive. Sometimes life's like that, no? But I've been successful and things are going as well as can be expected.

Up later this week, we've got the vignette y'all voted on, in which Makaria spends sometime with Hermes and (because the vote was so close) also Alekto! I'm looking forward to writing that one, and I

hope you're looking forward to reading it. :)

Have a great week and stay well everybody.

[Bonus Content - Babysitters](#)

[Jul 21, 2021](#)

Hey all!

I'm back with the bonus content y'all voted on for this month—because the vote was so closely split between Hermes and Alekto, I elected to include them both, interacting with Makaria and each other. This particular tidbit actually assumes the PC is friends with Hermes, though it takes place before they ever set foot in the Underworld.

I hope you enjoy it!

[Jul21Bonus.pdf](#)

[Weekly Update - 07.26.21](#)

[Jul 26, 2021](#)

Hey everyone!

Not a lot to report this week in terms of the eventful or the unusual. I'm still plugging away on the chapter, and met my goal of 1,000 words a day for a total of 7k this week, bringing the chapter total to 17,000! I have finished the first of the 'investigation' branches, the one featuring Pyri, Daeira, and Kokytos.

I've moved into the second, featuring the river investigation squad of Hades, Charon, and Alekto, though I don't think that will be finished by the time I publish the BIP at the end of this week. Still, I'm pretty happy with how things are looking so far, and feeling pretty good about the rate of progress I've been able to keep up for the last two months or so.

That's pretty much it! The Moirae's Mirror drops this week; I might show off some of the new stuff before it appears in the BIP and walk through the process there. In any case, the BIP will be out Saturday at noon, assuming no unforeseen catastrophes.

I hope you're all doing well!

[Moirae's Mirror - July](#)

[Jul 28, 2021](#)

Hey everyone and welcome back (or welcome, as the case may be!) to the Moire's Mirror. This time I'm previewing and talking about some of the stuff that happens in the part of Chapter 4 I'm already done with.

We start off headed into the market with Pyri, Daeira, and an NPC you only briefly met at the end of the last chapter, Kokytos. He's not going to feature *too* much in this scene, as we'll quickly see the group split up to do their stuff, but I think he's pretty cool.

Alongside Pyri, Daeira, and Kokytos, you're headed into the city surrounding the Keep.

Daeira leads the rest of you briskly out of the main building and through the gate, maroon hem almost brushing the paving-stones beneath their sandals as they traverse the main thoroughfare leading from one to the other. They glance backwards with the metallic chime of an earring's bronze threads against one another, a smile playing at their lips.

"As it goes, I can scarce think of a more apt group for such an objective," they muse. There's a hint of playfulness in the words, but sincerity enough for you to know they mean it.

*fake_choice

"Why?"

"Why?" You glance between them and the others. You're at a bit of a disadvantage, information-wise, having little idea of what suits them or Kokytos to the task. Or Pyri for that matter, though with them you at least have some idea. It's not too difficult to imagine the brightness of the River of Fire's personality to be disarming to some, which might be good for acquiring information.

"I'm... not that good with people, actually."

"I'm... not that good with people, actually." You lift your shoulders in a small shrug. You think it would at least be helpful for them to know that, if they were planning to have you do something specific. Not that you have any idea what any of the others bring to the tale, either.

"This is definitely my area; is it also yours?"

"This is definitely my area; is it also yours?" You're confident in your charm and people skills; it's part of the reason you chose to come along for this in the first place. Talking to people is something you don't struggle to do, in most cases, and you think you're clever enough to identify anything strange or unusual.

Now that they've mentioned it, though, you're also quite curious as to why they think the group is so apt to the task.

"I somehow doubt that."

"I somehow doubt that." There's a clear note of skepticism in your tone as you look between those present. Pyri's friendly enough, but you wouldn't call them delicate or tactful, and you've no idea what the other two purportedly bring to the table.

You may notice here in our first screenshot that there are no personality variable changes yet. This is because I haven't yet added them, heh. That's usually one of the last things I do before publishing. It sort of makes me wonder if I have a need for them at all, but thinking about that has made me want to try sort of a new system for me, which I will hopefully be implementing at the end of chapter four. More on that later, probably.

Anyway, this route involves the PC themselves taking the initiative to go out and talk to people as a way of gathering information, so at parts it soft assumes they have some capability for that. There is a chance later to walk that back though, or to have an adverse reaction to a large crowd.

"Well," Daeira replies, "I have a certain facility with... hm. Let's call it 'asking the right questions.' Pyri has a deft touch with getting people to open up to them, as you may have observed—"

Pyri themselves laughs a little at that. "I just like talking to people," they admit with a shrug, and a wry little grin. "Though sometimes I forget to leave them room to talk back for too long."

"You'll do fine," Daeira says, waving a hand as if to banish the worry. "And Kokytos here is an empath, so all of us together should have a pretty good chance of finding anything useful. If such exists in the first place, anyway."

*fake_choice

#"An empath? What do you mean by that?"

"An empath? What do you mean by that?" Your eyes move to the taciturn man, who smiles very faintly.

"It's a form of magic," he replies in his quiet baritone. "Imprecise but useful. Broadly, it is the ability to discern emotion without visible or other sensory cues. I see them as colors, but that's not universal. It also means I can usually detect when someone is being deceptive, though not always."

"Is that something anyone can learn?"

He shakes his head. "Not anyone. For me, it is related to my domain. Some others, if they are adept enough, can learn it, but it is subtle and difficult, and I doubt too many would find it worthwhile, considering its shortcomings."

#"Daeira, what's your usual job?"

"Daeira, what's your usual job?" The way they've put it makes it sound, well, vague. You don't doubt this is intentional.

They smile, flashing bright teeth, and hum as if in consideration. "Well, to put it more bluntly, I am the closest thing the Underworld has to a spy," they say, shrugging with a certain comfortable ease. "My job is putting the right questions to the right people, to get information if Hades needs it."

"Is that something you do a lot of?"

"What, spying?" they chuckle. "Probably more than most people think, but less than I would with a different boss."

#"Pyri would definitely be able to get [i]me[/i] to talk."

"Pyri would definitely be able to get [i]me[/i] to talk." You grin at them encouragingly.

It makes them smile, too. "Well I'm glad," they reply brightly. "Since you're so interesting to talk to! That's all I do, really, you know? Talk to people, and listen."

"And care what they say," Daeira adds. "That's the most important part. "If people feel that they're properly being heard, they're more likely to open up. You'd think that basic, but it might surprise you how many people forget it."

Here we get a little more about why this particular set of people has this particular job. Daeira, though known to the PC so far mostly as someone who knows the workings of the Underworld and is there to assist with the nuts and bolts, is in fact the closest thing the place has to a spymaster, a fact they will readily admit upon being asked. You may think this makes them not a very good spy, especially for a PC who still has Olympian leanings, but getting them to talk about their methods is very different.

Kokytos is an empath. I've tried to pick powers and skills that are fairly thematic, and someone who is the River of Lamentation probably deals a lot with human emotion. I imagine this river's function having to do with confession, and the hard questioning sometimes necessary to get people to really look inward and pull their deepest feelings out of them. So the power seemed appropriate to me!

Also, there's just not enough men in fiction with 'soft' powers like that. Sue me.

Double also, a fun fact that doesn't come out in this part but might later: Kokytos and Daeira are siblings!

Gradually, the scenery around you morphs; official sorts of building are replaced by residences, and finally what seems to be an open market square. There's something different, about it, from the Keep, besides the obvious. It's just as active, in its way, and even the grey stone from which the floor is constructed seems to be the same. But there's... the [i]kind[/i] of activity is different, in its feel.

The square is lined by a mixture of what seem to be static storefronts and more mobile stands, carts, and stalls, offering everything from food items—which you know the dead don't [i]need[/i]—to luxury items like jewelry and rich fabrics. They probably don't need those either, but maybe the idea is similar: some things are enjoyable without being necessary.

Not much seems to be necessary, in death.

Kokytos hums quietly. "There's a peculiar restlessness in the air," he observes, narrowing his eyes as if doing so might help him pinpoint the source. He shakes his head, though, a few seconds later. "General. Perhaps even subliminal."

*fake_choice

#"I think I understand what you mean."

"I think I understand what you mean." It doesn't feel [i]bad[/i] to you, exactly. None of your instincts are proclaiming danger or anything like that. It's more like... a subtle undercurrent of anxiousness, or even confusion.

But then, you're not an empath. For all you know, you're reading far too much into things.

The others seem to take it seriously enough, though. Kokytos nods subtly, pursing his lips. Pyri frowns for a moment before setting their hands on their hips. "Well... you can't really ask a subliminal feeling while it's there, so... what's the plan?"

#"Okay, let's try the merchants. They probably hear a lot."

"Okay, let's try the merchants. They probably hear a lot." There's not a lot you can do with information like that, but if the [i]place[/i] is somehow different from the rest of the city it probably makes the most sense to start with the people who spend the most time here, right?

No one seems to disagree, exactly. Kokytos nods subtly, pursing his lips. Pyri frowns for a moment before setting their hands on their hips. "Makes sense, I guess. Do we have more of a plan, or are we just making this up as we go?"

#"Do we just... go ask people if they've seen anything weird lately, or what?"

"Do we just... go ask people if they've seen anything weird lately, or what?" You're not totally sure what to do with that information. Subliminal feelings aren't exactly actionable, after all. But maybe you can try talking to people a bit more directly, and see if any of them drops a hint, knowingly or otherwise, to what this might be?

No one seems to disagree, exactly. Kokytos nods subtly, pursing his lips. Pyri frowns for a moment before setting their hands on their hips. "Makes sense, I guess. Do we have more of a plan, or are we just making this up as we go?"

And here we have some description of a marketplace in the Underworld. It was kind of interesting to think about how an economy might work when the number of needs is so few. This section allows me to get into some nuance, too. It's been hinted before that gods, while not strictly in *need of food, water, sleep, etc, function better when they get these things. (The PC, being half-human, does need them, though not to the degree humans do).

Something similar is true of the dead. They *can* go without eating, but generally the closer they remain to human habit and practice, the better off they are, which also explains the market. It allows artisans to craft and growers to grow, and in general people to occupy themselves with work they find fulfilling and meaningful.

But there's also a very obvious safety net at play: if money-earning work does nothing for you and you opt against it, or if you simply haven't made enough to afford a decent amount of food or something for the week, you can simply tell the merchant to charge the Keep, and it'll be taken care of by some of the administrators there at no cost. This separates work and need-satisfaction and keeps things running smoothly.

Also, spot the typo here, heh. I've fixed it since but they're always a bit embarrassing to find.

Anyway, that's it for the mirror this time; I hope you found something in it interesting! Not sure what it'll be next month; I kind of enjoy the multiple possible formats of this segment.

Have a great week everyone. :)

[Bonus Content Poll - July](#)

[Jul 31, 2021](#)

It's that time again, friends. The end of the month for me means it's time to start thinking about new bonus contents!

Since August happens to be my birth month, pick a character for a glimpse at how they do (or don't) acknowledge the day (or season, as the case may be) of their birth!

Hades

Hermes

Charon

Pyri

Alekto

Hekate

19 votes total

[BIP - July](#)

[Jul 31, 2021](#)

Hey all!

The BIP is here! Since the last chapter update (early this month), there have been a grand total of 25,091 new words added to the story, the vast majority of those in the in-progress chapter four. You'll notice that the majority of the chapter is still pretty loose notes and empty choices or entirely missing scenes; that's normal as I get things structured before writing.

What *is* fully filled out is the branch of the investigation where you go with Pyri, Daeira, and Kokytos to the market, and also the branches where you agree to help Charon or Alekto investigate at the river (still to come: helping Hades and investigating on your own after refusing any of the three, and the branch where you go with Hekate, Hermes, and Pyri to visit Lethe herself, and then the whole rest of the chapter, heh.)

Still, I'm pretty pleased with this month's progress. Including what I wrote to finish up last chapter, I wrote something like 36 or 38k words this month, so. I'm pretty thrilled with that. Things *may* slow down a little next month, but hopefully not by too much!

Just a warning, some variables have changed and adjusted, so old saves may not always trigger what they should. Nothing game-breaking, though, so everything should be fine there. I hope you all enjoy the new stuff!

-Jess

[Weekly Update - 08.02.21](#)

[Aug 2, 2021](#)

Hello everyone!

Not too much to report since the BIP came out. As you may have seen on tumblr or in the forums, when I updated with that the new chapter had about 24k words. It now has about 26k, and I'm hoping for some pretty solid progress this month as well. I'm aiming for about 5k words a week, to give myself some time to work on my dialogue indicator system.

We also *should* be getting the last of our official art pretty soon here, so I'll look forward to sharing that with you as well. Up this week is a bonus content, which I'll probably get to making up shortly after I post here, heh. Not sure what it'll be yet, so we'll see on that. :)

I hope you're all doing really well, and have a great August!

[Bonus Content - Kokytos Dossier](#)

[Aug 4, 2021](#)

Hey all!

For this week's bonus content, we have another dossier, on another River Deity. Kokytos, the River of Lamentation, may be something of an enigma, for those who met him at the end of last chapter and haven't had much chance to interact with him. He's actually one of my favorite side characters, though, so I hope you like getting to know a little more about him.

I hope you're all having a great week. :)

[Dossier -Kokytos.pdf](#)

[Weekly Update - 08.09.21](#)

[Aug 9, 2021](#)

Hey everyone!

I hope you're all doing well. This week I wrote 4k words on the game, but in other news the dialogue tag system is almost done and implemented for all three previous chapters, plus the prologue, and also for what of chapter 4 is already written. I'm just about to the end of the second investigation branch, which means I've got the third of those to go before I can launch into the rest of the chapter.

I've been having a lot of fun with some of these variations, so I hope you all do, too, when the time comes. :)

Up later this week we'll have the last of Hermes's Proust questionnaire. I hope to have more solid progress to report soon. Stay safe and well out there, everybody.

[Q&A - Hermes III](#)

[Aug 11, 2021](#)

Hey all!

We're back with the last of the Hermes Proust questionnaires! Next month starts someone else, possibly Pyri. I hope you enjoy this one. :)

[Proust 3 - Hermes.pdf](#)



[Art Commission - Hades](#)

[Aug 13, 2021](#)

He's heeeere!

Charina drew Hades to wrap up the comm series; I'm so pleased with all of them. I have to take a break from commissioning work for a while, mostly to let my hemorrhaging bank account rest a little haha, but eventually I'll of course get around to more, including some Blossom+ exclusives.

Thank you all so much for supporting me! FoA is almost a year old now, and I'm so happy with how it's coming along!

Charina can be found [here](#) and [here](#).

[Weekly Update - 08.16.21](#)

[Aug 16, 2021](#)

Hey everyone. New week, new update!

I actually wrote more than anticipated this week, returning to my previous (blistering, for me) rate of 1k a day, with 7k on the week, bringing the chapter to 37k! I'm smack in the middle of the last investigation branch, the one where the PC goes with Hekate, Hermes, and Pyri to visit Lethe herself.

I'm pretty happy with the investigations so far; there's a decent amount of variation even within branches, but almost anyone with any level of relevant stats can find something useful, unless they pretty much go out of their way to not be helpful. I have no idea how obvious or not the answer to the mystery is going to be by the end, so I'm trying to go light on the clues for now, since I figure it's probably easier to add more later than take them away.

After these branches are finished, I've got another set where the cast are going to be pretty insistent that the PC learns to defend themselves, whether by magic or by physical combat, so hopefully that will provide some cool customization in addition to the character interaction that comes with each choice. And then finally, there should be an opportunity for PCs who are interested to get themselves a job/niche in the Underworld. I wanted to delay that part long enough that it felt like the PC was starting to feel a little more at home (at least in most cases), and had been accepted by the others as more than a longer-than-very-temporary guest.

I hope you're all staying well; my roommate has COVID but so far I'm not showing any signs. We're both vaccinated, and I think it's made her case a lot less bad than it could be. If you happen to be able to get a vaccine and have not already done so, please, please consider it. And regardless, hang in there, everybody. :)

[Bonus Content - Midwinter](#)

[Aug 18, 2021](#)

Which is in my hemisphere definitely not the season it is, heh. But y'all voted to read something about Hades and birthdays, so this is what there is! It's a bit abstract, being more or less a stream-of-consciousness history of birthdays in the Underworld, but I hope you like it!

(Timing-wise, it occurs shortly before Pyri arrives there, and as such they are not explicitly mentioned, though their predecessor is!)

[Aug21 Bonus - Midwinter.pdf](#)

[Weekly Update - 08.23.21](#)

[Aug 23, 2021](#)

Hey all!

The chapter's up to 44k as of this week, meaning I got another solid 7,000 over the last seven days. I'm now through Hermes's part of the last investigation branch, and into Pyri's. After that, it'll be Hekate, and then the investigation can conclude for the present! While I do enjoy dropping clues, I'm looking forward to getting into some more character-oriented scenes again after this, heh.

Fortunately, my roommate has recovered from her bout of COVID, and I seem never to have caught it (thank you, vaccination and social distancing), so all is pretty normal again here!

Take care, and have a great week. I'll be back on Wednesday with the Moirae's mirror, for those of you who get that.

Also, since all the official art is done now, *would those of you in the sprout tier message me and let me know which one you'd like?* You can use messenger on Patreon, tumblr, or send me an email at chrysanthemumgames01@gmail.com. Just be sure to identify yourself somehow. :)

[Aug 25, 2021](#)

Hello, everyone! (Or, well, all two of you anyway haha.)

I thought I'd do something a little different with the Mirror this month. Basically I'm going to show you what passes for my "outline" and talk about how stuff has gone so far. It's really not much of an outline—consider chapter 1 here:

Chapter One:

Arrival in the underworld. It's a morose place.

Fly in over the Blessed Isles first, but Hermes will explain that it isn't the same place technically.

River of fire rings the territory; Hermes makes a reference to Pyri.

Lots of fog; moody grey atmosphere, but in other places there seem to be orchards.

Hades warns **Seph** not to eat anything native to the region.

"That would tie you to this place more surely than any binding word."

They land; Hades is super respected and a little scary.

Inside, a few of the main group are introduced, probably Charon and Hekate. They are there with Styx, who will be presiding over the signing of the contract.

The terms are only one: for as long as **Seph** remains married to Hades, they will reside in the Underworld, and abide by its laws, and show respect to its people.

Seph can react to these terms in various ways; particularly strident ones will be reassured by Styx that even she can't enforce all this the second the marriage is annulled.

The contract is signed, which allows for pronoun selection. And gender, via God/Goddess/Deity of Spring

The others file out, leaving **Seph** alone with Hades.

They have the "I have no expectations of you beyond the ones you just agreed to" speech. They can spend their time as they like, though as the new consort of the Underworld they are of course invited to sit in on official business and participate as an equal member of Hades' council

When the meeting is over, Hades summons one of the primeval spirits to guide **Seph** to their chambers, which are in the same general hallway as his but not even adjacent.

I generally use "Seph" to refer to a gender-neutral player character for whatever reason. I guess that's just how I thought of them, though I've never adopted the convention on the blog because obviously everyone has their own name for the PC.

Mostly, I stuck to this one. Discussion of the Blesséd Isles was deferred, as was seeing them (I... still need to figure out "where" they even *are*, but let's pretend I know what I'm doing, shall we?) And the "I have no expectations" speech got moved to the beginning of chapter two. Also Hades hasn't been that scary yet. He *can* be, but I'm kinda saving that for a better moment.

Chapters 2 and 3 already show a decline in uh... precision:

Chapter Two:

We do some exploring of the realm here, mostly in the company of the non-Hades characters

Learn about how death works in the world

We need: Pyri and the River of Fire, Hekate and the research library.

Guest appearance by Hermes ferrying someone to judgement; PC can sit with him during Hades's judgement of the person.

PC can potentially say something to influence how the judgement goes.

Chapter Three:

Here begins the mix of mandatory and optional content.

Hades and Charon got PC a garden

-Some choices about how to possibly tend that or leave it fallow

Hekate offers a magic lesson; Hermes "helps"

Alekto and Pyri take you to the armory for some gear. (Eurydice is wandering around; drops a hint that she still remembers things)

You have a free evening and can choose who to spend it with.

Some of the stuff slated for chapter two actually appears there, including Pyri and Hekate, though the judgement bit got moved. I also decided the chapter really needed a scene with the whole group, to get that dynamic more established. I'm pretty happy with that decision; as I'd had it I think it might have seemed a little too choppy and not involved anyone quite enough.

Of course, doing that scene meant I needed to provide something alternative for Sephs who were still firmly in "screw this" mode, so I did that, too, and ended up introing some other characters a little earlier than I thought I would, which was interesting to me at least.

A lot of what is listed here for chapter three actually appears in chapter four now. Some of it is even going to get pushed to chapter five. Incidentally, I plan for that free evening to really be perhaps the first overtly (possibly) romantic thing in the game. Still sorta early stages of course, but hopefully it'll have that mood.

Speaking of chapters four and five:

Chapter Four:

Mandatory: the beginning of the Eurydice subplot

Mandatory: a letter from Demeter. PC has first chance to encourage or discourage the rescue attempt.

Mandatory: a meeting between the main cast, drops plot hints for the future re: titans, olympians, humans.

It seems Lethe is ill, and as a result the dead are starting to remember things.

Visit to Lethe, companion optional.

She is indeed very sick, currently beyond Seph's ability to heal.

As they leave, Seph can learn that Hades can give someone else the job if she dies, but everyone is very concerned about her, and some of them also very concerned about the fact that her sickness has an unknown source.

Should feel vaguely troubling; chapter ends.

Chapter Five:

Big family dinner; chance to see everyone interacting in a big group a little more.

Pyri gets a little drunk and challenges Charon to a spar. Alekto will watch that.

Hades gets a call about more work that needs doing.

Hekate and Hermes elect for a flight.

PC can choose who to join; optional scene accordingly.

Mandatory: Interaction with Eurydice; backstory on Orpheus and such. Seems she is one of the dead who remembers.

The meeting of course was moved to the end of chapter three; I felt the plot needed a kickstart. And the bit about visiting Lethe became a choice with three big branches naturally. Scope creep: it's constant. The letter from Demeter (or someone else with some inclusions from Demeter) will be happening as planned though; it's in the proper code outline and everything.

The Chapter five dinner scene wound up all the way back in chapter two, with some modifications. I think some of these ideas, also modified, may end up being free evening activities with the respective people. Not all of them, though haha. Pyri might fight Seph on a "date" but Charon certainly wouldn't.

So yeah. My outlines are terrible, but generally most of the things I plan to do end up in the story somewhere. Just rarely where I think they're going to. Once I get to the level of actually writing/coding a chapter, things just kinda happen, and I'm not in control of them. At least not *really*. :)

Anyhow, I hope that was a bit interesting. I may break out chapters 6-10 in outline for the next installment, but that's even more speculative!

[Weekly Update - 08.30.21](#)

[Aug 30, 2021](#)

Hey all!

I had another solid week of progress this time around; the chapter is currently sitting at 52k, and I have finished the Hekate branch of the investigation. Now all I have left is a shorter one where a PC that went with the group to see Lethe opts out of helping directly, and the scene where everyone meets up to share results. Then we're finally on to the remainder of the chapter, haha. I guess it's going to be a fairly long one; I wasn't initially expecting to write quite so many variations, but sometimes it happens that way. :)

The BIP and a poll will be happening tomorrow, for those of you who get those things, and please remember that if you're in the Sprout tier, I owe you one of the full official arts (the versions on tumblr are cropped, so please let me know which one you'd like the complete file of!) I hope to also get out a bonus content on Wednesday, but I may delay the schedule a week depending on how things work out there.

My monthly progress sits at 28k, and I may be able to sneak in another few before the BIP to make it a round 30. I do hope to have all the investigation branches written out for you to try, if experimenting with choices is your thing.

I hope everyone has a safe and happy week, and I'll see you back here soon!

[Bonus Content Poll - August](#)

[Aug 31, 2021](#)

Hey all!

So this month's variable bonus content will I think feature some secondary character interaction. I figure you all can pick one of the parties to focus on, and I'll build something from there!

Kokytos

Lethe

Styx

Ascalaphus

Daeira

13 votes total

[BIP - August](#)

[Aug 31, 2021](#)

Hello everyone!

The BIP is here. Chapter 4 is now sitting at 54k, so there's again been some pretty significant progress. I didn't get to the scene where everyone meets up to discuss their findings, but all the investigation branches proper are now complete, so for those of you who like to explore all the options, enjoy the branching haha.

I hope you all like it, and of course there should be even more of the chapter next month!

[Bonus Content - Styx Dossier](#)

[Sep 2, 2021](#)

So I thought I'd queued this for yesterday, but apparently I had not!

The first bonus content of this month is a character dossier for Styx. It seems she's winning the poll, too, so she may feature in a vignette later this month in addition to this. Interestingly, I have just written a little bit of her in the chapter, so that's some nice synergy. :)

I hope you all have a great week.

[Dossier - Styx.pdf](#)

[Weekly Update - 09.06.21](#)

[Sep 6, 2021](#)

Hello everyone!

Not a whole lot to report this week; the chapter now sits at 57k, which means I wrote about 5k words in the last week. It was a pretty busy one in some ways, so I'm not that surprised I didn't get 7, honestly. But the BIP went out, and I'm trying to settle into September, to hopefully keep up a decent rate of writing. I'm really looking forward to putting this chapter out, even if the scene list between now and then is pretty daunting, heh.

Anyhow, Pyri-themed bonus content coming later this week; I hope you all have a lovely one. :)

[Q&A - Pyri I](#)

[Sep 8, 2021](#)

As promised, this month begins a new round of questionnaires, and this time the respondent is Pyri! I hope you enjoy getting to know them a little better.

[Proust - Pyri1.pdf](#)

[Weekly Update - 09.13.21](#)

[Sep 13, 2021](#)

Hello again, everyone!

The chapter is now at 63k, so that's 6k new words for this week, just about on track with where I wanted to be! The scene where everyone gets back together and discusses the finds of the various investigation branches is now done, meaning that I'm moving into what I think is probably roughly the back third of the chapter. At least, I hope it's a third rather than a half, because I would like to release it at some point!

In any case, there will be an opportunity to decide how the PC learns to defend themselves, a letter from Olympus, and a job opportunity before the chapter ends, at which point I think it is fair to say we will be right in the thick of the plot. I'm really excited to be making this much progress on FoA—this back half of 2021 especially has been very good for it so far. I hope you're all enjoying, and I daresay it is at least possible that by this time next year, we might be looking close to formal beta testing and submission to hosted games!

Up later this week is a bonus content featuring Styx for everyone. I'm looking forward to being able to show you the inside of her head a bit. She's a bit of an antagonist, I'd say, but neither her role nor her motivations are entirely villainous by any means.

I hope you're all staying safe and well. :)

-Jess

[Bonus Content - Loathing](#)

[Sep 15, 2021](#)

Hello everyone! This month's variable bonus content is a vignette from Styx's point of view. It doesn't really have a super-set place in the timeline, but it fits well just before the PC's arrival to the Underworld, if you need one. :)

It's a little shorter than average, but pretty packed with clues, including some that I hope will make loads of sense eventually but probably don't right now. I hope you enjoy, and have a great week!

[BonusContentSep21.pdf](#)

[Weekly Update - 09.20.21](#)

[Sep 20, 2021](#)

Is it just me, or has September been *flying* by compared to August? I can't believe it's already the 20th!

The chapter is still humming along; I reached 70k with it this week, meaning I made my goal of 7,000 words for the week. I'm most but not all of the way through a scene where the PC can learn a bit of combat magic with Hermes and Hekate. After that, I still have three more scenes to go, one of moderate length and two that I think will be shorter. So, I am tentatively aiming to release the chapter sometime in October, which is pretty exciting. I think it might be 80-90k words before it's done, making it the longest chapter to date!

I hope you're all doing well. I'll be back later this week with a Moirae's Mirror piece where I probably ramble a bit about my outline for the back half of the game. :)

[Sep 22, 2021](#)

Hey all!

We're back with more outline stuff for the Mirror this time. A note of warning, of course: this is all completely speculative. Other than a few large plot developments I know I'm going to be using, none of this is set in stone, and details are added, removed, and shifted around as I get to the stuff in question, often.

But all that said, I do end up using most of the ideas somewhere, so this should be at least a somewhat-accurate preview of things to come. Needless to say, major spoilers ahead! Also a few swear words.

Chapter Six:

Mandatory: Pyri reports that the dead are getting more restless as they begin to vaguely remember shit.

Question about how it should be handled, chance for PC input to influence people.

Ultimately Hades decides on a wait and see approach.

Hermes suggests it may have something to do with how things are going "above"

Gods have always interfered with humanity, but it's been especially bad of late.

Hera and Zeus seem to be in a spat.

Btw dude she wants to come visit for a while.

Mandatory: Hera's arrival; she takes tea with PC and Hades, interrogates them about their relationship; it's awkward.

She also reports that Demeter is still flipping her shit.

Optional: [Seph](#) talks about this with one of the other characters; they all have their own opinions on Hera, who often comes to 'bother' Hades when she's mad at Zeus.

Chapter Seven:

Hera finally departs. Pyri suggests a party as a way of decompressing.

The others are brought on board.

Mandatory: fun!

Allow [Seph](#) to choose an interesting party-related talent

Choice of dance partner(s) locks in romance path.

Scene with RO(s)

There might be an almost-kiss

But it is then interrupted by a literal earthquake

Styx drops in, reports that some sneaky dead person was an idiot and let out one of the minor titans.

Time to fite, team!

So as you may already be aware from the progress of the BIP, the fact that Lethe is ill is having consequences for the memories of the dead. As her illness continues, the memory suppression she

exercises on them is going to fade. For a lot of the dead, this will be quite a traumatic experience, and there's definitely going to be some unrest in the realm, as people remember the living loved ones they want to see, and so on.

The 'wait and see' approach thing is already invalid based on prior events and some thinking I've done since then, but ultimately there won't be much that can be immediately done, as the culprit here is quite sneaky, and the consequences of these actions will soon require almost full-time management, as we start to see with the fight scene in Chapter Seven.

Of course, serious plot developments in this sense are not the only thing going on. The romance starts to become a bit more prominent in these chapters, culminating in a lock-in choice for those wanting one. I'm also considering splitting the group for the fight scene, and letting who the PC accompanies be the choice that locks it in, as that has a more obvious platonic option feel. Still have to do some thinking on that.

Chapter Eight: Rogue titan!

Some of ~~Alekto's~~ prisoners have used the opportunity to bust out also and need subduing before they leave the underworld.

~~Seph~~ ends up with RO on whatever task they're doing
Opportunities to help or try and fail at helping.

Some items may be useful.

Titan is eventually subdued and caged, mostly by Hades, who partially transforms to do it.

Decompression scene with RO afterwards, or with Hades if there is no RO.

If Hades, pomegranate seeds are offered.

If other ROs, some other kind of food item.

Chapter Nine: Orpheus

Turns out the quake left a gap in the usual entrance, and Pyri's injuries are enough that they missed him until it was too late.

So Orpheus, a living being, is in the Underworld, and he wants Eurydice back

Makes appeal to Hades.

PC can influence how this goes.

Some items may be useful

Incident resolved one way or another, just in time for...

Oh that's right. I do get to debut transformations here. Basically, the Chthonics have this thing they can do where they change out of their genteel-looking human forms into things a little more beastly or primal according to their natures. Hades grows horns, among other things, Charon gets some fins, Pyri lights on fire, and so on. Yes, there will absolutely be an option for a Chthonic-leaning PC to acquire such as well.

There's also a new element that might come up in this scene if PC fails a stat check, wherein they accidentally initiate a magical 'bond' of sorts with another of the characters, akin to the magic-sharing possible in Chapter Four, but to a greater extent. We'll see how that goes.

Also the classic pomegranate reference will be happening here, eventually, though as mentioned I'm not sure it will be a pomegranate in all cases.

And then we get the resolution of the Orpheus and Eurydice plot! Canonically, Persephone convinces Hades to give Orpheus a chance and then Orpheus totally blows it. But I think I will be giving PCs a chance to talk to him beforehand, and if they've formed a bond with Eurydice over the previous chapters that might have an effect on the outcome.

The 'some items may be useful' bits are just reminders to myself to give the various trinkets one might have received from Olympian goddesses fun plot uses. Kind of an attempt at Chekhov's gun, only I don't know where I'm aiming yet. We'll see how it goes!

Chapter Ten: The "Escape"

Pirithous and Theseus appear in Seph's chambers, there to "rescue" them.

They can go willingly or not

Either way, RO and everyone in the Underworld think it is a kidnapping.

Scene with Demeter and whichever goddess was chosen as a connection earlier in the game

Demeter tries to persuade Seph to remain in Olympus, promising she will protect them from Hades' wrath

Zeus won't like it, but if Hades comes to get them back he'll have to protect Olympus on principle.

Seph can have various reactions to this.

Hades and the others show up; it's really fucking tense.

Seph indicates whether or not they wish to return.

If they don't, there's a nonstandard game over.

If they do, one way to force the issue is to eat the food they may still have.

Another is to make a break for it.

Another is to try and fight.

In any case, desired outcome is achieved!

Epilogue:

This consists of one last scene with the RO.

Zeus isn't too happy about how things went, and neither is Demeter, but Seph is where they want to be.

There's an opportunity for something fluffy and sweet here.

The End, for now.

And then, because I am packing every myth I can into this series and it makes the most sense here... we have the attempted abduction of Seph by Theseus and Pirithous. In this instance, they are acting at the behest of Demeter, who even if PC is happy in the Underworld really doesn't get it. Still considering whether PC can actually successfully fight them off and go for help, in which case the Chthonic party goes to Olympus in slightly different circumstances but for basically the same reason.

In any case the last 'confrontation' of the book isn't really a physical one, but it does allow PC to have various reactions to Demeter, including perhaps a much-needed assertion of independence. It also elevates the tension between the two realms, because unsurprisingly Zeus is not happy with Hades just showing up, but he's also not happy with Demeter trying to subvert him and almost succeeding haha. This sort of leads into the next couple of books, which as of right now cover the Trojan War and a big ol' fight between the gods, respectively.

The nonstandard game over is something I'm still debating. At one point I considered having an "Olympian Route" in the next game, but that's way too much work and I don't think the story would function properly if I did. PCs can still have differing views on Olympus, but I think by the end they *do* have to prefer the Underworld, at least for most of the year!

Anyway, I hope you enjoyed the preview. I'll be back next month with... something else, I suppose. :)

[Weekly Update - 09.27.21](#)

[Sep 27, 2021](#)

Hey all!

77k and two scenes to go! That's it, that's the update.

I'm... honestly not sure if I'll have all the words written for the entire chapter by BIP time? I might? It's not *likely*, but it is *possible*. But even if that's true, it will likely take me another week or so of polishing/testing/getting some edits made and ready to go before it goes out to the general public. Sometimes my finishing a chapter ends up really close to the end of a calendar month, what can I say?

In other news, it feels pretty good to be approaching the halfway mark for the game. I'm not totally sure exactly where halfway will be, but I am *estimating* that I'll be there once chapter five is done, and I think that might be by the end of the year, so that's pretty cool!

All of that is very speculative, though. :)

[Bonus Content Poll - September](#)

[Sep 30, 2021](#)

Hello all! It is once again bonus content poll time! So because I have no idea what I want to do for bonus content next month, I'm gonna throw a bunch of spooky-themed options up and let you tell me what you'd be most interested in!

The second most popular option might become the second piece for the month, honestly.

A vignette on the theme of 'fear'

An AU costume party scene

A worldbuilding/information piece on witchcraft in the FoA-verse

An interview segment in which the characters answer Halloween-adjacent questions

20 votes total

[BIP - September](#)

[Sep 30, 2021](#)

Hello, everyone!

Here it is, the BIP. Chapter Four is almost done, and comes in currently at about 83k words, so 29k up from last month's edition. I'm partway through the letter scene, the second-to-last one of the chapter, and pretty happy with how it's coming together. The whole thing is a typo-ridden mess at the moment I'm sure, but the goal is to get it done and *then* edit, so I hope you can all forgive me, heh.

The chapter will definitely be releasing sometime in October, so next BIP, you'll have a look at whatever outlining and writing I have for Chapter Five, which is a very exciting thing to be able to say. :)

[Weekly Update - 10.04.21](#)

[Oct 4, 2021](#)

And here we are, in October.

Since the BIP, I've written 3,000 words, bringing the chapter total to 86k. I have 2.5 letters left to go, and then the last scene, plus some editing, and then the chapter will be a go! So I think I'm on track for my projected release date of the 13th, which is nice because it will give me time to get a good chunk of Chapter Five in this month as well. I'm not sure if I'll be able to make it happen, but my goal is to release that one before the end of 2021, so we'll have to see.

That's about it for the week. Some of you will be getting a bonus content piece on Wednesday, which I think is just going to be silly, fluffy, probably at least partially AU facts about the characters related to

Halloween, like what their favorite candy would be and so on. So if you're in need of a teensy bit of dopamine this week, I'll do what I can to deliver!

Have a lovely week, y'all.

[Bonus Content - Autumnal Interview](#)

[Oct 6, 2021](#)

Hello everyone!

This month's bonus content is just a bit of silly fluffiness—the characters are 'interviewed' as a group and asked a handful of autumn-themed questions (for those of you in the southern hemisphere, I do apologize for being about six months late!) Some of it's a bit AU, or at least assumes a jump into the future (e.g., horror movies are a thing). So obviously don't take it too seriously, but I thought it might be fun to let them be themselves in a different context, and more of the same will be called for in the next bonus content, in two weeks, so if you like this be on the lookout for that.

Imagine this as like... the closed captions for a TV show or something, heh.

[BonusOct21.pdf](#)

[Weekly Update - 10.11.21](#)

[Oct 11, 2021](#)

Hello all!

After crunching pretty hard (for me at least) to get the chapter finished, I can confirm that the final word count is about 96k. This may fluctuate slightly during edits, but probably not by that much. That means I wrote 10k words this week on top of beginning to edit, so I've been pretty busy, heh. The file is actually large enough that CSIDE (the program I use to write in) was lagging as I typed, so the last couple scenes were written in another file and then transferred, heh.

I hope to have the remainder of the edits and the testing done by the 13th, so I can release the chapter then, but it may take slightly longer. In either event I will then be promptly swapping gears to Chapter 5.

I hope you're all hanging in there and staying well. Have a great week, and I'll be back on Wednesday with a character interview bit and hopefully a full-fledged game update. :)

[Q&A - Pyri II](#)

[Oct 13, 2021](#)

Happy Wednesday, everybody! This week in bonus content we have the second part of Pyri's questionnaire, which includes a pretty big spoiler, if a vague one. I hope you enjoy the read, and hang in there. :)

[ProustPyri2.pdf](#)

[Weekly Update - 10.18.21](#)

[Oct 18, 2021](#)

Happy Monday, everybody (if there is such a thing anyway). Tis I, back with the news as usual.

The Chapter Four release seems to have gone well, in the sense that the bugs were minimal and easily-swatted, for the most part. The feedback I've received is spare, but mostly positive, so I'm pretty pleased with it overall. So far, I'm 3k into Chapter Five, which is effectively I think about a third of the outline and about 1k words in forward-written text. My goal is to have everything but the dates (the last part of the chapter) outlined, with about 10k words between that and forward writing, by the end of the month.

I have this feeling that by the time I get through those more heavily involved character scenes at the ed, the chapter is going to be another behemoth, but we'll see how it turns out, heh. In any case there should be some new stuff to read by the time the BIP rolls around, though most of it will still be more 'click through options' rather than completed text, of course.

Anyhow, there's a little costume party scene in the bonus content this week, as all of you voted for, so I hope you enjoy the little Halloween tidbit. For those of you outside Halloween-celebrating countries... well, hey, costume parties, yanno?

[Bonus Content - Masquerade I](#)

[Oct 20, 2021](#)

Hello all!

As promised, we have a very AU costume party of sorts for this month's variable bonus content. I may ask you to vote for how it continues as next month's bonus, but we'll see on that one. As it is, there's of course one conspicuous absence in this part, but I do hope you enjoy what's there. :)

[Masquerade I.pdf](#)

[Weekly Update - 10.25.21](#)

[Oct 25, 2021](#)

And here we are again. :)

Welcome back to Monday, everyone. Over this last week I have managed to *checks notes* uh... looks like I did everything I was hoping to for the rest of the month! So that's cool. The outline for everything but the dates is done, and I'm 10k into the chapter. That's 7k words and some outlining this week, plus I got a bit done on the character codex. Not the whole thing, but some.

That's all pretty exciting, and I'm hoping to be able to get just a little more done before the BIP release. Right now what we've got is just the first scene—it's a relatively short one per playthrough, as there is a variant for each potential job the PC might have chosen to take at the end of last chapter, and a shorter bit for those who went with 'none of the above,' heh.

Up next is an optional scene with Makaria, Kerberos, Empusa, and the garden, so I hope this is good news to those of you who've been looking forward to more wholesome child and dog content!

Later this week will be the Moirae's Mirror, in which I may be making a pretty significant announcement in the form of screenshots. If I can finish what I'm working on by then, heh. I hope you all have a lovely week, and Happy Spook Day if you celebrate!

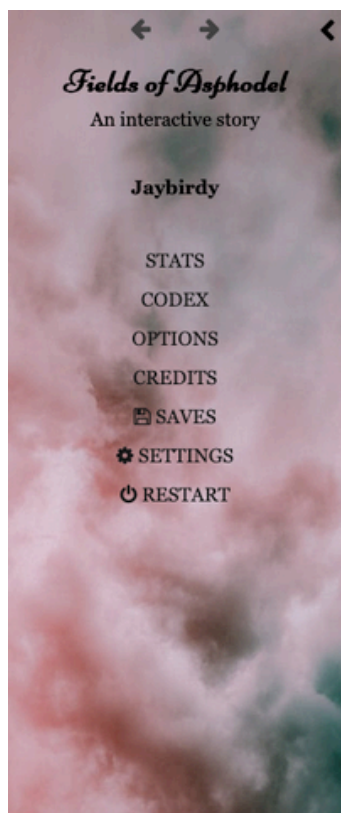
[The Moirae's Mirror - October](#)

[Oct 27, 2021](#)

Hello again, friends!

I believe I hinted that there might be an exclusive announcement coming our way this month, and, uh, there is, as it turns out!

In pictures:



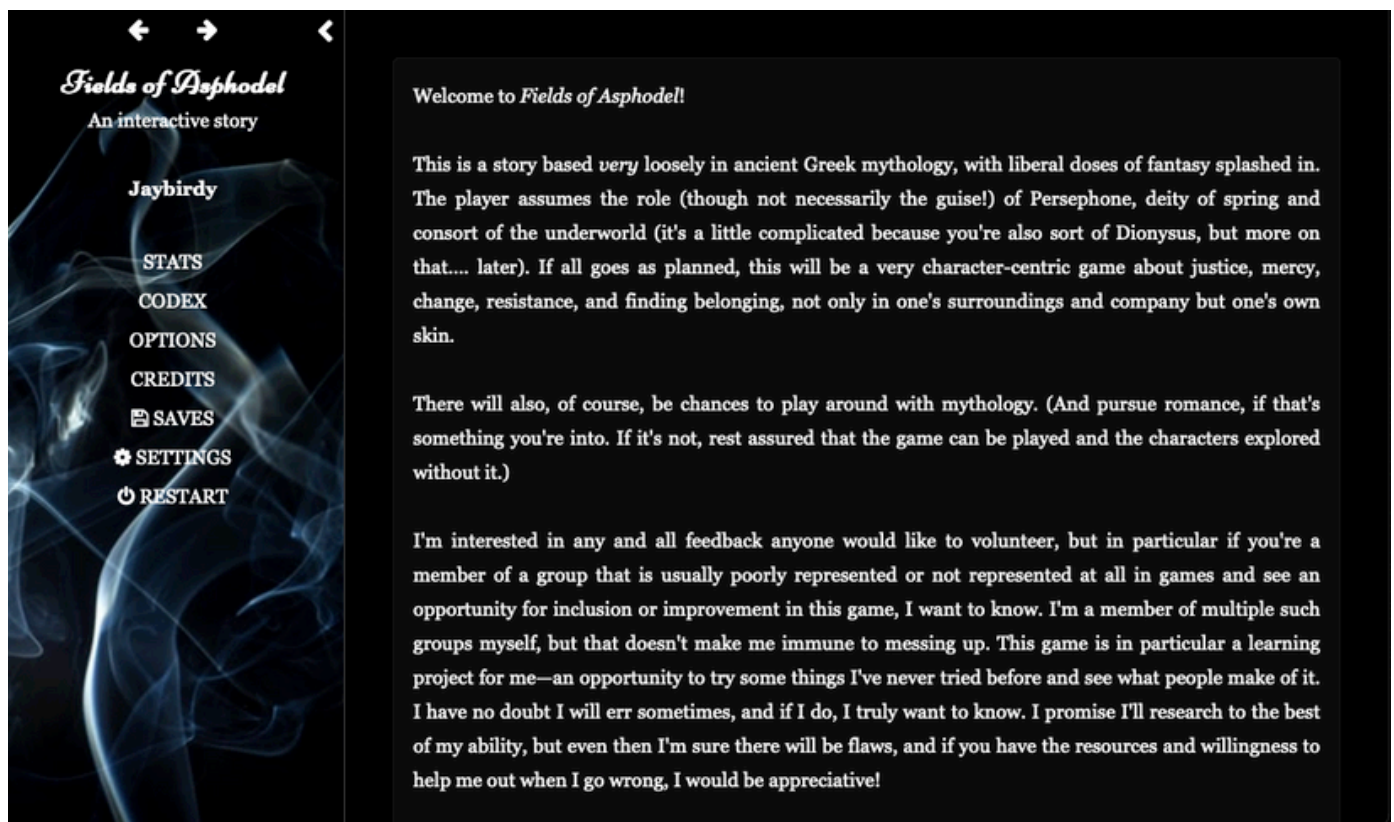
Welcome to *Fields of Asphodel*!

This is a story based *very* loosely in ancient Greek mythology, with liberal doses of fantasy splashed in. The player assumes the role (though not necessarily the guise!) of Persephone, deity of spring and consort of the underworld (it's a little complicated because you're also sort of Dionysus, but more on that.... later). If all goes as planned, this will be a very character-centric game about justice, mercy, change, resistance, and finding belonging, not only in one's surroundings and company but one's own skin.

There will also, of course, be chances to play around with mythology. (And pursue romance, if that's something you're into. If it's not, rest assured that the game can be played and the characters explored without it.)

I'm interested in any and all feedback anyone would like to volunteer, but in particular if you're a member of a group that is usually poorly represented or not represented at all in games and see an opportunity for inclusion or improvement in this game, I want to know. I'm a member of multiple such groups myself, but that doesn't make me immune to messing up. This game is in particular a learning project for me—an opportunity to try some things I've never tried before and see what people make of it. I have no doubt I will err sometimes, and if I do, I truly want to know. I promise I'll research to the best of my ability, but even then I'm sure there will be flaws, and if you have the resources and willingness to help me out when I go wrong, I would be appreciative!

You can reach me on tumblr at:



In words: I'm learning to use Twine, and plan to move FoA there as soon as I can make it happen. These are screenshots of the two modes of viewing the game (named Olympus Mode and Underworld Mode, because I like to think I'm clever). There's also an option for a sans-serif font, and I'm working on the color scheme. Much of the code for all this cool interface comes from [nyehilismwriting](#) on tumblr's SugarCube template (thank you for your service, Freya!)

I am gradually attempting to manipulate it for my own purposes, with more menus and color scheme tweaks and so on, and I've finally got the choice boxes functioning like I want them. So what's left is a lot more transfer (I'm not even done with the prologue yet) and then a lot of fiddling/building to try and get it looking like I want it to. Learning to code things is hard, but hopefully it will be worth it.

I do ask that y'all don't spread the news around if you would be otherwise inclined to do so; this is all still really tentative. But, the more I work on it, the more I'm confident it's doable, so hopefully I'll be in shape to make a more official announcement on my own terms soon.

For now though, the secret previews shall remain between us!

[Bonus Content Poll - October](#)

[Oct 31, 2021](#)

Hey all!

So I think for the variable bonus content this month, I'm probably going to write forward all or part of a 'route' starting from roughly where this month's bonus content (the masquerade AU) left off.

So, the question is, whose route do you want?

Hermes

Alekto

Pyri

Hades

Hekate

Charon

A Pyri/Hermes poly

Something platonic

Something Demeter-focused

36 votes total

<https://dashingdon.com/play/kurokiku/fields-of-asphodel-the-build-in-progress/mygame/>

[BIP - October](#)

[Oct 31, 2021](#)

Hello everyone!

New month, new BIP. What we have here is roughly the first 15k words of the new chapter, and a little bit of outline beyond. Mostly the undone stuff is the last half of the Makaria version of the second scene, the whole Empusa version, and then just... a big gaping void where I'm promising a small dinner bit with the group and then a longer, more in-depth scene with one character in particular.

Hopefully a fair bit of that will be in the next BIP, but for those of you who like to play all the new stuff as it comes along, I hope you find what's here enjoyable!

[Weekly Update - 11.01.21](#)

[Nov 1, 2021](#)

Hey everyone!

November is here. I hope you had a great Halloween last night if you celebrated. As you may have seen on tumblr, I'm tentatively dipping my toes in the NaNoWriMo pool, which really just means I've set myself a very ambitious 50k word goal for the month. I can report that so far, things are going well; I've managed the 2k I'd planned to do on this first day haha.

If all goes well, I should therefore be able to substantially push forward in Chapter 5, which should in turn lay the groundwork to get the update out by the end of the year, which would be pretty cool. That would put me about at the halfway point on FoA as a game, which... is quite surprising to me.

Anyway. Lots to look forward to this month. Coming up shortly here, I've done some arbitrary ranked lists of the ROs, which was amusing to me but perhaps more relevantly should provide a bit of insight into some of them, which I hope you find enjoyable if you read those. Then next week, we've got the last of Pyri's Proust questionnaire, followed by what seems likely to be a Hades-focused bit in the masquerade AU, and then who knows what I'll have for the Mirror, heh.

And that's the rundown for the month, more or less. I think I can do it all, but we'll see how I go. I hope you all have a lovely November, and if you happen to be in an area that celebrates Thanksgiving, may yours be relaxing and stress-free, however you spend it. :)

[Bonus Content - Ranked Lists I](#)

[Nov 3, 2021](#)

Those of you on the Diaspora patreon know what this one's all about haha. But, basically, this month's bonus content is me picking some arbitrary criteria and ranking characters by them. Hopefully it's kind of fun insight, if nothing else. :)

Have a great week, y'all.

[FoA Ranked Lists I.pdf](#)

[Nov 8, 2021](#)

Hello everyone!

Whew. It has been... quite a week for writing progress, I must say. NaNo is going well. The chapter is presently sitting at 31k words, which means I managed... roughly 15k in the last week? I'm shooting for 66 in the chap by the end of the month, which would be 50k more than I started November with. I'm on pretty good track for that; just gotta keep it up.

At the moment what I'm working on is what turned out to be a pretty convoluted system for who invites the PC on an outing at the midpoint of the chapter, and what the nature of that outing is (platonic, romantic, etc.) And then of course if PC refuses the first invite they can themselves extend one to someone else... lots of little variations I'm trying to get through.

I'm kind of glad this stuff is getting moved through a lot faster due to NaNo, heh; it gets a little tedious and it's all sort of prelim for the actual interesting stuff. But it's all about being able to play the PC you want, and letting the other characters react accordingly, so it's worth doing!

Anyway, a questionnaire about Pyri should pop up here in a couple of days, and then I'll be back next week with another, hopefully good, update. :)

[Q & A - Pyri III](#)

[Nov 10, 2021](#)

Hello again everyone! We're back with the last of Pyri's interview segments for now. I'm actually not sure who is next up in the rotation, so I'll be sure to get that figured out before next month, heh.

I've had fun writing for them; they're rather spirited and have what for me is a fairly easy voice to find, so to speak. Which is funny because I resemble them in almost no way. :)

Anyhow, I hope you enjoy. Hang in there!

[Proust - Pyri 3.pdf](#)

[Weekly Update - 11.15.21](#)

[Nov 15, 2021](#)

Hey everyone!

We're halfway through the month, and I have made it halfway to the NaNo goal, heh. A little over, actually, as I've written 12k more words this week, bringing me up to a total of 27k for the month. That is... nearly twice as fast as I usually write.

Some days I really feel it, haha, but other days are pretty smooth. I'm hoping to keep up a basically 2k/day pace until the 20th, so I can wind down a little bit earlier in the month and resume my normal 1k/day speed. It's a marathon, for sure, but I do feel like really concentrating it at the beginning of the month has helped a lot.

Progress-wise, I'm about halfway through writing the Hermes outing and halfway through outlining the Hekate one, which is the next one on the docket, so to speak. I'm pretty happy with the result so far—the romances, if you're going for them, don't really kick off until the route choice in chapter six, but my goal for these is really to give you a chance to get to know the characters on a deeper level, and maybe shake up the dynamics a bit. It's been a lot about the PC's situation so far, and with good reason, but as things move along, the characters will start to reveal themselves a little more.

Anyway, there's a bonus content coming up this week that caps off the AU with a little scene with Hades, and then I'll be back to update y'all next Monday, hopefully with more good progress news.

I hope you're all doing well!

[Bonus Content - Masquerade II](#)

[Nov 17, 2021](#)

Hey everyone! Tis bonus content time again, and I've wrapped up the Masquerade AU with a bit featuring Hades. I think next month's stuff will all be firmly back in FoA-verse, but it was kind of fun to do a different setting for a bit.

I'm still chugging away on the chapter itself; about two-thirds through the Hermes section now, I think.

I'll be back with a more solid update next Monday, and the Moirae's Mirror after that. Hard to believe we're over halfway through the month, right? Where does it go?

[Masquerade II.pdf](#)

[Weekly Update - 11.22.21](#)

[Nov 22, 2021](#)

Hey all!

I'm through the big NaNo push! I was aiming for 2k a day for the first 20 days, so I could finish at my more normal writing pace to wind down for the last 10, and fortunately I managed it (just barely; squeaked over the 40k mark right on the 20th). As of this writing, the chapter is at 57k, which is 41,000 more words than it had on November 1, and 14k more than last update.

I... think that's right? I've been sort of in a fugue state for most of the month; math may be escaping me. The important thing is, progress is happening!

Also of note, I've been working on a redesign of some of the game's core mechanics. At the moment, for example, the personality stats are pretty inert, and I think that's because I'm trying to give everyone all the options at all times. So I may be streamlining some of that in the near future, focusing down on a few core traits, and allowing myself to write more of the player's dialogue than I currently do, with those pieces structured based on the (redone) personality values.

Some of this is likely to be the subject of the Moirae's Mirror this month, for those of you that get that on Wednesday. :)

The month's almost over, so hang in there, everybody, and it'll be one more for the books!

[The Moirae's Mirror - November](#)

[Nov 24, 2021](#)

Hey y'all,

So I vaguely hinted at some kind of overhaul of FoA's mechanics when I updated this week, and suggested that you folks might get the longer version of how my thought process is going on that.

So...yeah. My basic reasoning here is that FoA is starting to feel a little bloated as we move into the latter half of it. There's a *lot* of variables to consider, some of which haven't even come up on every playthrough. And that's good, I want to keep that! I want the game to be very responsive to the player's choices, and have loads of flavor text for different callbacks and things.

The problem is, doing this on top of as many options as I have for things like personality, power spread, attitude towards various people, etc, etc, gets to be a lot. The problem is multiplicative. I've encountered additional problems in the outings I've been working on lately, because there's platonic, romantic, and maybe-maybe versions, and coupling this with the consideration that a PC might be aro or ace makes writing anything in a strong and clear way difficult, to say the least.

So I've been looking at ways to streamline the number of complexities. It's very important to me that people are able to play their characters as aro, ace, demi, trans, nb, neurodivergent, and so on. I will *not* be removing any of those options. I also want them to be able to customize, and I have been trying to figure out for ages how to work in options for things like being fat or average in build instead of assumed thin or muscular. (The *game* doesn't assume anything, but as with many other things, silence can be telling, because society has assumed defaults, and even I find myself falling into certain traps with thinking around these things.)

The solution, to me, seems to be making the player set all the relevant things early on, when it comes to character creation, and 'locking' personality traits in over time. (For the purpose of things I write the PC doing.) Some chances might present themselves to act "unusually" for the character, and I won't lock off important choices based on personality alone, but having the basics down early will help me not have to fiddle around with too many wildly unlikely variations for consistency's sake, which will free me up to write more variations for what's there.

I will also probably be easing up on the sheer number of options available for most of the choices, and really focusing on what I want each of them to do for the narrative. CoG has this style where they tend to want really frequent choices that's got me used to one per... almost three paragraphs or so, and I think that's probably too many for a slower-moving story like FoA. There will still be plenty of them, but I want to be more intentional about them, and use the personality variables to make some of the smaller interactions flow without needing *constant* player input.

What does this mean concretely? Well, the skills are probably staying as they are, though I will be using them for more. I think, for example, people inclined to physical skills just approach problem-solving differently from, say, those of an academic bent. I want to start using that to flavor things!

As for personality variables, I want to pick some that are likely to make a big difference in how the PC interacts with the world and others around them. Tentatively, the rebuilt set will be: **calm/expressive**, **exacting/blithe**, and **intuitive/logical**. There's an additional one specifically for the PC's general level

of flirtiness—**forward/reserved**. I'm also planning a hidden one for the frequency with which the PC likes to take initiative/control in their physical encounters, if applicable, but that will probably only make things happen for some players, i.e., those that trend notably in one direction or another. That's a bit further off for me to worry about, though, and probably whether or not I use it will depend heavily on how involved the intimate scenes end up being.

Anyhow, beyond that a few key things I plan to track: PC's initial opinions of Olympus, the Underworld, Demeter, and humans, all of which will have a fair bit of relevance as the story moves on. I might just set those values initially depending on the first time each comes up, then start tracking how many times the player chooses options that diverge from that initial view. That should allow me to give them 'arcs' in line with player choices.

So currently, the plan is:

- Skills that can be increased, use for checks and also flavor. Potential 'benchmark' points that will influence other people's estimation of the PC; e.g. Hekate might nerd out with a high-erudition PC in a way she wouldn't with others.
- Personality variables that track for a while, then lock. After lock, there will be fewer, but not no, chances to 'play against type.' These variables will be used to flavor interactions that I write between the PC and others.
- Opinion variables, set early and then only 'tracked' in the sense that divergence is accounted for.
- A character creator first thing, which allows PC to set a wide range of characteristics, as well as their sexuality, gender (trans or cis), and pronouns. Some options will close things off (e.g. choosing to be monoamorous will lock poly content), while others will not (being aro doesn't mean you can't flirt or go for a sexual relationship with the allosexual characters).
- Other factors of interaction and variables that might occasionally come up (e.g. the acrophobia option) will show up organically in the story as before.

It's sort of a lot as far as a rehaul goes, but actually making all of these things explicit means I can write more easily, using vaguer terms where I want to encompass everyone, but being able to get really specific where that seems like the better approach. My impression is that the downside of this is usually that detailed customization takes a long time and lots of clicks, but I think I can actually get all this done very quickly with the use of a Twine feature called cycling, which will allow for multiple selections over one or two pages, and bam, done.

Still working on building my interface, but it feels like I'm learning pretty quickly; in just the last month or so I've moved entirely away from the Sugarcube defaults, and then away from other people's templates, and I'm working on a custom UI with what I think are some pretty neat features. The focus is going to be on the writing, always, of course, but I'm hoping the writing will at least look nicer than how it does in CS!

Anyway, that's where my head's at for the moment. Feedback is totally welcome, by the way. Game design is definitely something I'm still learning and working at, and I'm sure there's factors I've missed! It can't make FoA all things to all people, but I want to do a good job with what I've in fact taken on.

[Weekly Update - 11.29.21](#)

[Nov 29, 2021](#)

Hey everyone! Happy Chanukkah if you happen to be Jewish, otherwise... happy Monday?

Here we are, at the end of the month, and here I am, limping over the NaNo finish line haha. I can confirm that I am currently sitting at 49,000 words, so I have today to write another 1,000, and I'll have officially done it.

Relatedly, the BIP will be dropping tomorrow, along with the usual end of the month bonus content poll. Thanks for all your support this month, everyone; I'm anticipating a lot of exciting announcements over the course of the next year for FoA, and powering through these words has definitely helped me get closer to being able to make some of those. :)

I hope you've all had a good month, and I'll be back with the next update in December.

[Bonus Content Poll - November](#)

[Nov 30, 2021](#)

Hi everyone!

December's variable bonus content is going to be something set in FoA-verse. Haven't decided exactly what yet, but this is where you all come in. Choose me a couple of characters and I'll do a piece that features their relationship!

Hekate and Pyri

Charon and Hermes

Hades and Alekto

25 votes total

<https://dashingdon.com/play/kurokiku/fields-of-asphodel-the-build-in-progress/mygame/>

[BIP - November](#)

[Nov 30, 2021](#)

I did it!

Hey y'all—the BIP is here, with a whole 50,000 new words and all! Storywise this comes out to the end of the Makaria and Empusa scene, a new one where the PC is invited on an outing, the entirety of the Hermes path for that outing, and about half of Hekate's. As you can imagine, this chapter's going to be a long one, heh. I do apologize to those of you who read early, as I'm sure there are a *lot* of typos, given that I spent so much time writing forward I didn't have much chance to edit.

But, if you do read it, I hope you enjoy it nevertheless!

[Bonus Content - Research Notes](#)

[Dec 1, 2021](#)

Hey everyone!

This month's first bonus content is actually a writeup of some of my research notes for FoA, heh. It mostly has to do with Greek civilization at the time I'm sorta-setting the story, but there's some relative information in there too about when different myths and stories are generally 'set,' and in what order they occur. The sharp-eyed may be able to figure out what some of the myths I'm likely to use in the future are. :)

Anyway, I hope it's of some interest.

[Bonus Content - Mycenaean Greece.pdf](#)

[Weekly Update - 12.6.21](#)

[Dec 6, 2021](#)

Hello everyone, and happy December. Did I already say that? If I did, sorry; my memory is a sieve and I swear it's worse lately. *Anyhow*.

The word count is up to 72,000 for the chapter as of now, which means I'm comfortably humming along at the usual 1,000/day pace. Not too much else to report on that front. It's a pretty busy (and stressful) part of the year, but I'm going to do my best to keep up with the writing, in part because it helps to feel like I accomplish something worthwhile each day, and the writing itself tends to ease rather than causing stress. Provided I keep reasonable expectations, of course!

In any case, there will be an Alekto questionnaire coming your way this week, for the Bud Tier folks and above. Thanks for your support as always, and please take care of yourselves!

[Q & A - Alekto I](#)

[Dec 8, 2021](#)

Hello everyone! I've decided the next subject of the questionnaire is going to be Alekto. So this month, January, and February will feature answers from her, and then the only one left will be Hades, after which point I'll have to find fresh questions!

Anyhow, I hope you enjoy a bit of insight into our terse Erinys. :)

[Proust 1 - Alekto.pdf](#)

[Weekly Update - 12.13.21](#)

[Dec 13, 2021](#)

Hey everyone! I hope you're all doing well.

Another steady week of progress on my end; I've brought the chapter up to 79k words and the end of the Hekate outing, which means I'll be starting on Charon's next. Hopefully that will be done by the end of the month, but they're all working out to be long enough that I'm actually not completely sure, heh. Still, progress is chugging along—this chapter is going to break the 100k mark fairly easily, I'm sure.

I'm enjoying writing the chance for a little one on one time with the characters as much as I thought I would, which is nice. That tends to always be the best part of IFs for me, so hopefully it'll come through in the writing itself. That said, I'm going pretty light on the stats and stuff this chapter, in anticipation of the system overhaul that will be happening soon, where I change around how a lot of that works. But that's all under the hood, and I don't think the difference will be all that noticeable just reading through.

Anyway, there's a bonus content on the way this week, a piece with Hades and Alekto. Look for that on Wednesday, and please be gentle to yourselves (always, but in a lot of cases this month especially!)

[Bonus Content - Vignette](#)

[Dec 15, 2021](#)

Hello everyone!

Today's bonus content features Alekto and Hades, as you voted. I enjoyed getting to write a little snapshot of their relationship; in general I quite like letting the cast interact with each other. I hope you find it fun to read, too. :)

[Again:Always.pdf](#)

[Weekly Update - 12.20.21](#)

[Dec 20, 2021](#)

Hey all!

Back once more with a weekly update, and largely it's more of the same news—I've been steadily chugging away on the chapter, and we're up to 86,000 words on it now. I'm roughly halfway through the Charon outing, so I can say with absolute confidence that the chapter is going to be considerably longer than 100k when it's all done haha.

I'm pretty sure I'll be able to keep up the writing no problem over the next week and a bit; I don't really have any plans, so for the most part it should be business as usual. If you celebrate Christmas, I hope you have a good one, and if like me you're just going about life as normal on that day, here's hoping we all have a good one. :)

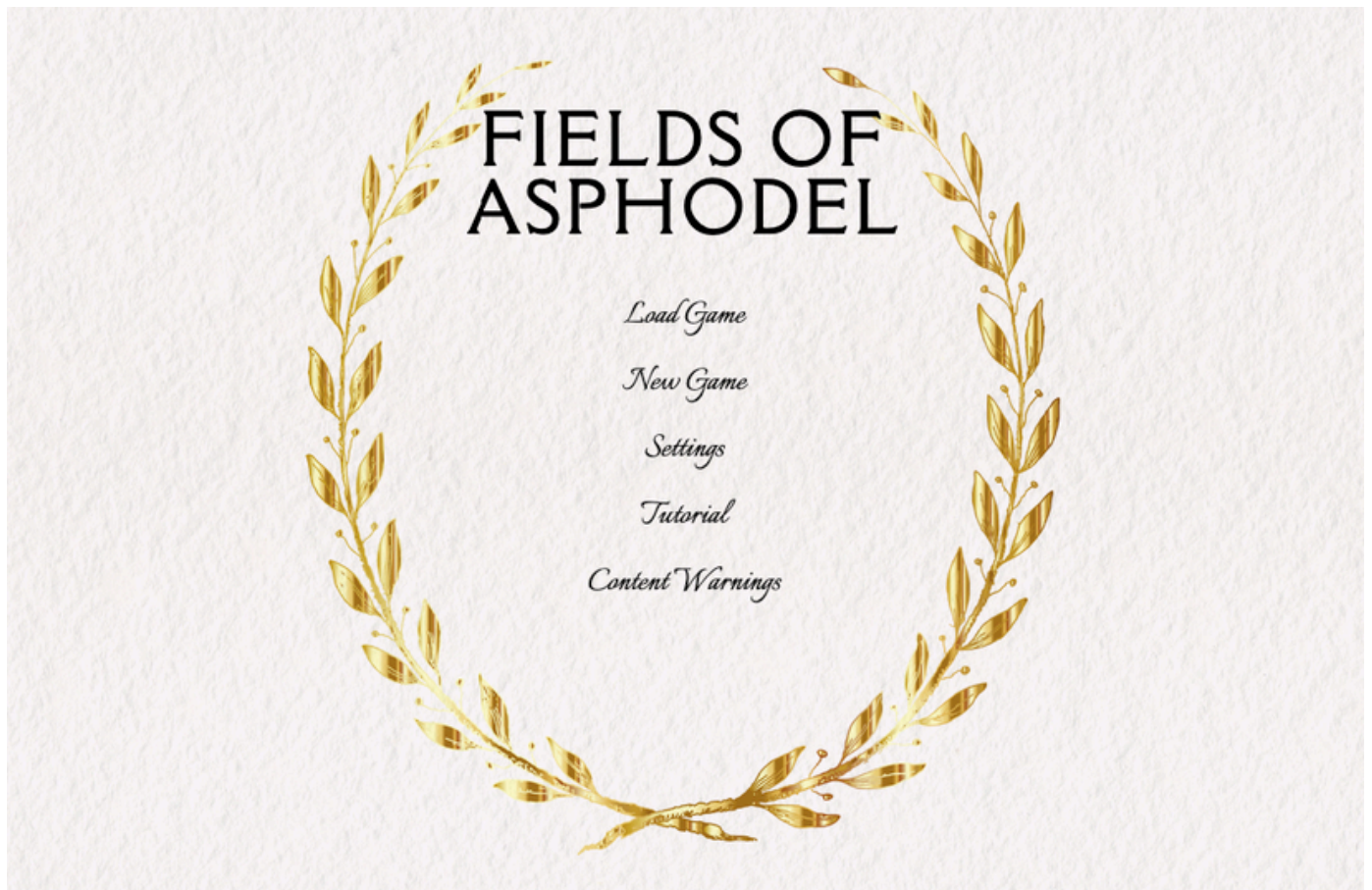
[Dec 23, 2021](#)

Hey, all!

I do apologize for having this up a day late; the truth is just that I completely failed to notice what day of the week it was. It happens sometimes; I'm actually more surprised I haven't done it more often. That said, the plan (whatever it was) for this week changed a bit, and what I've got is some WIP stuff on the Twine format!

Notably, the colors still need some altering for readability, but this is at least what the format should look like, for the most part. I'm not by any means a designer or a person with an eye for visuals, but I think it's not too bad!

This is the title screen, the first thing anyone lands on, and the options accessible from it.



This next one is a passage in the game's Olympus Mode (read: light mode):

I think it'll be mostly fixed by adjusting the hue and opacity of the text box, so that's easily fixable, heh.

There's also some menus and a codex in the works, to contain some expanded information and the new stat system compared to the current version. All of that is accessible from the Leaf Menu, which can be opened by clicking that little leaf icon next to the chapter title.

I'm absolutely interested in any feedback you might have. I didn't want to make the design too complicated, but did want to create a sort of... I dunno. Ancient feel? Hence the parchment and marble textures, I suppose!

[Weekly Update - 12.27.21](#)

[Dec 27, 2021](#)

Hey all!

After another good week for progress, the chapter is sitting at 93k words. I'm hoping to use the time I have this week to kick it up to 96k for an even 30,000 in progress, then make sure it's tested and ready to go for the BIP release on the 31st. By then I should have all of the Charon outing and the beginning of the Alekto one done, leaving me with two and a bit more than a half to go. That considered, I expect the full 5th chapter to release in February or possibly early March, just because these outings are working out to be pretty substantial, in terms of word count!

Hopefully they'll be worth it for the content. :)

Anyway, be on the lookout for the BIP and the bonus content poll on the last day of the year, and I'll see the rest of you in 2022, may it please, please be better than 2021.

[Bonus Content Poll - December](#)

[Dec 31, 2021](#)

Hello everybody!

For those of you waiting for the BIP, that'll be here in an hour. In the meantime, please do help me out in deciding who to write about for the variable bonus content next month—that's the one that comes out in the third week. I did some Hades and Alekto last month, so they're off the table, and I've scrambled around the others for variety's sake. :)

Hekate and Hermes

Pyri and Charon

19 votes total

<https://dashingdon.com/play/kurokiku/fields-of-asphodel-the-build-in-progress/mygame/>

[BIP - December](#)

[Dec 31, 2021](#)

Hello again everyone!

Here we have the latest iteration of the build in progress—early access, for those of you who are new to the Patreon. It's 30k longer than last month; I've finished the Hekate outing, and the Charon one, and the very start of Alekto's is there now, too.

I've also *hopefully* fixed the issue where everyone was getting sent to the Hermes version regardless of whose they were supposed to be on, but please let me know if that is not the case! It tests right, but sometimes that doesn't always translate the way it should.

Anyway, in January I'll be finishing Alekto's scene, and hopefully chewing through most of Hades's, as well, which will leave me with only Pyri to do before the chapter goes out to everyone. I hope you enjoy the new stuff if you read the updates as they come out. :)

[Weekly Update - 01.03.22](#)

[Jan 3, 2022](#)

Dear all,

Welcome to the first Monday of 2022. I'm sure like all Mondays it's just awesome, heh.

But in any event, I'm back with another weekly update. It hasn't been too long since the BIP release, but I'm steadily working my way through the rest of the Alekto outing, so there's now 3,000 more words in it!

Therefore the chapter is at 99k; I expect it to cross that 100-mark tomorrow. Not such a bad start to a year, right?

Anyhow, that's about the long and short of it for progress at the moment. I'm really looking forward to finishing this chapter and moving forward with the next, in which some interesting plot developments come to the fore. Please bear with me until then. :)

Later this week, we'll have a bonus content for those of you in Sprout Tier and up, and then I'll be back this time next week with another update—hopefully more good news, as it were.

Good luck with your resolutions, if you made any!

-Jess

[Bonus Content - "Habitat Notes"](#)

[Jan 5, 2022](#)

The title of this bonus content is just a dorky way of saying that I've written up descriptions of everyone's rooms, heh. I think they're an interesting way to get some personality insights, and there are a few clues in here about lesser-known aspects of some of the characters, as well as nods to things you probably already do know. I might use some of these in the games at some point, but I've no specific plans for them yet.

I hope they're enjoyable. :)

[Rooms.pdf](#)

[Weekly Update - 01.10.22](#)

[Jan 10, 2022](#)

Hello again everybody! Welcome to those of you who are new, and welcome back to those who are not. :)

I continue to move along at a steady clip with the chapter; another 7k words this week put its total count at 96,000 words. I think it will probably hit about 120,000 before I'm done—as the character interaction stuff always does, these outings have turned out longer than I expected. But I'm getting close to done with Alekto's, at which point Hades and Pyri are the only ones left. The good news is I've been incrementally testing, so that phase of things should be shorter than usual.

The current plan is for the chapter to release sometime in early to mid February, at which point I'll probably be making a (hopefully exciting) announcement about where FoA's at and where it's going.

Later this week we've got another interview segment with Alekto, and then I'll be back on the 17th with another progress update.

Cheers, all!

[Q & A - Alekto II](#)

[Jan 12, 2022](#)

Hey everyone!

We're back this week with the second of three parts of Alekto's Proust Questionnaire! She's got one more part to go next month, and then we'll be hearing from Hades.

It was a pretty interesting set of questions for her this time, I think. Some she knew the answer to immediately and answered in the usual terse way, while others opened the way for a bit more reflection.

Anyway, cheers and have a good week, y'all. :)

[Proust 2 - Alekto.pdf](#)

[Weekly Update - 01.17.22](#)

[Jan 17, 2022](#)

Hello again everyone!

New week, new 7k words in FoA. I'm pretty happy with the fact that I managed to keep up such consistent progress this week, because it's been one of those that just feels like it drags forever and everything is a challenge, you know? It started with me being contacted by what I thought was a legit employer, who interviewed me and offered me a respectable wage for work I could actually do... but then I did my due diligence and figured out it was all a scam.

A bit demoralizing, especially since there's only so many kinds of work I'm physically and mentally capable of. But, such is life. At least I know I definitely don't have to give up any of the time I'm spending on Asphodel, which is honestly a relief in a lot of ways. (It's definitely my comfort project!)

In any case, I'm excited to keep at it. Release date for the chapter is tentatively still mid-February, and I'm humming along on pace for that. This week in bonus content, we have a bit exploring the relationship between Hermes and Hekate, which I think should be fun. At present, the plan is to set it during FoA, and at least reference a magic-lesson-taking PC, but I haven't started it yet, so that's not set in stone.

I hope you're all doing great, and I'll be back next week with another update. :)

[Bonus Content - Tutelage](#)

[Jan 19, 2022](#)

Hey everyone!

I'm back again, this time with a promised bit of interaction between Hekate and Hermes. I had a lot of fun writing this one; in general doing pairs of characters interacting with each other to get a better sense for the individual bonds has been really interesting for me. There's how I *think* they'll interact, and then how it actually comes out on paper, and sometimes they're pretty different!

Anyhow, I hope you like this one. :)

[Tutelage.pdf](#)

[Weekly Update - 01.24.22](#)

[Jan 24, 2022](#)

Hey all!

Another week, another solid 7k. The good news is, I can see the shape of the end of the Hades scene now, and I think I'll have it done by the end of January, leaving me with only the Pyri one to go before the chapter is ready for release! This should make mid-February a plausible target to hit for chapter release, which is exciting.

Thanks for bearing with me as I get this very long chapter written, heh.

There's a Moirae's Mirror due out on Wednesday. I'm not totally sure what I'm going to do with that—I think I might make it a bit of a practice session for writing RO POV, which is something I want to figure out how to incorporate into the game itself. :)

Anyway, I'll leave it here for this week, and just say thanks again for all your support. We seem to be in for another chaotic year (shocker, I know), but I hope everyone's 2022 is going as well as it can so far.

[Moirae's Mirror - January](#)

[Jan 26, 2022](#)

Hey y'all.

I was thinking of using the Mirror this month to experiment with RO POV, but it's only sort of that. This is something of a conditional missing scene from the game, one that triggers only if the PC has shown particular reluctance to be in the Underworld. It takes place between Hekate and Hades, and shows off a little of their dynamic in the process. I hope you like it. :)

[Counsel.pdf](#)

[Weekly Update - 01.31.22](#)

[Jan 31, 2022](#)

Hi all!

Several things have fallen together on the last day of the month this time around. First is this weekly update, and then in about an hour, you'll see the bonus content poll, and then finally at noon US Eastern Standard Time, you'll see the BIP go up if you're in Bud Tier or above.

I managed 8k words this week, for a month's total of 32k. I have exactly one outing left to go before the chapter is done—Pyri's, which should be pretty fun, as it takes place in a section of the Underworld no one's been to yet. As soon as that's done, the chapter will be ready for general release, and I'm still hoping that will be sometime in mid-February!

Then it'll be time to get started on chapter six, if you can believe it. :)

Anyhow, I hope everyone has a great week, and I'll be back on Wednesday with some form of bonus content.

[Bonus Content Poll - January](#)

[Jan 31, 2022](#)

Hello again everyone! It's me, spamming my own feed, and possibly your email. Apologies if that's the case!

Anyhow, this month's bonus content is probably going to be some form of 'RO POV' exercise, and I'd like you to choose the type of PC that's featured in it. If I do these regularly the options will shuffle a bit, so don't worry if your favorite sort of character isn't on here already. :)

A combat-focused, stoic Persephone

A social, humorous Dionysus

A magically-inclined, shy Seph

24 votes total

[BIP - January](#)

[Jan 31, 2022](#)

Hello, early access friends!

Here we have this month's BIP, with the back half of Alekto's outing and the entirety of Hades's, for a grand total of 32k new words. I hope you enjoy it; hopefully soon I'll have a way to do early access that

doesn't involve needing to play through the whole game every time, but it might be a little bit before I get around to it.

In the meantime, I hope you all enjoy the new stuff. Feedback is welcome!

[Bonus Content - Hera and Athena Dossiers](#)

[Feb 2, 2022](#)

Hey all!

This week's bonus content comes in the form of two short dossier entries, one for Hera and one for Athena. I thought it would be neat to share with you a bit more info about some of the people the PC can have backstory connections to.

I hope you like them. :)

[Dossier - Hera.pdf](#)[Dossier - Athena.pdf](#)

[Weekly Update - 02.07.22](#)

[Feb 7, 2022](#)

Hello everyone!

It's been a steady first week of February for yours truly. As some of you in the Discord server are aware, I've finally been able to commission an art piece again, and that's going well, so those of you in bud tier and up should get a very cute art drop pretty soon. Also up this week is the last of Alekto's Proust questionnaires.

I've made about 7k words of progress into Pyri's outing scene, and it's shaping up pretty well so far, I think! I'm eager to get through it so I can release the chapter, but I'm also having fun writing it, so that's nice. I enjoy writing all the characters, but there's something about Pyri in particular that always makes me smile.

Anyhow, I hope you're all doing excellently or hanging in there, as applicable, and I'll be back in this space next week with another update. Good luck out there. :)

[Monthly Q&A - Alekto III](#)

[Feb 9, 2022](#)

Hello again everyone!

We're back with the last installment of Alekto's Proust Questionnaire, in which she discloses a few more hints about a significant backstory point. Next month, Hades is up!

I hope you're all having a great week. :)

[Proust 3 - Alekto.pdf](#)



[Art Commission - That Way!](#)

[Feb 12, 2022](#)

Hey all!

The fantastic [fastforwardmotion](#) on tumblr drew Hades and Makaria for me! They do indeed have matching braids, and Makaria definitely did her dad's. I sort of envisioned this as during some sort of pretend game, where of course he's happy to ferry the hero of the story wherever she wants to go, since there's no villain this time. :)

[Weekly Update - 02.14.22](#)

[Feb 14, 2022](#)

Hey everyone!

I wrote my proverbial butt off this week, managing uh... I think around 13k words? Point is, Pyri's outing is nearly done, and with it the chapter. Look out for a public release of the whole thing around tomorrow or the next day! Then it'll be on to outlining and getting started on chapter six, heh, which has some plot developments I'm excited about.

It feels good to finally be turning that halfway corner (or what I hope is the halfway corner) with the first book of FoA. I hope you're all as excited as I am for what comes next.

Also on the docket this week is an attempt at some RO POV in a scene—in this case, Hades's perspective on his first "meeting" with the PC. That'll drop on Wednesday as well, for those interested.

I hope you're all having a lovely week. And eating lots of chocolate, if you're into that. (I know I am!)

[Chapter Five is here!](#)

[Feb 15, 2022](#)

Hey everyone!

The official announcement will go out on tumblr soon, but I just wanted to let you all know that the entirety of chapter five is now ready to play. You can find it at the regular build on [Dashingdon](#). As always, I'll update the BIP at the end of the month, this time with whatever I manage to have done on Chapter Six between now and then.

In the meantime, I hope you enjoy the chapter!

[Bonus Content - Hades POV](#)

[Feb 16, 2022](#)

Hey all!

As polled, I'm doing a bit of a bonus content series with POVs from the nonplayer characters of certain scenes. You all voted on a type of PC for this one, so I tried to select their choices accordingly!

This is the 'processional' scene in the prologue from Hades's point of view. I hope you enjoy it!

[PrologueHadesPOV.pdf](#)

[Weekly Update - 02.21.22](#)

[Feb 21, 2022](#)

Hello again everyone!

And welcome, to those of you new and returning. I'm frankly a little floored by the reception the last chapter has received; I think it's all still sort of sinking in. That said, I am happily picking away at the next one already; I have quite a bit of it outlined, and about 5k words down already. I'm aiming for between 13-15k before the BIP goes up, so there should be a nice chunk of new stuff for all you early access people this month.

The first part of the chapter, which I'm currently working on, is a meeting between the main cast to discuss some new developments in some plot threads, and in which the PC can tell everyone about those really weird dreams they were having last chapter. Once that bit of information is out, there will basically be three following branches, in which they can choose to try and stop the dreams, solve the

underlying problem bringing them about, or kinda-sorta ignore the problem in favor of something else pressing (though even in that branch there's a reason to think it might help address the problem, if only by providing more context for it).

I suspect most people will go for the 'solving it' branch, but I'm excited to build some fun bonuses and repercussions into each.

Anyhow, I'll talk about all that in more detail in subsequent weeks, and of course the outline that will show up in the Build-in-Progress will doubtless give some of it away as well. So look forward to that at the end of the month if you get those, and for those of you in the Blossom Tier, there are some new *visual* previews coming your way on Wednesday.

Have a great week everybody, and best of luck with whatever you've got on. :)

[Weekly Update - 02.28.22](#)

[Feb 28, 2022](#)

Hello everyone!

Here we are on the last day of the month. Once again, you'll be getting the BIP and a poll on the same day as this update, and a bonus content in two days. I hope it's all enjoyable.

Anyhow, the current version of chapter six is about 10,000 words of filled-out content and another 3,000 in additional outline, for a total of 13k. Combined with what it took to finish chapter five earlier this month, I have written around 34,000 words in February. I'm pretty happy with the progress, and where we are on chapter six as well, so I hope those of you who read in advance enjoy the preview of what's to come.

Hopefully next month will be just as productive.

Have a great week, everybody.

[Bonus Content Poll - February](#)

[Feb 28, 2022](#)

Hey all! Next month's variable bonus content will be a continuation of the RO POV series that kicked off this month with Hades meeting PC.

The next piece is going to feature Charon, so your choice is what scene you want their perspective on.

First meeting (feat. Alekto)

The boat ride

The outing to the lake

35 votes total

[BIP - February](#)

[Feb 28, 2022](#)

Hello all!

Welcome (or welcome back) to the Build-in-Progress. As the Weekly Update mentioned, I've got right around 13,000 words of new stuff for you, though of course the chapter is far from done yet! Still, clicking through it should give you an idea of what's coming up, if you're inclined to know all that ahead of time.

I hope you like it!

[Bonus Content - Artemis and Aphrodite Dossiers](#)

[Mar 2, 2022](#)

Hey everyone!

This week somehow snuck up on me much more quickly than I was expecting. Fortunately, I found the time to get another couple dossiers out, this time for Artemis and Aphrodite. They're sort of a contrasting pair in a lot of ways, but with what I think is an interesting core similarity. (Hint—check out what they're afraid of!)

Anyway, I hope you like these! I might have one more month where this bonus content slot is these mini-sheets, but then it will probably be swapping to something else. Open to suggestions, but of course I'm perfectly happy to think of something myself if nothing comes to mind. :)

[Dossier - Artemis.pdf](#)[Dossier - Aphrodite.pdf](#)

[Weekly Update - 03.07.22](#)

[Mar 7, 2022](#)

Hello everyone!

Jess here, checking in as usual with the weekly progress report. I've written another solid 7,000 words this week, and have begun the scene where the PC goes with Alekto and Hermes to see if they can figure out who was in their dreams and what those were all about. There's some fairly heavy stuff in this part, as human suffering tends to be, but at least in this case, there's definitely something the PC can do about it.

The structure of this chapter in general is that after an opening section, there are three branches, two of which the PC can take (though one of them can be 'repeated' to a different result, so it's also kind of like 4 branches? There's three but one changes depending on when you take it, and you can take both iterations, is what I'm saying). All of them will contribute something to demystifying the PC's troubling dreams from the previous chapter, and you can choose to directly or indirectly address the underlying problem, depending on what kind of character the PC is.

I suspect most of you will take this Hermes & Alekto branch eventually, as it's sort of the most 'direct' response to the problem, but I've tried to make it so there are benefits to each way of doing things.

Anyhow, for this next week, I'm going to keep working away at the branch! I've also got a questionnaire featuring Hades coming your way on Wednesday, if you happen to be in the Bud Tier or up.

I hope you're all hanging in there. The world remains a very distressing place, so please take care of yourselves.

ETA: I confused my own tier names (go figure). As stated in the pinned post, Q&As are a feature of the Bud Tier. Very sorry about that, everyone.

[Q & A - Hades I](#)

[Mar 9, 2022](#)

Hello everyone!

The next few months are Hades's turn to make his way through the Proust questionnaire. As always, I have fun alluding to plot points and backstory stuff with these, and I hope you like reading them!

[Proust - Hades I.pdf](#)

[Weekly Update - 03.14.22](#)

[Mar 14, 2022](#)

Hey everyone!

Another week, another 7k words on the chapter. There's quite a few variations with this one, for minor stuff like whether the PC knows a certain spell, and what outing they went on last time, so at times it feels like I'm spinning wheels through mud to try and get any forward progress, but I really do like the fact that those little details can matter! Needless to say I hope all of you do, too.

I also had fun writing what I think is the most outrageous part of a branch yet, so for those of you playing PCs with big, bold, chaotic (perhaps even *Dionysian*) personalities, I think you'll enjoy it. There's also plenty of opportunities for those who tend to be more subtle, of course.

In general I'm quite excited to be doing this chapter, because it will really set the tone for how the PC approaches being a deity, and I expect these decisions to have pretty far-reaching consequences which should be fun to explore.

I hope you're all doing well! I'll be back in a couple of days with a bonus content for everyone from Charon's POV, and then of course a new update next week. Hang in there, everyone. :)

[Bonus Content - Charon POV](#)

[Mar 16, 2022](#)

Hello everyone!

The RO POV Bonus Content series continues! I specified that this month would be Charon, and the outing to the lake narrowly won for the scene in question. So here's the beat-for-beat mirror of part of that scene, starting just after Charon walks across the water and ending after they show the PC (Persephone, in this case) a little bit of their transformation.

I hope you enjoy it!

[PiscineCharonPOV.pdf](#)

[Weekly Update - 03.21.22](#)

[Mar 21, 2022](#)

Hello everyone!

Once again, I'm happy to report that I've made solid progress, to the tune of 7,000 new words. The branch I'm working on, where the player travels to the mortal realm with Alekto and Hermes, is almost done. I'm confident in saying you'll be able to play that whole branch by the time the BIP comes out, and likely a substantial chunk of the next one as well.

That branch features Hekate and Pyri, and takes the PC to another city in the Underworld, to meet the eccentric deity of dreams, Hypnos, for their help with persistent dream issues. There's of course a couple opportunities for a bit of companion bonding and in this case some nifty new spells to possibly learn. I'll probably talk about it more with next week's update, by which I will have surely started work on it.

Also out this week will be the Moirae's Mirror, for those of you who get that. This month I will be showing off some sections from the Laüs branch, and talking about a lore point I'm rather fond of that comes up in those sections.

Anyhow, that's the news for now. Is it just me, or has March been really long?

Stay safe and well out there, y'all.

[The Moirae's Mirror - March](#)

[Mar 23, 2022](#)

Hi everyone! This month's Mirror is a detailed preview with some commentary, as I've done a few times in the past.

Chapter Six hits upon a lore point I've had in mind for a while, but never really had the chance to explain. It is, however, suddenly very relevant to the PC's situation. Specifically, this month's topic is the relationship between deities and their worshipers!

One of the branches in the story the PC can take is to travel to the source of their prayers: the settlement of Laüs, in what corresponds to modern-day Italy. Since this will likely involve dealing with the problem directly (likely by solving it), Hermes and Alekto, the PC's companions for this branch, fill them in on some things they need to know.

So for starters, the worship 'relation' if you like isn't simply one-directional, with gods being such powerful beings that humans come to worship them in hopes of getting them to do things. That's definitely part of what's going on, but humans have their influence on the gods as well.

This is something I had in mind from FoA's very creation, and it figures prominently in at least one RO's backstory. I wanted to play with this theme of humans shaping gods to their needs, which I think is something they in fact do. In Asphodel, that takes a very literal form; while the gods of course are people with their own identities, I wanted human influence to be a powerful force in their lives, just as they are a powerful force in the lives of humans.

(Spot the typo, heh.)

Anyhow, as hinted here, the gods have an independent motivation to take on the risks associated with large groups of worshipers: essentially, the belief of a lot of people is something that can make a deity *significantly* stronger. This need not necessarily be worship, though in general worship is the most empowering form of belief. So someone like Hades, feared by many but worshiped by pretty much no one, receives a substantial boost from human expectation, but not as much of one as Zeus, who is feared *and* worshiped. Additionally, the specific and widely-held belief that Zeus is the most powerful god makes him stronger still—this is part of why he's King.

The drawbacks are, well. Specific and strongly-held beliefs don't always have *positive* effects on the god they're about.

You pass from wild lands into farmland, and yet if anything the sense of emptiness only sharpens. Even from above the soil, you can detect its barrenness. Fertile ground has its own little microcosms of life, as rich and diverse as the plants that can grow from it. Even in the Underworld, there is some of that. But here it feels as though something has disrupted that process, leeching the life from the dirt until it's more dust than anything.

The air, you notice, also tastes surprisingly dry for a settlement near the sea. You might know what's going on here, but it's probably better to get a more concrete sense of things before making any decisions.

The three of you land not too far away from what must be the town of Laūs itself. At least, it's a cluster of buildings with a sort of uniformity to them that suggests many were built at a similar time and with similar materials.

Once you're all back on the ground, Alekto's wings vanish. More surprisingly, so do Hermes's. You'd almost thought those were a permanent feature of his physical form, but it does make sense that he could shed them, so to speak.

"Ugh," he complains. "My balance always feels all [i]off[/i] like this."

Alekto hums, but then turns her eyes to the thick plume of smoke up ahead. "Come. We had best begin."

*page_break

You encounter few people as you move in towards the settlement, following the ominously-black smoke column. It certainly smells strongly of something burning—more strongly and more [i]sour[/i] than you'd expect of the pottery-firing process.

The people you see are... not in very good condition. You may not be an expert in medicine, but even you can begin to recognize the signs that something is very wrong here; it's in the way their clothes hang strangely on their bodies, in glassy eyes and yellowed fingernails and thinning frames. There's still alertness, and they move about with purpose, but something about their condition makes it feel almost like there's a strange distance between you.

Like their world is unreachable to you, and yours to them.

But maybe the odd looks you're getting have a different cause?

*fake_choice

*if (outing != "alekto")

#"Can they tell we're gods?"

"Can they tell we're gods?" It's almost futile. Almost a [i]wanting[/i] this to be something other than it so obviously is. Wanting it to be something other than this profound suffering.

"No," Alekto says, her voice quieter than usual. There's a flicker of softness in her eyes, before they harden again, and she sets her jaw. "Not just from looking. You could choose to reveal yourself for what you are, but by default we can walk among them without their comprehending our forms fully. And you should take care if you do reveal yourself. That can overwhelm even healthy humans if the deity has enough power. These people may not be able to handle the revelation of even the likes of you or I."

Of course, getting a reputation among humans for anything isn't a simple matter of showing up and being seen. The true deific form of a given deity can be harmful for humans to even see, and by default they can't. This is something PC would have learned on Alekto's outing, hence the option to not know this not appearing if the PC went with her. I've been sort of surprised by how often those have been relevant this chapter; so far it's been pretty fun writing little variations for all that.

Anyhow, that's the Mirror this month! I hope you've enjoyed the preview; all of this will be playable when the BIP comes out, so if you're at all looking forward to that, I hope you enjoy getting to dig a little deeper into it!

[Weekly Update - 03.28.22](#)

[Mar 28, 2022](#)

Hello everyone!

Here we are, at the last week of the month. It sorta feels like March was at least three months, but sadly I don't have three months of progress to show for it. Still, I got about 8k written this week, and I think I'll be able to push a bit coming down the pike here to the BIP release as well, to get y'all a little more than 31k on the month.

Anyhow, that is up this week, and I anticipate it will contain the entirety of the "solving the problem directly" branch with Hermes and Alekto and the first half or so of the "going to see Hypnos" branch with Hekate and Pyri. If the other branches proceed on pace, I might be looking at a new chapter release in May sometime, which would pretty excellent, I think.

In the meantime, of course, there will be the BIP for those of you in the Bud Tier and up. That and the bonus content poll will be headed your way on the 31st!

For everyone, I'll see you back in this space next week/month with another update. Stay safe and well, all!

[Bonus Content Poll - March](#)

[Mar 31, 2022](#)

Hi all!

Next month's variable bonus content continues the alternate-POV trend, which is mostly ROs but may occasionally include others. In this case, the poll is all the ROs who haven't yet had a turn, plus Makaria! Just let me know whose perspective you'd like next, and I'll make it happen.

Hermes

Pyri

Alekto

Hekate

Makaria

28 votes total

[Build In Progress - March](#)

[Mar 31, 2022](#)

Hello everyone! Welcome back to early access/the BIP. As of right now, the total word count for Chapter Six is sitting at 46,000 words, up 33,000 from last month! This update includes the rest of the Hermes & Alekto branch, and about half of the Hekate & Pyri branch. Of course there's other, very "outline-y" stuff to click through after that that gives the general shape of a lot of the rest, too, but that's mostly the same from last month.

I hope you all enjoy the new material!



[Art Commission - Hermes](#)

[Apr 3, 2022](#)

Hey everyone!

I was lucky enough to snag a commission from the awesome [s-4-fira](#) on tumblr, and I asked for Hermes being his goofy self. I am in love with the texture of his hair, tho??

I invite y'all to caption this image hehe.

[Weekly Update - 04.04.22](#)

[Apr 4, 2022](#)

Hello, all, and (a belated) welcome to April!

As some of you are aware, I released the BIP last Thursday. I've been making steady forward progress since then, to the tune of roughly 3000 words. I'm not sure how much that brings my total to for the week, but it's more than 7k, anyhow! The chapter is now up to 59k and counting. It's likely that by the time I finish, it will be another 100,000+ word chapter. As mentioned on tumblr, I'm shooting for the end of May for a release on that one, but I can't really say yet whether that will end up being the final result.

I'm getting close to finishing the Hekate & Pyri branch, which leaves me with two plot branches and then two more separate, hopefully shorter pieces at the end to do, at which point the chapter will be done. I'm quite excited; while I'm happy with the events of chapter six and think they do a lot of work for the plot and some foreshadowing, I admit I'm really looking forward to writing the events of chapter seven, including what I think will be the route-lock choice and some events I've had in mind since just about the beginning of FoA. :)

Up later this week will be a new prototype for bonus content, wherein I build a character as if they were to be played in D&D/Pathfinder. If that's popular I'll likely do more, but if not I'll try something else, heh.

The beginning of April tends to be a tough time of year for me, but I'll do my best to keep things running smoothly here. It helps when I can manage it, so there's plenty of incentive for me to keep on writing.

Cheers, everyone—please stay safe and well out there!

[Bonus Content - Pyri as a tabletop character](#)

[Apr 6, 2022](#)

Hi everyone!

I've got a little something different and somewhat experimental for the first bonus content this month. For those of you who don't know, I'm a big fan of tabletop roleplaying games, and have been since I was introduced to Pathfinder in... around 2012, I think.

I thought it might be kind of fun to try and represent the characters as PF builds, though of course it would be tough to capture everything. Probably one of the easier sets of abilities to represent is Pyri's, so I elected to try and start with them!

I used 25 point buy and average wealth by level for equipment, just as if I were trying to build a rules legal Pathfinder character, so some of the stats are a little wonky, and of course this doesn't represent their full deific capability in any sense. But if Pyri played themselves as a PF character, this would be how they looked!

The most important factors to represent, to me, were Pyri's quick, fluid spear fighting style, the "fire" flavor they have, and the fact that they're focused on martial talent over magic, but also that they're clever and knowledgeable, due to all the things they've picked up from the others, as well as a little bit due to who they used to be (but can't quite remember). So I chose the fighter class, but with an archetype that emphasizes smart tactics and flexible strategy. I also gave them a set of abilities (feats, for those who know the system), centered around fire powers and quick, jabbing spear strikes using both ends of the polearm.

I think the result isn't a half-bad representation of Pyri, either. :)

The sheet is in chunks below; leave a like if you might like to see more of the characters built this way. Of course, if no one here is quite the tabletop enthusiast I am, I can always go back to other things in this slot!

Name		Pyriphlegethon		Player		Campaign	
Class		Fighter (Lore Warden) 10		Race		Ifrit	
Experience		Next Level		Xp Speed		Xp Change	
						medium	
						<input type="checkbox"/> Caster	

Ability	Score	Mod	Temp Score	Temp Mod	HP	MAX HP	AC	= 10 +						
STR	15	+2			70	70	25	Armor	Dex	Dodge	Size	Natural	Deflect	Misc
DEX	22	+6						7	6		0	2		
CON	14	+2												
INT	14	+2												
WIS	8	-1												
CHA	14	+2												

Nonlethal		Touch		Move		Hero Points	
		16		30			
HD		FF		Fly			
10		19					
DR		CMD		Swim			
		28					
SR		FCMD		Burrow			
		22					

Total Attack Bonus		Base Attack Bonus		Ability		Size		Misc		Temp	
MAB		+12		=		10		+ 2		+ 0	
CMB		+16		=		10		+ 2		+ 0	
RAB		+16		=		10		+ 6		+ 0	

Total		Dex		Misc	
INIT		+6		= 6	

Total		Base		Abil		Magic		Misc		Temp	
FORT		+12		=		7		+ 2		+ 3	
REF		+12		=		3		+ 6		+ 3	
WILL		+5		=		3		+ -1		+ 3	

Weapons

+ 2 Defending Spear		+18/+13		Crit	
Special		Range		d10 + 8	
				Siz Typ	

Trip		+24		Crit	
Special		Range		Damage	
				Siz Typ	

Spear (TWF)		+16/+16/+11/+11		Crit	
Special		Range		Damage	
				Siz Typ	

Weapon Name		Total Attack Bonus		Crit	
Special		Range		Damage	
				Siz Typ	

Weapon Name		Total Attack Bonus		Crit	
Special		Range		Damage	
				Siz Typ	

Weapon Name		Total Attack Bonus		Crit	
Special		Range		Damage	
				Siz Typ	

Clear Skills

50

Lbs	Loc	Worth (Gp)
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Push Drag

[Apr 11, 2022](#)

Hey everyone!

New week, new update.

April's been pretty on-track for productivity so far. I've finished up the Hekate & Pyri scene with Hypnos, and am now moving on to the final branch of things. For those of you who don't know already, Hera is paying the Underworld a visit in this chapter, and the final branches for the bulky part of the chapter have to do with her—the first occurs upon her arrival and initial dinner at the Underworld, and the second about a week or so into her stay. The player can choose one or both of these as part of the chapter's two main branch points, and doing so has its own mechanical benefits and drawbacks, and like all the choices, potentially-interesting consequences down the line.

Of course, as with any time I give the player exclusive branches like this, my hope is that you'll pick what suits the character you're playing, without worrying too much about 'benefits' or 'drawbacks.' While the story will certainly reflect these decisions, I've tried to design things such that not only is no choice essential, but none is really objectively the "best" or "worst"—just different.

Of course, at the moment I'm the only one who has any idea what the consequences of each will be, but suffice it to say that not even I know exactly how everything will turn out in future games, or anything like that. But the hope is that all the little 'extras' in these branches (the possible spells you can learn in the Hekate & Pyri one, for example, or whether Hera approves of her visit to the Underworld), will come back in little ways through the rest of the story—even if that's in future installments!

So hopefully some pretty interesting stuff coming down the pike. I hope you're all staying well; I'm getting ready for a move at the end of the month or so, so hopefully I'll be able to keep up with progress. Hang in there, y'all. :)

[Q&A - Hades II](#)

[Apr 13, 2022](#)

Hey everyone! I hope April is treating you well.

This month's Q&A is the second of Hades's Proust Questionnaires. I hope you enjoy the little tidbits of insight into his head. :)

I'll be back next week with the bonus content y'all voted on, so keep an eye out for that!

[Weekly Update - 04.18.22](#)

[Apr 18, 2022](#)

Hello everyone!

April is... moving rather quickly. I think it might be partly because I'll be moving house shortly, so there's always a ton of things to do to prepare for it. Fortunately, I've been able to keep up with FoA in the meantime, and so there's another 7,000 words in the chapter now, and I've made a hefty start to the first of the two Hera scenes.

This one deals with being there for her arrival, and the small dinner that follows afterwards. Hades and Charon are the companions for this branch, and it's been sort of a fun dynamic to write. Hera has some history with both of them, especially Hades, and it's sort of a complicated situation in a lot of ways.

Just for starters, the two of them were have been some version of "friends" for just about as long as they've been alive, which is literally ages. But add to this the fact that Hera is married to (and genuinely in love with) Zeus, with whom Hades's relationship is complicated and often antagonistic, and then throw in the fact that she really only ever shows up in the Underworld when she's stressed and needs someone to vent to, and it gets kind of messy. Prepare for awkward social situations that the PC can potentially help and potentially make even worse, plus a sort of "approval" mechanic for the visit that can be affected by the preparations the PC made (if any), and a couple of their conversational choices.

I had fun with this one, as how Hera thinks of her visit is the benefit/drawback for this story branch. If she thinks well of it, PC might find themselves with a Queen of Olympus disposed well towards them, and who knows what that might change down the line? Upset her, though, and it might well be the opposite situation. Of course, there's a few little bonus tidbits and changes there for people who have an established backstory with her, too, so I hope it turns out to feel fun and full of the kind of flavor that means your choices have really entered into the proceedings, so to speak.

Anyhow, that's that for this week. I should hopefully be able to get through the rest of this scene soon, and possibly start the second one with her. We'll see how it goes. Also on the way on Wednesday is a bonus content: Makaria's POV of the garden scene between her and the PC.

I hope you're all doing well—it's hard to believe we're almost a third of the way through this year!

[Bonus Content - Makaria POV](#)

[Apr 20, 2022](#)

Hey all!

As I probably should have expected by now, Makaria ran away with the poll results at the end of last month, so here I have a bit from her POV. It covers, of course, her visit to the PC's garden. The PC in this one is a he/they Dionysus, slightly more magically-focussed.

I hope you enjoy it! :)

[MakariaPOV.pdf](#)

[Weekly Update - 04.25.22](#)

[Apr 25, 2022](#)

Hey all!

It has been... a week. Things are moving pretty fast with the endeavor to sell the house I currently live in (it's not mine, but my roommate's, but I'm helping with the move, obviously), and this week we actually moved ourselves out so that the agent could have open houses without the pets and I needing to figure out a carless way to get out of the house in a very car-dependent area for hours at a time.

So needless to say I've been packing and unpacking *all* the things. (Side note: packing and unpacking things *sucks*. A lot.)

But fortunately this hasn't really barged into my writing schedule too much, and I've done about another 8k words of Asphodel this week, bringing me to the end of the first Hera scene. I've also gone back to the previous scenes and added and changed some details based on what the PC chose to do at the first choice branch of the chapter, so, for example, the Hypnos scene will have some small variations if you're doing it *after* going to the mortal realm or spending time with Hera, rather than going to see Hypnos first, and same with the scene in the mortal realm. I'm hoping this makes the continuity feel all nice and consistent. :)

This upcoming week, I'm going to aim to get as much of the second Hera scene done as possible. It's this scene, followed by a couple smaller ones with Kerberos and the secret character respectively, that

will close out Chapter Six, so I'm really looking forward to pushing through and being able to bring the full chapter to everyone sometime in May.

The BIP will be out this Saturday, and there should be a nice new chunk of content for those of you who follow along with that. I hope you're all doing well and hanging in there as we round the bend from one season into another! (At least, if your climate works that way, as mine does.)

[Bonus Content Poll - April](#)

[Apr 30, 2022](#)

Hello everyone! It's time again for the votes on next month's variable bonus content. This time, I'll be writing a bit of Alekto POV, and I'm going to have you choose how the PC has generally acted towards her so far (roughly, for what of the game has been written).

Wary, but gradually warming.

Warm and friendly from the outset.

Crushing, and a little clumsy about it.

Blatantly flirtatious.

34 votes total

[BIP - April](#)

[Apr 30, 2022](#)

Hey everyone!

Here is, once more, the BIP. It's up 34,000 words from last month, to a grand total of 80,000 words in Chapter Six. I'm probably a little over halfway through the second Hera scene; there are a lot variations in this one for PCs that may have written her a letter or two, as it happens. But I anticipate that by next month, you early access folks will be getting the first taste of Chapter Seven. Hopefully, heh.

In any case, I hope you enjoy all the new stuff, which includes about a branch and a half in addition to that, I think. :)

Also, I'm curious what branches y'all are going to take in your 'canon' playthrough if you have one, so if you've got an idea please do drop a comment!

[Weekly Update - 05.02.22](#)

[May 2, 2022](#)

Hey all!

One more week in the books. It was a fairly productive, if miserable, one for me. I had to move a lot of heavy furniture, and at the moment I'm sort of one big bruise. On the plus side, though, I had a good week for FoA progress. I'm not sure on the exact number, but I think about another 8, possibly 9,000? I had it all properly calculated out for the BIP, haha.

The point being, the chapter is now just over 80,000 words, and I'm still moving through the second scene with Hera, but getting closer to the end. After that, we've got two smaller ones to go, and that'll be a wrap on chapter six! I'm pretty excited about this, as I may have mentioned. :)

I'm still hoping that the chapter will go out sometime in the middle of this month. For now, later this week some of you will be seeing a tabletop take on Hermes, to go with Pyri's from last month, on Wednesday. And then I'll be back here next Monday with another update.

Here's hoping you all have a great month, and see you next week!

[Bonus Content - Hermes as a tabletop character](#)

[May 4, 2022](#)

Hey all!

The character build I did for Pyri in the Pathfinder system seemed to be reasonably well-received last month, so I elected to do another. This time, we have Hermes!

He was a little harder to represent, in a way, because his talents are sort of a mix of roguish and magic, so right off the bat the two options I was most considering were the bard and a special archetype of the rogue called the eldritch scoundrel. I like both for him for different reasons, but the fundamental flavor of a magic rogue is just *better* for him, so I went with that one.

Unlike in Pyri's case, I did adjust a few things to fit in a not-strictly-rules-legal way. Normally, the eldritch scoundrel is a prepared caster, whose spell save DCs are keyed off intelligence. Hermes is pretty smart, but he's definitely more of the charismatic type, so I adjusted the archetype to be a spontaneous charisma-based caster instead, since basically all magic in the world of FoA works more akin to spontaneous than prepared casters.

But, other than that (which sounds like a lot but is actually pretty much the same balance-wise, and so doesn't make him egregiously more or less powerful than any other level 12 eldritch scoundrel), Hermes too is rules-legal! I probably could have upped his level a little more, to reflect his advantages over Pyri, but this is less about that and more about representing them as if they were playing themselves in a d20 system, so it's not really too important.

Naturally, the race of choice for Hermes was aasimar, as they have a feat line that eventually grants them access to wings, which were of course a necessity. Other than that, I tried to represent his magic and skills as a mix between useful little tricks and more powerful attacking effects. Hermes can do a little bit of everything, magically speaking, and his biggest strength is the ability to answer almost any situation in some way that makes sense, so I tried to reflect that in his abilities. Combat-wise, he can get into melee with knives, but he also has plenty of magic power at his disposal, so he's something of a Swiss army knife in that sense as well.

Honestly, I think this build would be pretty fun to play, at least for me.

NameHermes

Player

Campaign

ClassRogue (Eldritch Scoundrel) 12

RaceAasimar (Musetouched)

DeityHimself

AlignmentCG

Experience

Next Level

Xp Speed

Xp Change

Size

☒Caster

Ability	Score	Mod	Temp Score	Temp Mod	HP	MAX HP	AC	= 10 + <div>Armor</div> + <div>Dex</div> + <div>Dodge</div> + <div>Size</div> + <div>Natural</div> + <div>Deflect</div> + <div>Misc</div>						
STR	12	+1			60	60	22							
DEX	24	+7												
CON	15	+2												
INT	12	+1												
WIS	8	-1												
CHA	20	+5												

Nonlethal

Touch

Move

Hero Points

HD

12d8

FF

14

Fly

60

DR

CMD

27

Swim

SR

FCMD

20

Burrow

Total

Dex

Misc

INIT

+7

=

7

+

Total Attack Bonus

Base Attack Bonus

Ability

Size

Misc

Temp

MAB

+10/+5

=

9/4

+

1

+

+

+

CMB

+10/+5

=

9/4

+

1

+

+

+

RAB

+16/+11

=

9/4

+

7

+

+

+

Total

Base

Abil

Magic

Misc

Temp

FORT

+8

=

4

+

2

+

2

+

+

REF

+17

=

8

+

7

+

2

+

+

WILL

+9

=

4

+

-1

+

2

+

4

+

Weapons

Dagger

+18/+13

17-20 x2

Special

Range

d4 + 7

Size

Typ

Weapon Name

Total Attack Bonus

Crit

Special

Range

Damage

Size

Typ

Weapon Name

Total Attack Bonus

Crit

Special

Range

Damage

Size

Typ

Weapon Name

Total Attack Bonus

Crit

Special

Range

Damage

Size

Typ

Weapon Name

Total Attack Bonus

Crit

Special

Range

Damage

Size

Typ

Weapon Name

Total Attack Bonus

Crit

Special

Range

Damage

Size

Typ

Armor / Protective Items

Worn	Name	Type	Ac	Chk Pen	Max Dex	Spell Fail	Spd	Worn	Name	Type	Ac	Chk Pen	Max Dex	Spell Fail	Spd
<input type="checkbox"/>								<input type="checkbox"/>							
<input type="checkbox"/>								<input type="checkbox"/>							

Feats / Class Features / Abilities

Race:

SLA: glitterdust 1/day (DC 16)

Skilled: Diplomacy, Perform

Darkvision 60'

Resist Acid, Cold, Elec 5

Feats:

Angelic Blood

Angelic Flesh (Resist Fire 5)

Angel Wings

Piranha Strike

Steadfast Personality

Accomplished Sneak Attacker

Class Features

Sneak Attack +4d6

Alarm Sense

Finesse Training (Daggers)

Evasion

Talent: Shadow Clones

Talent: Combat Feat (Dodge)

Talent: Slippery Mind

Debilitating Injury

Rogue's Edge (Fly, Bluff)

Traits:

Influence

Clear Skills

[illegible]

Name	Lbs	Loc	Worth (Gp)
Belt of Physical Might +4 (Dex, Con)			
Boots (Sandals) of Speed			
Headband of Alluring Charisma +2			
Amulet of Natural Armor +3			
Cloak of Resistance +2			
+2 Keen Adamantine Dagger			
Masterwork Thieves' Tools			
Wind-Caller Compass			
Ring of Protection +1			
Totals	Lbs	Gp	

Totals			Lbs	Gp
Light	Medium	Heavy	Other/Currency	
43 lbs	86 lbs	130 lbs		
Over Head	Off Ground	Push Drag		
130 lbs	260 lbs	650 lbs		

	0	1	2	3	4	5	6	7	8	9
Spells Known	6	6	5	4	4					
Bonus Spells / Day		2	1	1	1					
Spells / Day		5	5	4	3					
Spell Save DC		16	17	18	19					

Spells & Powers		Spells & Powers		Spells & Powers	
Spell / Power	Mem	Spell / Power	Mem	Spell / Power	Mem
[0] - Detect Magic		[2] - Glitterdust		[4] - Confusion	
[0] - Read Magic		[2] - Invisibility		[4] - Hurricane Blast	
[0] - Light		[2] - Hideous Laughter		[4] - Illusion of Treachery	
[0] - Breeze		[2] - Spontaneous Immolation		[4] - Tailwind	
[0] - Message		[2] - Knock			
[0] - Prestidigitation					
[1] - Mage Armor		[3] - Haste			
[1] - Shield		[3] - Heroism			
[1] - Grease		[3] - Displacement			
[1] - Charm Person		[3] - Air Geyser			
[1] - Ray of Enfeeblement					
[1] - Liberating Command					

[Weekly Update - 05.09.22](#)

[May 9, 2022](#)

Hello, everyone!

Welcome (or welcome back) to the weekly update.

Twas a solid week of progress; I made another 7,000 words through the chapter. I am so close to being done with this second Hera scene; hopefully by the end of next week I will be. After that, I am going to try very hard to keep the remaining two scenes in the chapter short, as they don't need to be long. But of course, I always underestimate how much I'm going to write.

Those scenes, if anyone was wondering, will feature Kerberos and the mysterious secret character respectively (I think some of you may know his identity by now, as those who went on Pyri's outing could have received a pretty big hint, if I'm recalling correctly).

And yes, I absolutely can forget the exact details of things I wrote only a chapter ago; my memory is a sieve and rereading is my saving grace (as are sharp-eyed readers who catch my continuity errors)!

In any case, expect cute fluff from the Kerberos scene and mysterious plot hints from the one with the secret character, like I do. :)

Have a great week, and I'll see you back in this space next week.

[Q&A - Hades III](#)

[May 11, 2022](#)

Hi everyone!

This month concludes the series of Proust Questionnaires with the last round of Hades's. That means I need to find something else for this slot starting next month. Suggestions welcome, of course, but in the meantime, I hope you enjoy this last little bit from the Lord of the Dead. :)

[Proust - Hades 3.pdf](#)

[Weekly Update - 05.16.22](#)

[May 16, 2022](#)

Hey all!

It's already mid-May, huh? Sometimes I think time really needs to chill out and go a little slower. Anyway, I'm still pushing through these final, shorter parts of the chapter, after which I'll need to do some proofreading and testing to prepare for release.

We're getting close though! I've started work on the Kerberos scene, which is a lot shorter than some of the other options in the chapter, but should hopefully be a fun little bit for those of you whose PCs will opt out of at least one of the more "serious" branches of things this time around. It features the PC's first solo interaction with Kerby, and the myriad conversational difficulties of talking to someone who can understand you mostly, but neither speak nor sign in return.

I find it kind of cute, and some headway can nevertheless be made, especially for those of you with particular skill in Erudition, or who have elected to keep Erebus operative.

In any case, I should hopefully be able to finish this scene within the week and get the last one outlined and started over next. It might be a *little* closer to an end of the month release on the chapter than middle of the month, but I'm feeling pretty confident I'll have it by the end. I may give those of you with

early access, well, *early access* while I work on the outline of the next chapter, before releasing it more generally after making any adjustments the next chapter demands.

I'm looking forward to moving onto the next part, for sure, as Chapter Seven will contain some of my favorite things to write: group interactions, one-on-ones with the characters, and action scenes!

Later this week, we'll have a bit of Alekto POV for everyone, from her outing scene with the PC, so if you're a fan of hers, be on the lookout for that on Wednesday.

Have a good one, y'all.

[Bonus Content - Alekto POV](#)

[May 18, 2022](#)

Hello all!

As you voted for in the last poll, Alekto's perspective here features a slightly-awkwardly-crushing PC, though filtered through Alekto's lens they may seem... slightly different. I went with a they/them Persephone, and the scene in question comes from the latter portion of Alekto's 'date.' I hope you enjoy it. :)

[AlektoPOV.pdf](#)

[Weekly Update - 05.23.22](#)

[May 23, 2022](#)

Hello everyone!

It's weekly update time once more. I am pleased to report I have finished the Kerberos scene (which I actually managed to keep about the length I had planned for it), and have now moved on to the scene with the secret character. Naturally this scene, being the last one in the chapter, has ballooned somewhat.

Mostly, the expansion is due to a number of variables that are changing how things go—specifically, whether the PC and the secret character have met before, whether their rapport is good, and whether the PC gets weirded out enough by how the conversation is going to bring the others in on it via Erebus!

There's a chance to learn Secret's identity here, and potentially some more spoilery things, depending on how previous interactions with him have gone, and how the PC handles the conversation this time also. Of course, if you prefer to sass him or nope on out of there, those are also options. :)

In any case, I am fairly sure I'm on track for an early access/BIP release of the full chapter on the 31st, in which case those of you who get those will have the new chapter a week before general release. (Bug reports and so on would be appreciated in that time, but it's fine if you don't—y'all aren't beta testers after all, so if you're just here to play and enjoy, please do so at your leisure).

In any case, I hope you're all having a great week, and I'll see you back here next Monday.

[Moirae's Mirror - May](#)

[May 25, 2022](#)

Hi everyone!

For the Mirror this month, I thought I'd go into some detail about what the last four (most likely) chapters of FoA's first book are likely to contain—that is, chapters 7, 8, 9, and 10. This will give you sorta the last pieces of plot overview for FoA, and you can see how it all hangs together!

It almost goes without saying that there are major FoA spoilers here, so if you don't want to see those, this would be a good month to skip, heh.

So. Chapter Seven is tentatively titled *Quake and Tremble* which is kind of a silly pun on my part. In summary, Hera finally departs the Underworld, and the PC's prayer-based issues are resolved, at least for the moment. Pyri and Hermes think this sounds like a perfect time for decompression, so they suggest a party. The PC can make a couple activity suggestions, but otherwise it's an excuse to have a large-group scene, since it's been a while since there was one of those that wasn't extremely serious. Lethe probably puts in an appearance, looking not great but better now that she's getting help. There's a short scene with one of the ROs, whether platonic or with a bit of a romantic bent. Unfortunately, the event is interrupted by an earthquake. Styx drops in to inform the group that someone, seemingly one of the dead, has freed a minor Titan or two from Tartarus, and they're trying to get to the surface! In the chapter's final choice, the PC selects who, specifically, to accompany for the task of dealing with this

issue, as everyone has a different role to play. This choice doubles as the "route" choice for the game, and will lock the player into their selection of RO/PO (poly options to be included at a later point).

Chapter Eight, tentatively titled *Rogue Element*, follows immediately from the previous chapter, as PC and friends set out to deal with the fact that a rogue titan is on the loose. Everyone has a slightly different job where this is concerned, and yet all paths converge at the site of the confrontation, where the titan is dealing heavy damage to the surroundings. In their efforts to help their RO, the PC inadvertently bonds their magic together. The titan is defeated, and the fallout of this development is discussed. The chapter concludes with a more heartfelt scene between the PC and the RO, where the PC is offered some variety of Underworld food, and can choose what to do with it.

Chapter Nine begins with a bit more discussion of the consequences of the last events, and if the culprit is not already known to PC, they will be now, as well as why it is difficult for anyone to do much about it. The good news is, Hekate has figured out how to handle the illness, and Lethe is going to make a full recovery. Some of the backstory surrounding the Titanomachy is made known, and a damage report on the Underworld is given. The PC is asked to spend some time in the audience chamber with Hades and the others, to reassure people that the situation is now under control. But at that audience session, Orpheus appears in Hades's court, and asks for the death god's dispensation to return his beloved Eurydice to life. The PC has a chance to influence the outcome of the classic myth, and the incident is resolved.

In Chapter Ten, tentatively titled The "Escape," another myth is woven into the story as the PC is approached in the middle of the night by two more intruders, Pirithous and Theseus. Their intention is to, at the request of Demeter, discreetly remove the PC from the Underworld and return them to Olympus. The PC may go along with this or fight it, but the demigods have come properly equipped to handle matters, and with the help of some divine intervention the PC is returned to Olympus and their mother whether they like it or not. The PC gets some scenes with Olympians, but they aren't there long before the entire Underworld crew shows up on their front doorstep, and a very dramatic multiple-way confrontation ensues, culminating essentially in the player's choice of ending, with some complicating factors thrown in based upon previous decisions, of course.

At the moment, I have a "non-standard game over" planned, which allows the choice to remain on Olympus for good and never see the Underworld again. Hades will agree to have the marriage annulled, and the PC remains with their mother and friends on Olympus. Otherwise, there will be a time-splitting option, akin to but not completely the same as the original ending of the myth, where some amount of time is spent on Olympus and some in the Underworld. The third option, of course, is to prefer the Underworld wholeheartedly, and to want to return to Olympus either only rarely or not at all.

There's likely to be a "epilogue-for-now" after Chapter Ten, but it won't be all that long since future books are planned. I do think, though, that I want to provide a satisfying ending of sorts, just because it should feel like a fairly complete story, even if there are definitely going to be a few loose plot threads remaining.

And that's the summary of what remains to go for FoA. There's a few small things that I haven't mentioned, and of course I'm bound to add and modify as I get to them as always, but I hope this all sounds like fun, and that you've enjoyed getting to hear about it. :)

[Weekly Update - 05.30.22](#)

[May 30, 2022](#)

Hello everyone!

Back with another weekly update, and it's a pretty exciting one this time!

I have managed to finish the initial writing of Chapter Six. This means that I'm currently in the editing phase, and all you lovely early access/BIP folks will be getting the complete/edited chapter tomorrow. The chapter will release to the general public a week later, on 7 June.

Editing is such a tedious process, honestly, but it does feel worth it to catch the typos and redundancies and things that just don't register when I'm writing. It'll be nice to give you all something that feels a touch more polished than the usual BIP release, too, for obvious reasons. :)

Anyway, that along with a poll will be appearing tomorrow for those of you who get each of those things. On Wednesday, there will be June's first bonus content, and then I'll be back here next Monday to let you all know how Chapter Seven is coming along!

Thank you as always for all of your support and enthusiasm. You all are quite literally the reason I can keep writing.

[Bonus Content Poll - May](#)

[May 31, 2022](#)

Hey all!

We're back with poll time again this month; the BIP is headed your way in an hour. For now, the RO POV series continues, and we're giving Hermes a go this time. I have an idea which scene I'll be doing from his perspective, but what I want y'all to decide is what his history with the PC is. :)

Close friends

Reasonably friendly

Hardly know each other

Strangers until the start of the game

The PC's never liked him much

38 votes total

[BIP - May](#)

[May 31, 2022](#)

Hello everyone, and here it is. Chapter Six, all done and ready to play! It is just about 110,000 words, including an opening scene everyone gets and then several branches to play through, of which everyone will be able to choose two. There's quite a lot of plot development in this one, but also some softer moments scattered here and there, and I hope you all enjoy it.

If you happen to run into a problem playing, please let me know. To warn in advance, some variables have been adjusted from previous releases, so if you're not playing through from a fresh start, I can't guarantee everything will work as intended, sorry about that.

Regardless, I sincerely hope you like it, and I'd love to hear your feedback. :)

*P.S.: Please note that previous versions of the BIP (namely, links on previous BIP posts), will not work. At the very least, they will not contain the full chapter, and at worst they may be outright broken, so you'll want to use **this** one specifically.*

[Bonus Content - Alekto as a tabletop character](#)

[Jun 1, 2022](#)

Hello again, everyone!

I'm continuing with the series of characters-as-if-Pathfinder this month, and I've made Alekto this time.

I had kind of a hard time deciding between Paladin and Ranger for her, because elements of both work pretty well. But, she strikes me as more of a ranger in the end, because her whole deal is acting as a warden for Tartarus, and hunting down targets who go on the run from her very specific brand of furious justice. I did manage to preserve a little of the 'cosmic agent' flavor by choosing the Divine Tracker archetype, which gives her some fun death and protection themed powers to play with in lieu of an animal companion, which isn't really her style.

Her abilities otherwise revolve around, basically, being a tank and smashing things with a shield when she's not busy smacking them with a sword! She's got a few nice utility spells to represent her domain, but really she's all about getting up in people's faces, and blocking hits so the squishier people in the group don't have to. Also, she's got a nice pile of HP to help with that. As a secondary strength, she can intimidate people when she hits them with a power attack, which gives them some neat debuffs, so she's far from one-trick. She won't do the most damage, but she'll take a lot of punishment while her friends blast away. And really, that's how she'd prefer it anyway!

Here's the build. She had 10,000 gold left over but I also forgot her whip, so let's assume she spent it on one of those. :)

Name	Alekto	Player		Campaign	Fields of Asphodel			
Class	Ranger 12 (Divine Tracker)	Race	Human	Deity		Alignment	LG	
Experience		Next Level		Xp Speed		Xp Change	medium	<input checked="" type="checkbox"/> Caster

Ability	Score	Mod	Temp Score	Temp Mod	HP	MAX HP	AC	= 10 + Armor + Dex + Dodge + Size + Natural + Deflect + Misc							
STR	22	+6			111	111	27		13	4		0			
DEX	19	+4													
CON	16	+3													
INT	10	0													
WIS	17	+3													
CHA	7	-2													

Nonlethal		Touch	14	Move		Hero Points	
HD	12d10	FF	23	Fly			
DR		CMD	32	Swin			
SR		FCMD	28	Bunow			

	Total	Dex	Misc
INIT	+4	4	

	Total	Base	Abil	Magic	Misc	Temp
MAB	+18/+13/+8	=	12/7/2	6	0	
CMB	+18/+13/+8	=	12/7/2	6	0	
RAB	+16/+11/+6	=	12/7/2	4	0	

	Total	Base	Abil	Magic	Misc	Temp
FORT	+15	=	8	3	4	
REF	+16	=	8	4	4	
WILL	+11	=	4	3	4	

Weapons

+3 Ominous Longsword	21/16/11	19-20 x2		
Special	Range	d8 + 9	Size	Typ

+3 Mithral Heavy Steel Shield	21/16/11	Crit		
Special	Range	Damage	Size	Typ

TWF	19/21/14/16/9	Crit		
Special	Range	Damage	Size	Typ

Weapon Name	Total Attack Bonus	Crit		
Special	Range	Damage	Size	Typ

Weapon Name	Total Attack Bonus	Crit		
Special	Range	Damage	Size	Typ

Weapon Name	Total Attack Bonus	Crit		
Special	Range	Damage	Size	Typ

Worn	Name	Type	Ac	Chk Pen	Max Dex	Spell Fail	Spd	Worn	Name	Type	Ac	Chk Pen	Max Dex	Spell Fail	Spd
<input checked="" type="checkbox"/>	+2 Mithral Breastplate (Agile)		8		5			<input type="checkbox"/>							
<input checked="" type="checkbox"/>	+3 Mithral Heavy Steel Shield		7					<input type="checkbox"/>							

[illegible]

	Name	Abil	Skill Mod	Abil	Rank	Misc	Acp
<input type="checkbox"/>	Acrobatics	Dex	9	= 4	+ 5	+	+
<input type="checkbox"/>	Appraise	Int	0	= 0	+	+	+
<input type="checkbox"/>	Bluff	Cha	-2	= -2	+	+	+
<input checked="" type="checkbox"/>	Climb	Str	10	= 6	+ 1	+	+
<input checked="" type="checkbox"/>	Craft	Int	15	= 0	+ 12	+	+
<input type="checkbox"/>	Diplomacy	Cha	-2	= -2	+	+	+
<input type="checkbox"/>	Disable Device	Dex	4	= 4	+	+	+
<input type="checkbox"/>	Disguise	Cha	-2	= -2	+	+	+
<input type="checkbox"/>	Escape Artist	Dex	9	= 4	+ 5	+	+
<input type="checkbox"/>	Fly	Dex	4	= 4	+	+	+
<input checked="" type="checkbox"/>	Handle Animal	Cha	-2	= -2	+	+	+
<input checked="" type="checkbox"/>	Heal	Wis	3	= 3	+	+	+
<input checked="" type="checkbox"/>	Intimidate	Cha	18	= -2	+ 12	+ 5	+
<input type="checkbox"/>	Knowledge (Arcana)	Int	3	= 0	+ 3	+	+
<input checked="" type="checkbox"/>	Knowledge (Dungeoneeri	Int	5	= 0	+ 2	+	+
<input type="checkbox"/>	Knowledge (Engineering)	Int	0	= 0	+	+	+
<input checked="" type="checkbox"/>	Knowledge (Geography)	Int	5	= 0	+ 2	+	+
<input type="checkbox"/>	Knowledge (History)	Int	0	= 0	+	+	+
<input type="checkbox"/>	Knowledge (Local)	Int	0	= 0	+	+	+
<input checked="" type="checkbox"/>	Knowledge (Nature)	Int	4	= 0	+ 1	+	+
<input type="checkbox"/>	Knowledge (Nobility)	Int	0	= 0	+	+	+
<input type="checkbox"/>	Knowledge (Planes)	Int	5	= 0	+ 5	+	+
<input type="checkbox"/>	Knowledge (Religion)	Int	0	= 0	+	+	+

[illegible]

[illegible][illegible]

Weekly Update - 06.06.22

Hello all, and welcome back to the Weekly Update.

This week, I spent mostly outlining Chapter Seven, as well as getting in about 3k words of actual forward progress. It's not quite as much as I'd have liked, but I am pretty happy with the chapter's overall structure. Depending on how the word count shapes up, I might end up combining what was originally planned to be Chapter Eight into this one as well, or at least part thereof, which should allow me a little room to split what had formerly been planned as Chapter Ten into two, which I think will be nice. It's sort of the climactic cap-off of this part of the story, so having it take up more story 'space' seems like it'll be a good thing.

Chapter Six releases for everyone tomorrow, so those of you who haven't had a chance to read it yet will be able to do so! I think once you do it'll make sense why Chapter Seven begins with another check-in with the whole group. It contains a revelation (for those of you who didn't get it early via some actions in previous chapters), and then moves into what I hope is a cute sort of relaxation scene with the main cast and a few friends before a cosmic wrench gets thrown into things.

I've been looking forward to writing this one for a while, I admit, in part because you finally get a chance to choose your route in it, easily the single biggest plot-determining choice there's been so far.

Anyway, I'll stop there for now, but you'll definitely be hearing more about all of this in the weeks to come, so stay tuned! There's a new kind of questionnaire/interview coming your way this week with Hekate, so that'll appear on Wednesday for everyone in the Bud Tier and up.

Have a great week, everyone—I hope June is off to a fantastic start.

[Q&A - Hekate](#)

[Jun 8, 2022](#)

Hey all!

The Q&A formerly in this spot is now one of the two November 2022 Q&As. Yes, that's weird, but I accidentally did Hekate twice, and I liked the updated answers better. You don't miss out on anything, because there are as I mentioned two for that later month. Sorry about the weirdness. :)

[Weekly Update - 06.13.22](#)

[Jun 13, 2022](#)

Hello everyone!

I just looked at the date, and goodness time is a vortex. Anyway, here we are, just about the middle of June, and Chapter Seven is moving right along. I got another 7k words done this week, so I'm back to keeping the usual pace, and the chapter has 10,000 words already.

So far, we're still in the group meeting of sorts that takes place first, and having discussed a few of the immediate implications surrounding the PC's actions from last chapter, we're getting an update on Lethe and the culprit behind her sickness. After that, we'll be moving into what I hope will be a fun party scene of sorts, though those with less-social PCs will be able to request a small, relaxed gathering, and in any event it won't be all that wild, considering who all is involved haha.

I'm looking forward to writing that, and giving people a chance to interact with everyone instead of just a subset, and to build their friendships a little if they like.

On Wednesday, I'll be posting a bonus content, featuring Hermes's perspective on his outing from Chapter Five. So I hope you'll look forward to that, and I'll be back in this space next week with more good news, hopefully.

Cheers, y'all, and have a stellar week.

[Bonus Content - Hermes POV](#)

[Jun 15, 2022](#)

Hey all!

This week, I'm back with another installment in the RO POV series. The third in the bunch features Hermes, and a rather interesting moment that can occur on his outing, for those of you who got it. :)

I hope y'all enjoy, and I should be back in the same slot next month with a different character.

[Hermes POV.pdf](#)

[Weekly Update - 06.20.22](#)

[Jun 20, 2022](#)

Hey all!

I quite nearly forgot to write the weekly update this week, which I think says something about the kind of week that it's been! But I did manage to recall in time, so here I am.

It's been a good week of progress for Asphodel, with a solid 8k words added to the current chapter total. I'm now writing the second scene of the chapter, which is a social gathering with a gently-celebratory feel. Lethe is recovering, the PC has dealt with their first prayer in whatever way they saw fit, and for the moment things are relatively copacetic.

Which of course means it's all going to be very dramatically interrupted by more bad news, but not just yet. First, the PC can hang out with everyone (and this time it is everyone; all the various choices can be cycled through before things move on, so no one has to miss anything). The goal here is to have little opportunities to deepen some friendships, including those you may not have had the chance to develop much yet. Little bits of bonding, if you like.

The scene will culminate in a little bit of one on one time with whomever the PC went on the outing with, and then there will be a rather dramatic interruption. But I'll save the details on that part for when they arrive. I'm excited to share it with you, because it'll lead to an important choice and some interesting events, I think.

Anyway, that's about it for now. Later this week there will be a Moirae's Mirror for those of you in the Blossom Tier and above, and then we will once again be approaching BIP time, believe it or not. I'm hoping to have a round 30k new words for that, as usual. :)

Cheers, folks, and have a great week.

[The Moirae's Mirror - June](#)

[Jun 22, 2022](#)

Hello everyone!

This month's Mirror is a bit of a worldbuilding piece. Perhaps it would be fair to say it's sort of intentionally world-obscuring also haha. By now, you may well have encountered information in-game

about the Titanomachy, the war that took place long before "present," in which the current 'eldest' generation of gods overthrew the rule of the titans, who in many cases were their parents.

This information has been mostly very vague, and that's on purpose! In general, people don't talk much about what actually happened in the Titanomachy, and the younger generation of deities usually don't know very much about it at all. So, I've collected what they generally do know into one place. Of course, depending on the PC's particular inclinations and how sheltered you are playing them as being, they may know even less than this, or if they're particularly intellectually-curious, a little more.

There is also an idea in here of a few of the 'big mysteries' surrounding the Titanomachy and a couple of related topics. Hopefully it's a reasonably-interesting 500 words of food for thought. :)

[The Titanomachy.pdf](#)

[Weekly Update - 06.27.22](#)

[Jun 27, 2022](#)

Hello again everyone!

Chapter Seven continues to clip along nicely; I should actually be caught up with my 'word deficit' by the time the month ends, meaning the BIP that goes out on Thursday will have a full 30k new words in it, all of them in the new chapter.

So far, that includes the whole of the meeting it opens with, and part of the party scene that follows. The way that works so far is that it's broken down into four optional sections, all of which you can take in any order you like. Each section features one or two ROs, and possibly some other characters. I've finished with the section that includes Hades and Lethe, and am currently working on the one with Hekate, Kokytos, and Daeira. After that, I'll have the sections with Charon & Alekto and Pyri & Hermes to do.

After the player has done as many or as few of those sections as they like, they can choose the option to advance the plot forward (in this case, heading out into the courtyard to take a little breather), and there they'll get a scene with whomever they went on an outing with, something a little more one-on-one, and 'intimate' in a general sense. (A little more specifically depending on whether initiative is on, and/or whether the PC has indicated any interest, depending on character.)

Alas, that scene is doomed to be interrupted, which will hopefully be something I can talk about in more detail next month, as I'm hoping another 30k words or so will take me that far!

I am hoping this chapter will land at roughly 100k words, but there's going to be quite a bit of variation at the end, so we'll see how that goes for me. Tentatively, though with no guarantees, I think I'll aim for a late August/early September release on it for those of you with early access, and just a little bit after for everyone else.

I hope you're all hanging in there as we round out Pride Month. The way things are going, I think maybe July needs to be Wrath Month. <_<

[Bonus Content Poll - June](#)

[Jun 30, 2022](#)

Hello all!

Next month's variable bonus content is another RO POV, and so far there's only two I haven't given a scene to. So the choice is pretty simple: which one of those two is first? I'll definitely still get the other, of course, just in August rather than July. :)

Hekate first!

Pyri first!

23 votes total

[BIP - June](#)

[Jun 30, 2022](#)

Hello everyone!

As those of you who've been here a while are well aware, the last day of the month is BIP day. So I have everything I've written for chapter seven so far here today for you. That's a brand new 30k words, along with some outline, though not yet the whole chapter's worth. There's a few random notes to myself in there as well, if that's at all entertaining for you, heh.

Please remember that this is the only BIP link that will work; I make a new one every month, and the old links go bad when I do. Of course, the version of the game up through chapter six, without partial content, still works, and that link's on the tumblr and forum pages as always.

I'm hoping for another 30k next month, so until then I hope you enjoy what's here. :)

[Weekly Update - 07.04.22](#)

[Jul 4, 2022](#)

Hello everyone. Tis July, and I am baking.

Though eventually I will be complaining about the opposite! As some of you are aware, if you follow updates on tumblr, I am indeed moving internationally next month, and in the process I will be swapping hemispheres (I am, in fact, moving to Australia). This has been in the works for a while; my grandmother lives there, and I might be able to properly afford necessary healthcare in a country not beholden to the private insurance industry.

Anyway, all this to say that, because I don't know exactly how much writing I'll be able to get done then, I'm going to try and up my word count *this* month to compensate. So far, so good on that, but the final result remains to be seen.

I'm not sure exactly how far I'll push in the chapter this time, but I do hope to have the whole thing finished relatively soon, maybe September sometime if I'm lucky. It's always very hard to tell exactly how many words there are going to be in any given chapter, even when the outlines are complete, which I must admit this time they are not. There's big chunks in there of like "this is where this scene happens" and not much about the actual scene yet haha.

But hopefully that'll all shake out in the coming days. In any case, a somewhat-ironic Happy Independence Day to the U.S. Americans among you, and I'll be back next week with further progress updates. In the meantime, on Wednesday there will be for some of you a bonus content; I've taken a month off from the habit of building FoA characters in Pathfinder to write a bonus scene between Daeira and Empusa, expanding on their relationship a little bit and giving some insight as to developments going on "behind the scenes" in the plot, as it were.

I hope you all have a great month. :)

[Bonus Content - Departure](#)

[Jul 6, 2022](#)

Hello everyone!

First of all, thank you for all the well-wishes on my move. I just bought flight tickets yesterday, so it's starting to all feel very real heh.

Anyway, today is bonus content day, and as I stated in the weekly update this week, it features Empusa and Daeira, as the latter gets ready to leave on a special mission to help the PC regain their choices, in an indirect way. :)

I hope you like it.

[Departure.pdf](#)

[Weekly Update - 07.11.22](#)

[Jul 11, 2022](#)

Whew. Is July kicking anyone else's butt, or is it just me?

I'm pretty sure both of my roommates have COVID, so here I am trying not to get it. I've been lucky so far, so here's hoping I stay that way.

In the meantime, progress on Chapter Seven has been going great. I've been averaging double my usual progress amount, so 2,000 words a day, and I don't feel too burned out by it yet, so I'm going to keep it up until I start feeling that it's not too sustainable. I'd love to be able to push through with this pace until the end of the month, but the goal here is really to keep myself able to write consistently every day, because overall that's what keeps the progress moving, so I'm going to be very careful not to overdo it, even if the faster pace is exciting.

I've now finished with the regular party scenes, and am working on the last one, in which PC is approached by whomever they went on the outing with. Naturally, there's a lot of variation there, heh, but it's coming along nicely so far. After this, the chapter switches gears and gets a little more action-oriented, but hopefully each of the branches for that won't be too long. I'm still shooting for a September release for the chapter, so we'll see if I can get there.

Down the pike this week for those of you at Bud Tier and above is a character questionnaire as usual, and this month it will feature either Charon or Pyri; I haven't quite decided yet. So I hope that'll be interesting for y'all.

Until then, have a better week than mine is shaping up to be! /semi-joking

[Q&A - Charon](#)

[Jul 13, 2022](#)

Hello again, y'all.

As promised, the Q&A this month is here. I opted to go with Charon, first, as I'm fairly sure it's been longer since we heard from them in this slot, so to speak. Pyri will be up in a future month, of course.

Here's hoping you enjoy learning a few revealing hypothetical answers from him. :)

See everybody for next week's update.

[Hypotheticals - Charon.pdf](#)

[Weekly Update - 07.18.22](#)

[Jul 18, 2022](#)

Good whatever-time-of-day, everyone!

I'm happy to report this week that progress is clipping along very nicely! I'm averaging 2k a day still, meaning that my to-date progress for July is 36,000 words. That's more than I usually write in an entire month, so I'm pretty excited about it. I'm not sure if I'll be able to keep this up all the way through the end of July, but I'd be very pleased if I could, considering all the disruptions to my schedule coming in August.

Anyway. I'm presently working through the one-on-one scene that happens at the end of the party. Who you get for it depends on who you went on an outing with, though the scene itself can be romantic or platonic. Either way, the other character presents the PC with a "gift" of sorts, and depending on how things go from there, may even ask them to dance.

I wanted to be sure to slip something fun/sweet in before disaster shows up to throw a wrench in things, as it inevitably does. :)

I've been having fun writing the variations for it, so I hope you'll all like it when you get around to playing. Later this week, we'll be getting an RO POV scene from Hekate, and then I'll be back in this slot next week for another update.

Hang in there, y'all.

[Bonus Content - Hekate POV](#)

[Jul 20, 2022](#)

Hello again, everyone!

Here we have the second-to-last of the RO POV scenes from Chapter Five. As you voted, this one is from Hekate's perspective. Pyri will be up next month, in some form or other.

I'm pretty fond of this one, because it alludes to something I've been keeping under wraps about the Hekate route for a long time. I hope you all enjoy reading it. :)

[HekatePOV.pdf](#)

[Weekly Update - 07.25.22](#)

[Jul 25, 2022](#)

Hello, everyone, and welcome once again to the Weekly Update!

Very good news this time, methinks: I'm on track to have not only the 45,000 words I was attempting for this month, but a full 60,000. For those of you new to the Patreon or who just don't keep track of these things (very understandable), that is quite literally double my usual monthly total, and also 10,000 greater than the goal of NaNoWriMo (which is in November, but whatever, I do what I want).

It's definitely the most words I've ever written in a month, and while I highly doubt it is sustainable in the long-term (definitely not next month, when I will be moving), it's really nice to get an extra little boost like that in, so I'm feeling pretty good about it.

As for where in the chapter I am, unsurprisingly the scene with the character PC took an outing with is running longer and with more variation than I expected. Go figure. That said, I'm more than halfway through it, and while I don't think it will be quite finished by the end of the month, I should end up close. That will enable me to move sometime in August into the 'actiony' part of the chapter, which includes the route lock choice!

Feels like a bit of a milestone, but maybe that's just me, heh.

In any case, I am still tentatively hoping to release Chapter Seven sometime in September, but that may depend very much on how this move goes and how much work I am able to get done in August. So, fingers crossed on that one for now.

I hope you're all having a fantastic week, or at the very least are not down with illness like everyone else in my household. <_<

See you back here next week!

[Moirae's Mirror - July](#)

[Jul 27, 2022](#)

Hello everyone, and welcome back to the Mirror. Today I'm using it for preview purposes, and talking a little bit about the structure of Chapter Seven.

I've spoken about this a little bit in some of my updates, but today's entry comes with a visual aid. (I used Twine to make it, but for now of course the chapter itself is in ChoiceScript).

Here is the whole thing:

Chapter Six
Postmortem

Party

hadeslethe

hermespyri

takeabreak

hekatesibs

haronalekto

dance

quake

routechoice

hades

hermes

charon

pyri

alekto

hekate

hadesresolve

hermesresolve

haronresolve

pyriresolve

lektoreresolve

ekateresolve

end

Of course, this very much collapses some long sections (and a lot of choices) into a very 'zoomed-out' view of the chapter, but this is I think the fundamental structure of it, if you like. I could have added a spread of character-specific branches to the scene just labeled 'dance' as well, because naturally there are different versions of that for each of the characters. But, unlike the spread at the end, that scene follows basically the same 'flow' no matter who is involved—someone offers to dance with the PC. It's just how good they are and what they say and sometimes even whether they dance lead or not that's the difference.

While those are fun differences (and I hope make each version of the dance scene feel very unique), it is ultimately still the same scene. Not so the last sequence of the chapter, after the route choice.

The structure is actually pretty simple, which I think reflects the fact that, until the action scenes at least, this chapter is really just focused on character interactions. It's fairly linear, outside of the fact that the PC can choose how many of the other characters they want to interact with at the party, and of course as always the player can select how to respond to things that come up in the various scenes in a number of different ways. Nevertheless, what comes up *at all* is fairly static, until the very end.

The route choice is also a choice about whom to accompany to respond to a crisis situation, and each branch will be unique. Not shown here is the fact that some branches will be together for a small early part before splitting off from each other. For example, if you choose to accompany Alekto or Pyri, the other will be along as well for a short while before leaving, as they're going to roughly the same place. But in the main, the branches are unique—each route will have a different goal, while the other characters address their own roles in the crisis response without PC.

In general, this is a balance I hope to preserve for the rest of the game and into the second book. There will be scenes that everyone sees, regardless of route, but there will be many others that are route-exclusive, and that has to do not with the fact that the plot is totally different on each route, but that the same events seen from a different perspective will result in different things happening. Sometimes teamwork is everyone doing something a little different for the same goal. Likewise, sometimes a 'route' is a different role in the same story, alongside a different companion. Hopefully this will feel quite satisfying while still allowing the PC a chance to maintain or cultivate friendships with other characters.

Anyhow, that's my rambling about structure for this month. I hope you've enjoyed it!

[Poll - July](#)

[Jul 31, 2022](#)

Hello everyone!

For many of you, the BIP drops in an hour. If you're bored waiting for that, or in general just want to help me out, I've got a poll question for you.

Of course, because there's only one character left to do the RO POV from chapter 5 for, we know who that'll be. I could ask other stuff about that scene for the bonus content, but instead I figured I'd make this an art poll.

Supposing I would be looking to get some art made of a minor character in the next few months sometime, who would you be most interested to see?

Daeira

Zeus

Hera

Empusa

Hestia

Athena

Artemis

Aphrodite

32 votes total

[BIP - July](#)

[Jul 31, 2022](#)

Hello everyone!

Here we have the Build in Progress for the month of July. As you might have been keeping track of, the update this time is quite a large chunk, though a lot of it is buried in variations. Still, there's a fair bit of new forward progress for everyone as well, and I hope those of you who play in advance enjoy it!

For the record, Chapter Seven now sits at 94,000 words, meaning this month alone I managed to write 64,000. Next month is going to be hectic as all get out, so I expect the word count to increase by much less. I hope this double-size update will help tide you over in the meantime. :)

[Weekly Update - 07.31.22](#)

[Aug 1, 2022](#)

Hey everyone, welcome back to the weekly update.

For many of you, the BIP just dropped yesterday, but for those who don't yet know, I had... a heck of a month for progress. Chapter Seven is at 94,000 words, meaning that in July, I managed 64,000 of them. That is well over double my usual rate of writing, and a full 14k words more than a NaNoWriMo goal, if you know what that is.

All this to say, I'm thrilled with how much I've managed. August is, of course, looking to be a much dicier month for progress, what with a two-stage move taking up a lot of it (an international one, no less), but I'm thinking I'll still be able to get some work done, so it should be a net positive for the average wordcount, as it were.

I am hopeful that I might be able to push a complete chapter update by the end of September, and that's still my goal going forward. There's quite a bit of writing still to do between now and then, but I *think* it's doable! FoA really feels like it's getting close to its climactic events, and I'm hoping that the next few chapters will see interesting bits of payoff for all the things the PC has been getting up to. :)

I hope everyone has a great week, and there will be a bonus content along on Wednesday.

[Bonus Content - Siege](#)

[Aug 3, 2022](#)

Hello all!

This month's variable bonus content is something I was quite inspired to write. I've been spending a little bit of time of late contemplating plot threads and doing research for the sequel to FoA, and as part of that I thought I'd do something that, while happening around "now" (as in, contemporary with this game), wouldn't show up as part of the narrative until next.

At least, not really. Some of you may be able to put this together with a few things that have happened already, and be able to guess at a major upcoming plot development.

In any case, I hope you enjoy it. :)

[Siege.pdf](#)

[Weekly Update - 08.08.22](#)

[Aug 8, 2022](#)

Hey everyone!

One week of August down. I'm happy to report that for the moment at least, progress continues at the usual rate of 1,000 words a day or so. I have finished with the dance scene, and moved into the action stuff that comes afterwards. So this should be pretty interesting, as it contains the route-lock choice, and the second really "major" variance in story dependent on what character you choose. (The first being the outing.)

There are of course plenty of other places where you get different scenes depending on who you go with, but in those cases the choice is often between a smaller fraction of the cast, meant to give the player a chance to get to know characters besides their eventual RO/PO. It's going to be something of a test run for me in writing the larger variations that will come with actually being on a specific route, rather than the first part of the story, which is a little more 'in common,' so to speak.

It's also going to be fairly urgent and hopefully at least a little interesting tension-wise, though this really isn't one of those games where if something goes wrong the consequences are game-ending or anything like that. Things 'going badly' is just another way for them to resolve, and hopefully an interesting one. They won't go *too* badly here, in any case.

Anyway, that's the weekly ramble for now. I do Move Part One: The Short Leg(tm) tomorrow, but the questionnaire will be out on time on Wednesday, and I should be able to update at the usual time next week.

Have a great one, y'all.

[Q&A - Alekto](#)

[Aug 10, 2022](#)

Hello, everyone!

The subject of the Q&A this month is Alekto! Here, she answers the hypothetical questions we've had for Hekate and Charon previously. Some of the answers I think get at themes of her route, and backstory bits I'm excited to get to share with you all.

I hope it's enjoyable!

[Hypotheticals - Alekto.pdf](#)

[Weekly Update - 08.15.22](#)

[Aug 15, 2022](#)

Hello everyone!

Here I am, part one of the move completed. I'm not international just yet, but I have made it partway across the US, where I'm staying with my dad for another week and a bit before moving on to Australia.

So naturally, there's a lot of family time involved, and not an overabundance of time to myself, or for writing. But! I've been taking what I can get, and I'm still averaging normal progress, meaning that the chapter is up to 108,000 words. I'll call that a win, heh. This coming week is looking to be a bit more chaotic, and the week after certainly will be, but it seems like I'll at least be able to keep up somewhat with normal pace, which is pretty exciting.

I can't promise all the bonus contents will necessarily be out on time, but I'll definitely still be doing them. This week, we have the last of this round of RO POV scenes, with Pyri's. And next week at some point, there will as usual be a Moirae's Mirror.

I've fully transitioned into the final, actiony part of the chapter, and I'm hopeful I'll have one, maybe two branches of that done by the end of the month, which should clear me to do the other four next month and release the chapter at or near the end. As usual, those of you in the Bud Tier or above will see that a week before everyone else does.

In any case, I hope you're all doing well, and I'll be back next week with another update, just before my big day(s) of flying!

[Bonus Content - Pyri POV](#)

[Aug 17, 2022](#)

Hey everyone! It's Wednesday, and I managed to be on time with the bonus content, fortunately. This is the last of the RO POV scenes from chapter five, and it's Pyri's. One of my favorite dynamics to think about them in is with someone who is very savvy, and more aware of their burgeoning interest than Pyri is, but content to take things as they come, and sort of let Pyri reach their own realizations in their own time, enjoying the dynamic as it is.

So I've tried to capture that sort of character (a Dionysus this time), in this vignette. I hope you enjoy it!

[PyriPOV.pdf](#)



[Art Commission - Hestia](#)

[Aug 19, 2022](#)

Hello, everyone! The amazing Sonia ([@inorheona](#)) on tumblr (and [here](#) on Twitter) drew and painted Hestia for me! I was fortunate to be able to snag one of their commissions, and if you like this one, I think she's still taking them. :)

Anyway, I'm happy to be able to get you the poll result so soon; turnaround is definitely not usually that fast. Also I love her and can't stop looking at her; doesn't she just give off that 'super cool aunt' vibe?

[Weekly Update - 08.22.22](#)

[Aug 22, 2022](#)

Hello, everyone!

Tis the big week, for me. I've got my long day and a half of flights coming up on Wednesday, so as you can imagine the pace around here is pretty frantic at the moment. I'm still squeezing in a pretty good amount of writing, so we're keeping apace on the update. The chapter is up to a total of 116,000 words, on track to make 30k this month.

As you may have noticed, we got an art drop this week, which was super fun to see in progress. If you didn't, by all means scroll down a little; there's a new image of Hestia.

Up this week is a Moirae's Mirror for those in Blossom Tier or above; I'm hoping I'll be able to get that done soon and queued up for Wednesday before I leave, but if I don't it may be a little later in the week.

I'll be back in this spot next week from Australia, with a BIP soon to follow. Have a great week, y'all.

[Moirae's Mirror - August](#)

[Aug 24, 2022](#)

Hello all!

This month's Moirae's Mirror is something I've gotten some questions about, that might also interest/amuse you: specifically, some family trees!

We begin, naturally, with the children of Kronos and Rhea. Now in the original myths, there are a lot more than just Hades, Poseidon, and Zeus, but this fact actually makes it all pretty gross, since if we go by those, pretty much everyone has kids with close relatives. So... I've changed things around so that's not how it looks. The first step to this was of course to separate the Rhea/Kronos family into a few different ones.

As you can see, they have three direct descendants: the brothers. Hades is first, and his only direct descendant (albeit an adopted one) is Makaria. The Hades of FoA is a lifelong bachelor, so there's no one to add in the partner sense that's relevant here. Poseidon is next; he is married to Amphitrite. The thing is, they have a lot of children, and furthermore Poseidon is almost but not quite as bad as Zeus when it comes to illegitimate children, so the lack of any of those other people on here is just for the sake of simplification. What Poseidon's doing isn't really all that important to the story, as none of those kids really have major roles to play, nor will many of them likely even be mentioned.

Now, of course, there is Zeus. Most of his 'partners' and kids are *also* not included, and *my goodness* are there so many of them. I have, however, included all of the major deities that are his children, and the people with whom he had them. Athena is only his child, created spontaneously rather than gestated in the usual way. (Hera actually has such a child on *her* own as well; the young goddess Hebe). Together, they have Ares. As in some other cases, additional deific children have been removed or given other parents here to avoid squicky situations. Where I've done this, I've tried to use alternate parentages found in other myths, but there may be times when I have to just... reassign arbitrarily.

Anyway, Zeus has also had kids with Maia (Hermes), Leto (Artemis and Apollo), and Dione (Aphrodite), so all of those are half-siblings with each other, Ares, and Athena.

Here is the same tree from the perspective of Hera. As you can see, Leto is in fact her sister, so... that's great. In addition to being half-siblings, Ares is actually cousins with Athena and Apollo. Weird, but not the same kind of squick I'm trying to avoid, so I've left it in there. Hera's (And Leto's, and Dione's, and Asteria's) parents are the Titans Phoebe and Coeus, which as mentioned I've done just to keep everyone separate as needed.

As you may notice, we have an interesting new addition here: a relative of Hera's who is not a relative of Zeus's—namely, Asteria. And in what might be a bit of a surprise for those who haven't explored her outing, Hekate is Asteria's daughter, making Hera her aunt. Hekate is therefore also cousins with all the children of Hera and her sisters, which is all the third-generation people on this chart except Hermes, with whom she shares no relation.

And finally, we have a much less confusing tree! This one belongs to the PC. Themis, Iapetus, Pleione, and Atlas are their grandparents, which does in fact mean that their father, though mostly-human, has a bit of mixed blood himself, in the way many Greek heroes do. Relevant to note here is that there are no fewer than three distinct 'Elektras' in Greek mythology. This does not refer to the human woman who appears in, e.g., the Orestes, nor the oceanid nymph who was the mother of Iris, goddess of the rainbow.

Rather, this is the star-nymph Elektra. Some myths say her children were fathered by Zeus, but others say Corythus, a human king of Italy, and so naturally that's what I went with for present purposes.

Anyway, that's it for today in genealogy charts; I hope you enjoyed them. :)

[Weekly Update - 29.08.22](#)

[Aug 28, 2022](#)

Hello everyone!

Tis I, now from the other side of the world! (Relative to where I was, anyway.) I have completed my move to Australia, and settled in pretty nicely here thus far. The future remains to be written, of course, but I'm optimistic about how it's all going to go!

I did lose a couple days' worth of progress in the course of my, uh... thirty-two hour, three day (the International Date Line got in the way) trip, so at the moment, the chapter sits at 26,000 words on the month. I probably won't make it *quite* to the usual monthly goal of 30k, but I'll be close, and considering all the things I had to do this month, I'll call it a win.

The BIP will go out at the usual time; that is, the last day of the month at noon. That said, because of where I am now, that time will actually look quite different for some of you. If you live on the east coast of the US or Canada, that will be midnight, just as the 30th becomes the 31st, and so on for other timezones elsewhere. Probably not something most of you are worried about, but I thought I'd point it out just in case. :)

This update will feature much of the Hekate branch after the route choice; she just happens to be the one I'm writing first. After hers is done, which it will hopefully be soon, I'll be working on Pyri's and Alekto's (which are together briefly before branching further), then Hermes's and Charon's (structured similarly), and then Hades's. I'm not actually sure I'll be able to be done with them all by the end of next month as I'd initially planned, but I'll do my best to have them to you as soon as possible nevertheless.

Cheers, everyone, and see you next week right here.

[Bonus Content Poll - August](#)

[Aug 30, 2022](#)

Hey all!

I think I'm going to do another rotation of RO POVs over the coming months, which means we're back to Hades in the queue. So the poll question I have for you is: what would you like to get his POV on?

The outing in chapter five

The dance scene in chapter seven

The walk with Kerberos in chapter three

29 votes total

[Build in Progress - August](#)

[Aug 30, 2022](#)

Hello, everyone!

This month's BIP adds 27,000 new words to chapter seven, and contains the wrap of the dance scenes, and about two thirds of Hekate's route through the remainder of the chapter. So there won't be a whole lot new just yet for those of you on other routes, but as I've mentioned in the updates, those are on the agenda for September, just as soon as I finish this first one.

I hope you enjoy what's there, and I anticipate being able to return to normal progress next month. I'm not sure whether I'll be able to get the whole chapter out by the end of it as originally planned, but if I don't, the full chapter should be done around October instead.

We're getting close to some of the climactic events of the first game, so I hope you're looking forward to those as much as I am.

Note: The link this month is the same as the one for last month. It says July in the url, but I promise it's the correct one.

[Weekly Update - 05.09.22](#)

[Sep 4, 2022](#)

Hey all,

I'm back again with the weekly update. It's been a bit of a rainy one here, but that's quite nice for relaxing.

I'm back at it with writing, of course, and have kept up the more standard pace of 1,000 words a day, bringing me almost to the end of Hekate's route through the chapter. I can't say I'm the *most* happy with it, but this sort of thing happens often, where as something is in progress or just finished, I feel a little worse about it than usual. Nothing that will stop me from writing on, in any case.

I believe Pyri and Alekto are up next, so hopefully I'll be through both by the end of the month. I think I *should* be, but it can certainly be difficult to predict how much I'm going to expand on things. This is one of the more pivotal chapters in the story for a lot of reasons, so I want to be sure I do it properly.

Anyway, I hope you're all keeping well. Down the pike this week is a variable bonus content for those of you in Sprout Tier or above. I haven't decided quite what that will be yet, but hopefully it'll at least be interesting. :)

Please take care of yourselves, and I'll be back next week in the same time and place with more news.

[Bonus Content - Hestia Dossier](#)

[Sep 6, 2022](#)

Hey all.

Without getting too much into personal nonsense, I am... really going through it at the moment. I'd meant to do two dossiers at least for this month's bonus content, but at the moment I can only manage

one. I hope, at least, that it's a nice read, and it does go along with the art from last month, so there's that.

I'm going to be all right, and I'm still making progress on the chapter, so if you're the sort to worry, please don't. I'll explain a little more in the next weekly update, but until then I appreciate your patience and kindness.

Cheers.

[Dossier - Hestia.pdf](#)

[Weekly Update - 12.09.22](#)

[Sep 11, 2022](#)

Hey everyone.

This past couple of weeks has really put me through the wringer. Suffice it to say that the housing situation I thought I was moving to here in Australia was *not* as secure or long term as I thought, and I had to find a new housing situation really fast. As I'm currently unemployed, the conventional options (renting and buying) were right out.

So at the moment I'm staying with a family friend, and then next week I will be moving (again) to the opposite coast of Australia, where a friend's relative has agreed to put me up for a while in exchange for housework, which is *incredibly* generous of her.

Somehow, I haven't fallen behind on my daily progress yet, perhaps because my daily routine is about the only thing keeping me sane right now, heh. So the Charon and Hermes scene proceeds apace, and we've just about reached the actual fighty bit, which shouldn't be too long but ought to have a fair bit of action involved. I'm still hoping to have these two and maybe a bit of the Pyri/Alekto branch done by the end of the month, but we'll see how I do with all the disruptions and so on.

Just so you all know, I'm doing okay. The initial news that I could not stay where I thought I'd be staying was quite the shock, to say the least, but everyone where I am now has been wonderful and generous, and I'm actually quite optimistic about the future (though the future state of my bank account is another story; isn't it always?)

Anyhow, all to say I'm doing fine. The character interview of the month should be out on time on Wednesday, for those of you who get that, and in the meantime, I'll keep on writing!

Here's hoping you're all doing well, and have a great week. :)

[Character Q&A - Hermes](#)

[Sep 13, 2022](#)

Hey all!

When I tell you my life is a rollercoaster...

Anyway I'll save that for the update. More importantly, the bonus content for this week is here. We have the hypotheticals questionnaire, and this month's victim is Hermes.

I do have so much fun writing him, even in little bits. I hope you enjoy reading!

[Hypotheticals - Hermes.pdf](#)

[Weekly Update - 19.09.22](#)

[Sep 18, 2022](#)

Hello again, everyone.

I believe at some point I promised an accounting of the absolute disaster that is my living situation right now (a.k.a Why Does Jess Keep Talking About Things Being Weird For Them?)

So the short version is: I came here to Australia with the intention of living in a spare bedroom in my grandmother's house and helping to look after her. It turns out for various reasons I can't do that, which of course came as a surprise to me (and several other people who'd helped me arrange it).

This has, naturally, left me in a bit of a lurch. I've been staying with a friend of my (other) grandmother's for the last ten days, and arranging something a little more long term (board in exchange for housework) with someone else, and all this necessitates me moving to the opposite coast here in Aus, where I will hopefully finally be able to settle down for a bit and get something resembling a life up and running!

As you can probably imagine, it's been a mess of bookings, trying to get my things from one of three places to another one by various means, and attempting to be a good guest (a challenge when all my ND brain wants to do is hide in my room). But we're almost there!

In the meantime, FoA has been humming along at its usual pace. I think I've been holding to it for sanity's sake, and because I am bound and determined to have this darn thing submitted to Hosted Games sometime next year. I've had to scrap a planned Twine conversion and several other things, but the plan is still to deliver the best game I can at a reasonable and steady pace.

I'm in the middle of the Hermes and Charon branch, which has split less than I thought, in some sense, which is sort of good news for the likelihood of my finishing this chapter by the end of October.

If you're looking forward to the bonus content this week, it might end up a day late or so, but it will definitely be out before my next weekly update.

I just want to thank you all for sticking with me. I literally could not do any of this without you. Not just the writing, but, you know, buying groceries and bus tickets and so on. I'm going to do my absolute best to deliver an update, and eventually a game, you can all be happy to have in your libraries and want to reply for a long time to come.

[Bonus Content - Hades POV 2](#)

[Sep 22, 2022](#)

Hello all!

My apologies for the lateness of this one, but I did finally manage to sit down and get it done! The rest of my writing has been mostly on track this week so far, fortunately, so for the most part I'm still humming along.

Thanks so much for your support as I get my life figured out; I hope this little alternate POV scene you all asked for will do as an expression of gratitude. :)

Have a great weekend!

[HadesPOV2.pdf](#)

[Weekly Update - 26.09.22](#)

[Sep 25, 2022](#)

Hey all!

It has been (only?) a week, that is for sure. The good news is, I have moved across the country to somewhere my housing is at least a little more secure. The bad news is, of course, that there are a million and one things to do. But I'm squeezing writing time in every day, and as of today the progress for September is at 26,000 words, so I'm managing, you know?

The Charon and Hermes section is working out to be longer than anticipated, because there really are more factors in it than the Hekate one (including and especially which one of them was actually your route choice), so it looks like a full chapter release may once again be delayed, just because the chapter is getting longer than anticipated. But we're moving along, and I hope the end result is something you'll all enjoy.

In the meantime, there will be a BIP release on the last day of the month as usual, so those of you who get those can peep the new stuff if you're interested. And later this week we have a Moirae's Mirror, which will probably just be a devlog describing where my head is at re: the game's format and some of its mechanics.

And then of course the monthly poll will show up just before the BIP drops. So, a lot coming down the pike, and hopefully all of it will be on time heh.

Cheers!

[Moirae's Mirror - September](#)

[Sep 27, 2022](#)

Hey everyone!

This month's Mirror is here, and as my last Weekly Update indicated, there's some news in here about the state of FoA, in the development sense. (Also a few more personal bits of information for context, but those aren't really the important bits.)

Cheers.

[MirrorSeptember2022.pdf](#)

[Bonus Content Poll - September](#)

[Sep 29, 2022](#)

Hey everyone!

As you may have guessed, we're doing another round of RO POV scenes in this bonus content slot. Next up is Hermes, and I think there are some unique opportunities for scenes with him that may not necessarily actually appear in the game. So I've listed one of those along with the more obvious options for you all to choose from. :)

The dance scene from chapter seven

a pre-game scene with a childhood friend Seph

the scene where PC gets letters from Olympus

23 votes total

[BIP - September](#)

[Sep 29, 2022](#)

Hello everyone!

Here we are on the last day of the month, and so here is the BIP. This month, we have 30k new words, which finish out the chapter on the Hekate route and get most of the way through Charon's and Hermes's. If you play as they come out, I hope you enjoy, and if you don't, I hope you're at least somewhat encouraged by the fact that things are still moving along!

Cheers, all.

[Weekly Update - 03.10.22](#)

[Oct 2, 2022](#)

Hey everyone.

October is here, and I think after the way September went, I have no choice but to be optimistic this month will be better. In any case, it's off to a nice start with progress; 5,000 words in three days. I'll take it, honestly.

I would really like to be done with this chapter by the end of this month, but I'm not sure it's going to happen. We'll see how it goes, and I should have a better idea if that's possible by the 15th or so. I'm suspecting not, but at least I know it's still moving along at a decent clip. It's definitely going to be the biggest chapter so far by quite a margin, so hopefully that makes up for it a little bit. :)

Anyhow, this week we've got a bonus content upcoming, which I might use just to complete the set of outing POVs with the one I didn't get to. Otherwise I'll just be here, muddling along and seeing how far I get.

I hope everyone has a lovely week; spooky season is upon us once again. Going to have to get used to this time of year being spring!

[Bonus Content - Dust](#)

[Oct 4, 2022](#)

Hey all!

As I suggested in my weekly update, I decided to do the "missing" Hades POV (of the outing in chapter five) as the extra bonus content this month. The Hermes pre-game scene will of course be proceeding as voted for in the other slot. But for those of you maybe missing out on His Deathliness due to recent BIP updates not really featuring him, maybe this will tide you over just a little. :)

I hope you're all having a good week, and I'll be back soon with another update.

[MiscHadesPOV.pdf](#)

[Weekly Update - 10.10.22](#)

[Oct 9, 2022](#)

Hey all,

I am once again mystified by how fast days are going. Fortunately, I've been spending them well, I think, even if much too quickly. Progress for the month is up to 18,000 words, so I'm moving along at a swift clip again this time. I'm really trying to make a big push in this project for the end of the year; I'm under no illusions I'll be done or even close to it by then, of course, but I think by 2023 I'd like to be at least halfway through Chapter Eight, and if possible I'd really like to be moving on to editing the game for publication by the middle of that year. So. Trying to up the pace considerably for now and see how well it goes.

Later this week, those of you in Bud Tier and above will have another character interview; I'm not sure who with yet, but I'll know by tomorrow when I write it. :)

In the meantime, I'm pecking away at the keyboard and making forward progress. I hope you're all doing well, and pushing forward or taking rest as you need with things in your own lives. Thanks as always for your support.

Cheers.

[Q&A - Pyri](#)

[Oct 11, 2022](#)

And we're back with the hypotheticals Q&A, this time featuring Pyri. I realize I sometimes post things as text files that really don't need to be, so I think this one's just going to go here in the Patreon box.

Cheers, all.

1. You're minding your own business when the person you least want to see walks into the room. Who are they, and how do you react?

The 'person I least want to see?' I don't really know who that is, to be honest with you. Maybe... hm. Maybe one of the people who has been a huge jerk to one of my friends, and in that case I guess I probably go give them a piece of my mind, you know? Unless the friend says it's not okay, of course!

2. How would you react if you witnessed a victimless crime?

Uh, guess it depends on how bad of an idea it is for someone to be doing that? I'd like... talk to the person if it was really dangerous and they didn't seem to get it, but like... otherwise people just kinda do their thing, right? I do kinda have to stop people from trespassing in the Underworld, though. That's *really* dangerous.

3. *What would you do if someone brought up your biggest insecurity in front of a crowd of strangers?*

I think I'd be really hurt by that? What do you mean by 'what would I *do*?' Like I wouldn't make a scene on purpose or anything. It'd just... suck. A lot.

4. *How would you respond to an apology from somebody you still can't forgive?*

I don't think I have anyone like that, so I dunno.

5. *How would you feel after a one-night stand?*

Stand? Oh, this is a sex thing, right? I don't do those.

6. *How would your best friend describe you?*

Well they'd all probably do it a bit differently, I think? But they'd probably agree I have lots of energy. Maybe I'm kind of annoying sometimes, but none of them would ever say that. Maybe they don't even think it, which is really nice of them!

7. *Are you more likely to ask for permission or forgiveness?*

It depends? I think for serious stuff probably permission, honestly. But if it's just fun and messing around, forgiveness for sure.

8. *What criticism could your worst enemy would make of you, that you would secretly agree with?*

I don't think I have a worst enemy either, but I guess if someone wanted to be mean but truthful they could say I was like... 'a lot,' you know? I know I'm a lot. Maybe even too much sometimes. Too excitable or too... attached, maybe? But I think it's about finding the people who can love you how you are, flaws and all.

9. *If you were to enter into a romantic relationship, what would you expect from it?*

I don't know if I'd really know what to expect. I'd just kind of... want it to be like a friendship, but maybe with a little extra layer of things on top? I don't think I need to love someone that way, but it could be fun?

10. *If you needed advice about something, but the topic was embarrassing or shameful, what would you do?*

Embarrassing or shameful? That doesn't sound great. Uhh... I guess bring it to Boss? He doesn't know everything, exactly, but as far as I can tell it's really close! And he's pretty much 'no judgement ever' so that'd be good for embarrassing stuff.

[Weekly Update - 17.10.22](#)

[Oct 16, 2022](#)

Hello, everyone. We have hit mid-October, it seems.

So far so good on progress this month. The to-date progress for these 17 days is at 33,000 additional words to the chapter, plus I did a fair bit of outlining, so I'm definitely managing some swiftness. I'm hoping to be able to manage 60k on the month, but we'll see how it goes.

I'm well into the Alekto/Pyri portion of the chapter's end, the third of four parts, if you will. I'm optimistic that I'll be mostly done with it come November, which will mean I have only the Hades route left to go. Fingers crossed this means a full chapter release in early December. I keep pushing this one back, because things keep going longer than I expect them to, heh. It's going to be quite the hefty chapter by the time its done, but I hope there will be a lot of good stuff there for everyone, including and especially those of you who play multiple PCs.

Up later this week is the scene y'all voted on for the bonus content, which is a little snippet of Hermes and the PC's friendship pre-game, so I hope you'll enjoy that. And I'll be back here next Sunday with another progress report, and hopefully good news to go in it.

If you celebrate spooky season, I hope it's going great. May your costumes be excellent and the candy delicious.

[Bonus Content - Hermes POV](#)

[Oct 18, 2022](#)

Hey everyone!

The poll came out in favor of a scene between Hermes and the PC before the events of the game, so I went all the way back to a potential first meeting. This can certainly be canon if you feel so inclined, but if you imagined this event a different way, by all means consider this unofficial. :)

Featuring Hermes, Dionysus, and Hestia.

Hermes heaves a heavy sigh, scuffing his sandals against the ground more than was strictly necessary to carry himself forward. He'd thought dad would be proud of him. Sure, it wasn't much, but his magic is really coming along, and the fact that he'd managed actual sparks was... well, even Apollo couldn't do that. Shouldn't it be really impressive?

He could take off, he knows. 'Fly it out,' like he has with so many other things. He thinks it's called a coping mechanism, or something. Aph would know the word.

But he just doesn't feel like it right now, and if there's one thing numerous attempts have taught him, it's that in order to make the flying really work, he has to *feel* it. The sense of unrestricted freedom, of being as much *of* the wind as pushed by it. This component is as necessary as the wings on his back. Maybe more. There were people who flew without wings, after all.

So instead, he trudges his way over to the one place on Olympus he can always count on a warm reception.

Hestia's residence is modest by the standards of a major goddess. He'd sort of expected the deity of hearth and home to have, well, a huge home. But it's a single story, more of a cottage than anything, carved out of what seems to be a whole block of pale stone—Hermes doesn't know rocks, but he does know it isn't marble or anything—and the roof is tiled in neat little red things like the scales on a big fish.

There's a gentle curl of smoke coming out of the roof, and he swears he can smell something delicious on the breeze. Picking up his feet, Hermes jogs the rest of the way, reaching the front door and only barely remembering to knock.

It's just that he can already picture it: Hestia will give him something delicious to eat, and ask what's got him so down. And he'll tell her, because even when he doesn't want to, he ends up telling her things, and the only other person who makes him feel that way is his Uncle but the Underworld is so far away and he can't fly right now and he just needs *something*—someone to be even a little bit proud of him for something.

When Hestia calls out for him to enter, he does—and abruptly stops short. There's someone else here.

Hermes has never met Dionysus before, but he knows vaguely that Hestia is an aunt, and has a nephew not too different in age from Hermes himself. He knows that lots of people were talking about it, back then, and to some degree they still do now. That Dionysus is a demigod, that the famously-cold Demeter actually had a love affair, or about how no one knows who the father is. None of that has ever

particularly concerned him, and yet it's what immediately comes to mind when he sees the youth seated at Hestia's table, eating bread and cheese with his legs swinging back and forth under the chair, not yet quite able to reach the ground.

Not that Hermes's do, either.

Dionysus feels different, he decides. Different than how gods feel, and different than how humans feel. Not exactly just a combination, either. But he doesn't think about it for too long; Hestia draws his attention and smiles.

"Hello there, Hermes. Come have a seat."

There's no 'what are you doing here?' nor even 'I wasn't expecting you today,' nor 'my, it's been a while, hasn't it?' like his mother might say, plucking at the strings of his guilt in a way that makes him feel uncomfortable. Only a welcome, and an invitation.

So he shuffles to one of the empty spots on the benches at either side of the table, feeling a bit self-conscious now that there's someone else here. On a normal day, Hermes is pretty good at meeting people, helping them have fun and being polite, but today he just isn't prepared for it, and it makes him feel... awkward, he thinks is the word.

But the boy at the table pushes the board of bread and cheese and fruit he's eating from partway between them, smiling at him in the same kind of way Hestia does. Only with a missing tooth one off from front and center, which somehow makes it different. "I'm Dionysus," he says, tripping a little over his own name. "You can call me Dion."

Hermes hums, picking up part of a fig and popping it in his mouth. Probably a little rude to do that before he's returned the introduction, but no one says anything about it, not even when he talks through the last little bit of it. "I'm Hermes. You can call me Hermes."

Dion giggles, and nods.

Hestia takes one of the two remaining chairs, setting down glasses of water for each of them and a small basket of baked sweets, which Dion immediately goes for, pulling a warm, fluffy pastry free and taking a large bite.

"How are you today, Hermes?" she asks, looking at him with that same characteristic warmth.

He contemplates it. Telling her about the things his father said, about how he can't fly right now and how much it bothers him. About how much he misses his uncle even if the Underworld is kind of scary. About how people whisper about him, about all the time he spends there, about how he might become bad like everyone there. Even if he doesn't understand what's bad about it at all.

But the words get stuck on his tongue. He doesn't know *how* to say all those big feelings, or what they even mean. All he knows is that that stuff happens, and it feels *bad* in a way he can't quite get his head

around.

So instead he says: "I made sparks yesterday, when I was practicing magic."

And he watches as Hestia's face lights up, her smile growing, warm and sweet, like a flower opening in the sun. "That's amazing Hermes; congratulations! I'm so proud of you."

It's everything his heart needs, for now.

Dion, swallowing another large bite of pastry, blinks at him with obvious interest. "You can do magic already?" he asks, and the wonder in his tone maybe puffs Hermes up a bit more than it should, but he doesn't care. It feels good to be the experienced one for a change, to know things someone else doesn't know.

"Yeah, of course," he replies, reaching for a pastry with as close to dignity as he can muster laying halfway across the table. "People say I'm pretty good at it."

He doesn't mention that 'people' is mostly his uncle and their friend Hekate, because that feels like something he shouldn't say to people on Olympus, just in case.

The way Dion's eyes round makes him think it's the right choice, and he soaks it in when the other boy grins.

"That's really neat! I have magic power, too, but I'm not very good at it yet. Mother says I'll get there eventually, but it's kind of hard."

This piques Hermes's interest, and he finds time between mouthfuls of deliciousness to inquire. "What kind of magic do you do?"

"Uh, well, stuff like mother mostly I think? Like I said, it's not very good yet."

Hermes doesn't even notice when Hestia gets up later to tidy after their eating, too absorbed in the conversation with Dion. It certainly won't be the last time, but he doesn't think of it in those terms for many years.

All he knows today is that, when he leaves, refreshed by the kindness and esteem of both Hestia and her nephew, he flies home without trouble.

[Weekly Update - 24.10.22](#)

[Oct 23, 2022](#)

Hey everyone!

I am back once more with an update. Progress continues on the chapter, and the to-date word count for this month has risen to 42,000. That's a little short of where I hoped it would be at this stage, and I probably won't quite get 60k this month, but I'm satisfied that things are moving along relatively briskly nonetheless.

In terms of where in the chapter that puts me, I'm smack in the middle of the Pyri and Alekto branch, which should hopefully be mostly finished by the end of the month, though perhaps not completely. I'm doing the first half of the 'split' midway through the route now, though, so it's moving along a bit faster than the last one did.

Trying to describe the inside of Tartarus is difficult. This is definitely not a horror game, and I don't *at all* consider myself a horror writer, so I've tried to go a bit lightly on those touches; a PC who enters Tartarus comes under a magical fear effect, and there's a few creepy crawlies and heebie-jeebies in honor of spooky season, but it's really pretty tame as far as that goes, I think. No doubt there's scarier stuff deeper in, but I am trying to mind my genre a bit and not freak anyone out much.

Though, this will be one of only a few chapters that needs its own content warnings, I think.

Anyhow, I hope you're all having a good month, and that this week rounds things off nicely for you. I'll be back next week with another update, and a BIP, for those of you who get those, plus there's a Mirror due on Wednesday that I still have to figure out.

Cheers!

[The Moirae's Mirror - October](#)

[Oct 25, 2022](#)

Hey all!

Because I've been writing a lot about Tartarus anyway this month, I figured it would be a good time to do a bit of a writeup on it, which is now the subject of this month's Mirror! I hope you find it interesting. :)

Tartarus

Within the Underworld, no place is quite so mysterious nor so reviled as Tartarus, the Tower of the Damned. From the outside, it is mostly an unremarkable location, at least physically: a rope bridge suspended between the jut of a natural cliff and what seems almost to be an “island” of solid ground a short distance away from that cliff. Upon the island, a small cave mouth.

Perhaps the first hint that not all is as it appears is what lingers beneath the bridge: to all appearances, what separates the rest of the Underworld from Tartarus is a featureless darkness, a kind of inky shadow so deep as to resemble the void itself. What is more, there is a presence to the place, an aura that can be felt even from the far side of the bridge.

Fear.

The effect is largely magical, but it is both powerful and thorough, and in most ways resembles natural fear. So much so in fact that many first-time visitors do not realize that this fright comes from somewhere outside of themselves—the place’s reputation combines with what is likely their own anxiety and makes the creeping-cold sensation of dread seem like a reaction they are having quite unassisted. Even for those with some experience being there, it is sometimes hard to tell where the line is, for the magic is subtle in a way, its feel masked by the general ‘feel’ of Tartarus itself.

Like Erebus, Tartarus is something between living entity and inanimate location. A deific domain, this one malignant enough to retain something almost like a fragment of will, repurposed to the role of containing those who must not be let out. For this reason, the place can often seem to act of its own accord, and the primordial chaos with which all of the Underworld is infused behaves especially erratically here. As such, the interior layout of Tartarus changes often, a small number of points remaining constant while others move, the passages between them shifting even more often.

Accordingly, those who regularly visit Tartarus must be those with exceedingly good magical senses for navigation. The three in charge—the Erinyes—are all magical trackers of the highest caliber, and so are able to navigate this inconstant architecture without too much trouble. The Special Guard, a force of chthonically-aligned harpies, work under the Erinyes as prison wardens, of a sort, though their primary jobs are to watch out for and tend to the human spirits contained within, to make sure that once a punishment has reached the necessary duration, the spirit is promptly released, as spending longer than appointed in Tartarus can have a deleterious effect on mortal souls.

The Special Guard is in fact also responsible for taking care of these spirits in the sense that, other than their particular punishments and their inability to move around freely, the souls are afforded the same standard of living as elsewhere in the Underworld.

Though the exact layout of Tartarus is subject to change, some things remain constant, or else operate within a smaller set of possible variations. The entrance and deepest cells never move, though getting to and from them can vary in complexity. It is, however, impossible to reach the Depths, where the remaining Titans are imprisoned, without passing through several layers of security of increasing danger.

Shaped roughly like a column, Tartarus houses human spirits only in its upper areas. Everything below that is used, if it is used at all, to hold longer-term immortal prisoners. Due to its security and location, it is the only prison capable of containing multiple beings of deific power, and at any given time, it does.

In addition to the Titans, held on the lowest levels, imprisoned there for various terms are also the Giants, the god-pretenders Typhon and Echidna, and many monsters and creatures of varying levels of intelligence and self-awareness, deemed too dangerous to walk freely among mortals or deities. Not all who lie within are subject to eternal imprisonment, but many do have sentences of that duration, usually handed down by Zeus or Demeter, in their capacities as deities of law.

Needless to say, any walk into Tartarus comes with inherent danger; as well-contained as these entities are, magic fails at times, and chaos is inevitable. Very rarely, this can lead to the wards on the prison malfunctioning, and of course there are mechanisms by which any of the creatures within may be released. These are usually secret, but that does not always stop particularly enterprising minds from devising them independently. Furthermore, it does occasionally happen that mortal or demigod heroes invade the Underworld for one purpose or another, and occasionally one finds their way into Tartarus proper.

Still, for the most part, the work of the Erinyes and the Special Guard keeps the place secure, and about as hospitable as the world's most terrifying prison can be.

[Bonus Content Poll - October](#)

[Oct 30, 2022](#)

Hey y'all! Charon's up next month, so let me know what of them you'd like to see!

The BIP drops in an hour, for those of you waiting on that. :)

Something from the boat scene with PC and Eurydice

The dance scene from chapter seven

Something from before the game's beginning, with backstory hints

27 votes total

[Weekly Update - 31.10.22](#)

[Oct 30, 2022](#)

Hello, all, and Happy Halloween to those celebrating.

Here we are, at the end of October. I daresay it's been another rollercoaster of a month in a lot of ways for me personally, but I have also managed to knuckle down and get 50,000 new words of Chapter Seven, bringing us... well, definitely most of the way to the end now. Hopefully within another month's distance, since I'm attempting another "NaNoWriMo's worth" of progress in November.

I'm mostly, though definitely not completely done with the Alekto and Pyri routes, which are the same set of events but mixed up differently depending on whose route you're on, and from there I only have Hades's left to go, which should contain somewhat less variation just by virtue of only having one other main cast member in it!

The BIP with all the new stuff in it will be dropping in five minutes from this post, so hang in there if you're waiting for that. Otherwise, I'll be back on Wednesday with one of the month's bonus contents, and we'll keep on going from there.

I know the 'holiday season' can be really fraught for a lot of people, so I hope you're all taking care of yourselves first and finding little things to enjoy where you can. Thanks for the support as always; you're all keeping me afloat while I try to find my way around in a new situation.

Cheers.

<https://dashingdon.com/play/kurokiku/fields-of-asphodel---ver-october-2022/mygame/>

[BIP - October 2022](#)

[Oct 30, 2022](#)

Hey everyone!

Here we have the latest from this month. A brand new 50k words, and the chapter seven file is now so big Dashingdon won't accept it and I had to split it into two. (This should still read as a whole; the divide happens right before the route choice, so if for some reason you can't play past that, let me know and I'll go mutter my annoyance at the files until they're fixed, heh).

Anyhow, the chapter as a whole is now right at 200,000 words, and not even done, making it the largest FoA chapter by far. I'm not sure if it will play as though it is that long, because of course much of the content is route-locked, but there's certainly going to be quite a bit there for those of you who enjoy playing multiple routes.

Sadly still no Hades route for those of you waiting for that, but he's next up, once I've finished Pyri and Alekto, so I anticipate there will be at least a chunk of, if not the entirety of, his route out by the next BIP. Or early access, if I manage to finish the chapter in November.

Anyhow, I hope you enjoy the new stuff, which includes the actiony conclusion of the Hermes and Charon route, as well as the first half of Pyri and Alekto, which takes the PC into the depths of Tartarus, prison of the gods.

I do apologize for what is likely to be a fair number of typos. Editing has sort of fallen by the wayside for now while I just try to get the chapter out there, but I'll make sure to get another pass over it finished by the time the chapter releases. Sadly, early access does mean you get that 'hot off the presses' first draft feel sometimes. Hopefully the earliness is worth it. :)

Cheers!

[Bonus Content - Judgement](#)

[Nov 1, 2022](#)

Hey everyone!

The first Wednesday of the month was certainly here fast! Fortunately, this is a scene I'd been thinking about doing for a while, so I went ahead and did it. Featuring Aphrodite, Hephaestus, and some background goings-on roughly during the period of political tension Hera mentions in Chapter Six.

I hope you enjoy it.

To the fairest.

Aphrodite crossed one leg over the other, leaning back against her chair and giving the apple a spin on her desktop. The golden flesh of it—a touch of ambrosia, of course—glinted in the sun streaming in through her window.

From the very start, it had been nothing more than a sham. The present Eris was nothing if not vindictive, and everyone knew it, and yet they'd all bought into her game so easily. Not because they didn't see it for what it was, but because each of them had a reason to want a leg up on the others. It was never about *fairest*, and never about the mundane opinion of a mundane man*.* Rather, it had always been meant to prove a different superlative entirely.

Halting the spin with a finger, she cocked her head and waited. Sure enough, a moment later there was a knock. Firm, but not overly demanding. Smiling a bit to herself, she shook her head.

"You can come in."

The door opened, and on the other side stood the familiar form of Hephaestus. She gestured to him, confirming her invitation—he always paused at the threshold, as if expecting her to revoke it once she'd properly laid eyes on him. Silly man.

The crutches fastened to his forearms made regular sounds of impact with her rug as he shuffled himself to the chair he preferred and settled down. Aphrodite was quite content to let him make himself comfortable before either of them spoke further; she had a feeling she knew what he was here about, in any event.

Once he'd detached the aids and leaned them against the chair next to him, Hephaestus cleared his throat. "I don't mean to diminish your, uh, victory," he said, dark brows furrowing. "But are you sure that was the best idea, my lady?"

There was really no need for him to refer to her with such reverence. He might not be the son of Zeus, but he was the son of Hera, after all. And perhaps the most honorable god on Olympus to her estimation. Not that Aphrodite generally considered *honor* to be worth much, here. But that was part of it, wasn't it? If it were a practically-useful sort of thing, and sought for that reason, it would prove most elusive by its nature.

She blinked, slow and catlike, and lifted her shoulders. "To be honest, Hephaestus, I think it was a useful and well-executed idea. As for 'good,' well, I hardly know much about that, do I?"

Her smile was equal parts sardonic and sensual, and he cleared his throat with a certain charming awkwardness.

She did like how even when she flustered him, his fundamental character remained.

"Well, it's just... Helen was married. *Is* married."

She snorted softly. "Unhappily," she amended, lifting a brow. "The two of them will get along so much more harmoniously. And they'll be happy, besides. I could see it, you know. I wouldn't have offered if it weren't going to do the both of them good."

His frown deepened slightly. "I... know you can see things about people that no one else can," he admitted, chewing slowly over his words. One hand moved up to tug a bit at the thick brown curls atop his head. Nervous tic. "But... still. Did they really have the time to choose each other, and understand what that really meant? And what of her husband? He's a king, after all, it could... end poorly, I think."

She supposed he might not be wrong about that. "They haven't had the time yet, no," she replied simply. "But they will, and then they will choose one another. If they don't, I'll be the first one in line to spirit her away from him, that I assure you. As for what Menelaus will do... well, frankly, I don't care all that much. The right thing to do doesn't change because someone else of his own volition might react the wrong way, does it? He should wish her well if she's happy and leave her alone."

To her, that much was just obvious. Love was the most important force in the world, and the true villain was the one who sought to stand in its way. She had no issue opposing whomever she needed to to stick to that one principle. Good? She didn't know. But it certainly *felt* right.

"I... well, when you put it that way it's hard to disagree," Hephaestus admitted, still frowning. "It's just... he has a lot of power, you know. This is a matter of states as much as of people, which you know, I'm sure. I'm just worried that it will come to more than hurt feelings, and perhaps a—well, a gentler way of doing it might have helped. He loved her, didn't he? Menelaus?"

Had he? Perhaps he had, for some covetous version of love. Aphrodite could see that, too. But that felt as wrong to her as what was blooming between Helen and Alexandros felt right.

"I'll be honest. I don't really care for his feelings on the matter. And as for what it will mean for states..." she shrugged. "How should I know? I don't see the future outside of my one little gift. Even then it isn't perfect. What else can I do but be me, and let the consequences come?"

"But on whom do they fall?" he asked, the question as sincere as it was immediately more difficult.

Aphrodite pressed her lips together. "You know... sometimes I think I'd like you better if you just congratulated me on a job well done like everyone else," she complained, shooting him an aside glance through narrowed, dark eyes.

But the sky-blue of Hephaestus's met them without a trace of either chagrin or remonstrance. "I... don't think so, my lady," he said. "I think if I did that, you wouldn't value my thoughts any. It's not pleasant to be challenged, but I think you know everyone needs to be, sometimes."

Perhaps she did.

And perhaps this time, she *had* made a mistake.

For the moment, all she could do was wait and see.

[Weekly Update - 07.11.22](#)

[Nov 6, 2022](#)

Not me almost forgetting I needed to write one of these.

Hey everyone!

NaNoWriMo is well underway (which for those of you who don't know, is just me trying to get at least another 50k words on chapter seven this month), and so far so good! I've got about 13,000 as of this writing, which is well on track for that goal. Still in the thick of the Pyri and Alekto endings; one of Pyri's possible ones is done, and I'm getting through Alekto's as well. Then it will only be the alternate Pyri-side one and I'll be moving onto the Hades route. Which is fortunately the last of the chapter.

Meanwhile I've been contemplating picking up some other patreon-exclusive project. I'm not sure what it would be, but a little twine thing featuring Makaria and Eros is certainly a possibility, set after the events of FoA and much smaller in scale, heh. I've been wanting to do something with that cozy Ghibli feel lately and the soundtracks I've been writing to just make me want to put them and a new PC like... in a meadow or on a boat or something.

No telling if that will materialize at any point soon, but it's certainly going around and around in my head.

More concretely, there will be a character questionnaire this week, for those of you in Bud Tier and above. Haven't figured out who that is going to feature yet, but I'll get to that soon. In the meantime, I hope you're all doing well, and I'll be back here in this spot next week with another update.

Cheers. :)

[Character Q&A - Hekate](#)

[Nov 8, 2022](#)

Hey all!

I decided to do Hekate for the Q&A this month. It's been a while since I've done much with her character, since she was the first of the Chapter Seven routes I wrote, so I felt like spending a bit of time

with her, so to speak. Here's her questionnaire. :)

1. You're minding your own business when the person you least want to see walks into the room. Who are they, and how do you react?

Quite impossible, I assure you, as that person is long dead and gone. In the more permanent sense in which gods die, you understand.

2. How would you react if you witnessed a victimless crime?

Well, I am theoretically Chief Minister of the Underworld, so I suppose it would be my business to interfere somehow. Anywhere else though, and I doubt I'd do anything much at all.

3. What would you do if someone brought up your biggest insecurity in front of a crowd of strangers?

Be very surprised that someone who knew what my biggest insecurity is would bring it up in front of a crowd of strangers, no doubt. But in all seriousness, I do have the ability to hold my composure in unpleasant situations, and I suspect I would be able to handle that one in the same way. ...Mostly.

4. How would you respond to an apology from somebody you still can't forgive?

The ones I can't forgive are all dead, too. It makes thinking about this kind of question frustrating in a way that's hard to describe. Can I not forgive them because they're dead, or are they dead because I couldn't forgive them? Both might be true, actually. I have... mixed feelings about all of it, I think.

5. How would you feel after a one-night stand?

I don't tend to be much fussed one way or another about those. My propensity for them has... tapered off, over time. I don't regret them, but I also don't congratulate myself, as perhaps some people tend to. Not that there's anything wrong with that, of course. I'm just looking for something a little different, now.

6. How would your best friend describe you?

Hm. I have a few of those, these days. But perhaps my oldest best friend still knows me the best. I think he would say a lot of things, all of them true, some of them too honest, but most of them kind and flattering. He'd start with my intellect, because he knows it's what *I'm* proudest of.

7. Are you more likely to ask for permission or forgiveness?

I rarely need either. But when either would be necessary, I do prefer permission. Consent is important, and I don't like acting without it unless it's an emergency of some kind.

8. What criticism could your worst enemy make of you, that you would secretly agree with?

Worst enemy? I wonder whom I'd choose for that dubious distinction. Imagining a hypothetical person of such character... I suppose they'd say I'm not good at seeing the, forgive the idiom, 'human' side of things all the time. I can be cold in my logic, and too quick to brush aside the emotional considerations to be had, including my own. I would be a hard person if not for the influence of my friends, and sometimes I still am, a little bit. Ruthless efficiency isn't that far from ruthlessness full stop, and I do have to mind the line at times.

9. *If you were to enter into a romantic relationship, what would you expect from it?*

Call me an idealist, but I want the kind of love that shakes the world and makes the stars tremble. Empowering, shattering, *impossible* love.

I do know how to manage my expectations, however.

10. *If you needed advice about something, but the topic was embarrassing or shameful, what would you do?*

I'm embarrassed about almost nothing. However, on those few occasions when I have needed advice on something I would prefer to keep close to the chest, I have gone to Hades with it. Something I would recommend to anyone in the same boat, at it were.

[Q&A - Hypotheticals \(Hades\)](#)

[Nov 9, 2022](#)

Hey all!

It was quite rightfully brought to my attention that I'd already done Hekate for this round of Q&As (in my defense, it was five months ago and I barely remember yesterday, so there's that). So, what I've decided to do is leave her questionnaire up, since the answers are perhaps a tad "updated" anyhow, and also actually do a new one. Hades was in fact the only one left, so that makes it his turn by default.

Sorry for the flub, and cheers. :)

1. *You're minding your own business when the person you least want to see walks into the room. Who are they, and how do you react?*

I think who that is, and therefore how I react, is not necessarily always the same. However... on most days I suppose he has some form of business that must be attended to, as he typically does not enjoy the idea of seeing me any more than I enjoy the idea of seeing him. Of late, perhaps my reaction would be more pointed, as he has gone from irritant to danger, and needs to be reminded which of us actually rules the Underworld.

2. How would you react if you witnessed a victimless crime?

This is a question for which an answer would require a great deal more specificity. Which 'crime'? Who is committing it, and why? Perhaps seeking the answers to those questions is what I would do, first.

3. What would you do if someone brought up your biggest insecurity in front of a crowd of strangers?

Likely nothing. It has happened before, and will happen again.

4. How would you respond to an apology from somebody you still can't forgive?

Be very surprised to be receiving it, and most likely immediately doubt its genuineness.

5. How would you feel after a one-night stand?

Disturbed. Such actions are not typically ones I take, and therefore I would have to wonder what had overcome me to bring this scenario about.

6. How would your best friend describe you?

A question with two very diverging answers. I daresay they would agree that I am a bit on the morose side, however.

7. Are you more likely to ask for permission or forgiveness?

There are many matters in which I do not need permission. For those which I do—for example, within the context of interpersonal relationships—permission. For everything else, forgiveness by default, I suppose.

8. What criticism could your worst enemy would make of you, that you would secretly agree with?

That I am naught but a necessary evil, a mark of the world's imperfections and something to be reviled as a consequence.

9. If you were to enter into a romantic relationship, what would you expect from it?

That is... a very big if. Big enough that I do not know that I can see past it to the answer.

10. If you needed advice about something, but the topic was embarrassing or shameful, what would you do?

I am ashamed of relatively few things, I suppose. I ask advice of my advisors all the time; that is what they are there for. And given my responsibilities, I do not have the luxury of withholding information from them simply because it might be embarrassing, so I do not see that changing even in such circumstances.

[Weekly Update - 14.11.22](#)

[Nov 13, 2022](#)

Hello everyone!

We're back with the second NaNoWriMo check-in, and I am pleased to say I'm keeping well ahead of pace so far! As of today, I have written 28,000 words of new stuff for Chapter Seven, and I estimate I am only one day away from finishing the Pyri and Alekto route entirely.

That means, of course, that I am finally onto the last route for the chapter: Hades's. I do hope to be able to keep up the pace and get it done on or near the end of the month, but in any case the chapter is going to need some editing before I can fully release it, which will probably take me at least another week just based on how large it is. That said, I anticipate at least most of the Hades route will also be done by the time I release the BIP on November 30, and that this will be followed by an early access release after the editing is done, a week before everyone else gets to see it.

I am very excited to finally be hitting the end of this chapter. I do hope it will be the longest in the story, but as most of you know by now, I am very bad at predicting how long things are going to be. Nevertheless, It will be lovely to be finally moving into chapter eight, when I get there. As you may be able to guess already, there is quite a lot of decompressing and processing to be done after the action-packed events of Chapter Seven, and since the romances have 'officially' started, some of that content should be slanted in that direction, if that's your thing. :)

Anyway, all of that's still a little bit in the future. For now, I keep on writing, and we'll see how it goes.

I hope you all have a lovely week, and thank you as always for your support. There'll be a pre-game Charon POV bit for you later this week, and then another update on the 21st. Cheers.

[Bonus Content - Charon POV II](#)

[Nov 15, 2022](#)

Hey everyone!

For this month's bonus content, you voted for a backstory bit with Charon, including some hints at their past. So, here we have his initial arrival into the Underworld, with brief appearances by Hades and Hekate.

(Note: Charon is referred to as 'he' throughout this short, because it is taking place from his perspective, and at the time they had not yet come to realize they were nonbinary and were using he/him pronouns exclusively. His correct 'present' pronouns are definitely still they/he.)

The journey downwards was as desolate as he'd been led to expect.

The cold, at least, wasn't really a problem for him, and in fairness his vision in the dark was highly developed. There was just enough light in the sloping passage to see color, still, most of it from behind, where the entrance was now just an irregular circle of light.

It felt, he imagined, like it must feel to be one of the condemned, marching down to Tartarus. A fate he had perhaps avoided by a narrower margin than he might like. Though... perhaps not. In the end, the gods were not *angry* with him, they were *afraid* of him. And he had the sense that the things they were afraid of all wound up down here, somehow, in the prison if there was a ground for it... and simply near it if there was not.

A strange hypothesis. One he had no way of validating as he was.

He stumbled a bit, over a stone he had not seen in the dark, catching himself on the wall of the passage. How strange it felt, to once again be troubled by things like stones. It was still a raw wound, the absence of so much of his power. Debilitating. It left him awkward, gangly, as unsure of his footing as a newborn fawn and all the more cognizant of how he *should* be able to move.

Eventually, the passage bottomed out, the tunnel opening up into something much wider. A cavern of the sort of scale only gods and titans ever required. There was a certain gravitas to it, even if it lacked the pomposity of Olympus. He somehow doubted there would be nymph choruses and centaur vanguards at his beck and call here, nor even the more humble creature comforts of the sun on his back and the wind in his hair. He had to hope that, if nothing else, the water wasn't fetid.

He wasn't optimistic.

Up ahead, a thin ribbon of red-orange encircled the whole of the cavern, or at least it seemed so, until it disappeared beyond his sight. He'd heard of this—the Phelegethon, River of Fire and first boundary of

the Underworld. He supposed that would be the first person he talked to, then, unless—

Power lit up his senses. Tremendous, encompassing, like a star with its very own gravity. And, he decided after a moment, its own satellite as well, for there was a second presence. Not *quite* so overwhelming as the first, but formidable all the same, and more than enough to fell him in his current state. Was he to be treated as an intruder after all?

Well, so be it. If death came to him at the end of all this, perhaps he would deserve it. He would certainly not face it like a coward.

So he overcame the hitch in his step, putting one foot in front of the other and heading for the glowing river. Sure enough, as he drew closer, he could see two figures standing on the same side of it as himself. There was an obvious mismatch in height between them, but for all that they stood next to each other, as equals would, and he wondered for a moment if this was meant to be some odd mirror of Zeus and Hera standing before their thrones on Olympus. If so, one of the two should certainly be further back, and...

Well, they certainly didn't look anything like Zeus and Hera.

It was not difficult to identify the Lord of the Dead, even if they had never properly met before. He was quite the looming presence, and for a moment, the Underworld's newest resident wondered if perhaps he would have felt so small in front of this god even at the height of his power.

Unlikely, for he could not recall ever feeling small in front of anyone, then. But perhaps he would have *been* small, anyway.

He couldn't put his finger on what quality of Hades made it so. It wasn't his physical dimensions, nor perhaps even the palpable aura of power around him, contained but not imperceptible by any means. It seemed somehow as if it might have something more to do with the expression on his face, though how that was, he didn't know.

The god of death looked nothing so much as serene. There was no trace of annoyance, or anger, or haughtiness on his face at all, not even when he drew close enough that they all had to be able to see one another. It was difficult to push back the strange sensation of relief this produced, but he managed it, telling himself he should not be relaxing so easily in the company of someone who would be his jailer at best.

The King of the Underworld's companion turned out to be a small, heavysset person with their hair in immaculate twists, the color a gradient from black at the roots to white at the tips, their deep brown skin stippled with pale patches that somehow reminded him of those jags of light and color in the night sky—clusters of stars and novas and he didn't know what else. He had heard of her, vaguely. Hekate, the so-called Last Titan. Awfully small for such a designation, but then the line between 'titan' and 'god' was so thin as to be nonexistent in some places, more a political difference than one of fundamental character.

He stopped several feet away from them. His legs and feet ached, and pain pounded behind his temples. He had been ready to face death here. Some part of him had wondered all along if that was really what Zeus was sending him to, banishing him unannounced to the Underworld, where his infamously-territorial brother lived. And yet from the looks on their faces he could no longer sustain the hypothesis.

The witch smiled at him, and though he knew he was no better than either of them any longer, he could not help but feel punched in the gut by it. Or... well, the reason eluded him, but his reaction did not. He stood as tall as his guise would allow him, lifting his chin.

Surprisingly, Hades ignored the challenge in it entirely. "So it *is* you," he murmured, brows drawing together slightly. "I had thought I felt you enter, but I confess I was not expecting it. Would you perhaps like to come in for something to eat? The trip can be hard on the system."

It was the politest way to say 'you look like a wreck' he'd ever heard. Certainly moreso than he'd ever expected to get.

"We'll take you the fast way, so you don't pass out," Hekate added, a bit of a twinkle in her dark eyes.

He supposed that was also politer than he deserved, though by a much smaller margin.

"That would be..." There were a lot of words that could fill in the end of that sentence, but he wasn't sure which to choose. Most would be far too honest. Eventually he settled on something noncommittal.

"—acceptable."

Hekate snickered a bit, but Hades only inclined his head graciously. "Very well, then. Ah, but. If I may ask, what should we call you? I know the name you used to have, but... it seems as though you have lost it."

Lost. Again much too polite. He wasn't going to correct it, though.

"I suppose..." he expelled a long breath, longer than he meant to.

"Call me Charon."

[Weekly Update - 21.11.22](#)

[Nov 20, 2022](#)

Hey everyone!

November's just about done. I had another really solid week for progress this time, and the Hades route is coming along well! I'd estimate I'm perhaps slightly more than halfway through it at this point, so I'm not sure exactly when I'll finish it, but it should be pretty close to the end of the month, on one side or the other of the actual day.

Presently, progress for the month is sitting at 42,000 words, and I'm hoping to have a full 60k by the time of the BIP. So whether I reach the exact end of the route or not, those of you who get that will have a pretty chunky update to read, with at least most of every single route!

I'd like to thank you for the support as I've gotten through this; I knew the chapter was going to be quite large, but I definitely didn't foresee it becoming effectively a double-size update! I'm really keen to get everyone's thoughts on it, as at this stage I've been working on it for so long I can't even tell if it's any good or not haha.

Anyhow, later this week there will be a Moirae's Mirror for those of you who get those. This time, I'm doing a bit of an "information special" on the political dynamics of Olympus, which are sometimes referenced in FoA but never really explained in depth. So hopefully those of you who get that will enjoy it.

Otherwise, I'll be back in a week with another update, and a much better idea of when you can expect to see the complete chapter in early access and public release.

If you celebrate Thanksgiving, I hope yours is pleasant and free of the self-mythologizing nonsense America seems to be so fond of. Also free of racist uncles and family drama, if possible. Otherwise, have a great week. :)

[Moirae's Mirror - November](#)

[Nov 22, 2022](#)

Hey everyone!

I promised a bit of a look at the political situation of Olympus today, so that's below. I focused more on the people involved than the structure, but other than the monarchy, the structure is pretty loose anyhow. It should be pretty well implied what the strata are just by how the information here is organized.

Anyhow, I hope you enjoy it!

Major Players

Zeus – Of course, no figure in the Olympian hierarchy is higher than the god who has sat undisputed upon its throne since the Titanomachy. More than any other single entity, Zeus dominates the political landscape of the gods, at once setting its agenda and frequently immune to the fluctuations in power and influence experienced by the other members.

Demeter – Perhaps the closest thing Zeus has to real opposition, Demeter is indeed *opposed*. Some claim she desires the throne of Olympus for herself. Certainly, her vital position as goddess of agriculture has accrued her a number of worshipers comparable to any other deity, if not the outright highest by number, and so in some sense she can challenge his power. Unfortunately, her position is considerably more delicate than this fact alone would imply, and she must always contend with the implied threat of physical force, a domain in which she cannot hope to match Zeus on her own.

Hera – Zeus's wife and the Queen of the Gods is much more independent from him than the title alone would suggest. It's true that in matters of politics she is often her husband's ally, but she will just as soon help his opponents if she believes it to be the right thing to do at the time. Hera and Zeus are infamous for their periods of feuding, in which her (often justified) resentment makes her much more likely to act against him, but in spite of this they seem always to end up reconciled eventually. Alliances with Hera, then, are best treated as temporary, but are still highly-sought among those attempting to navigate their way to better positioning in the court.

Aphrodite – Aphrodite is perhaps best thought of as a serial meddler in the Olympian power sphere. One of the few to hold herself at distance from both Zeus and Demeter, she is generally safe in this position because she has no apparent ambitions to rule. Rather, then, she enjoys a position as someone with unique advantages whose assistance is valuable and sought-after. This is especially true because of the nature of her power, and how relatively easy it is for her to create or damage alliances.

Apollo – Zeus's most powerful, most favored son is also his most powerful and staunchest ally. Apollo benefits from a very comfortable position in his father's court, and knows exactly where that comfort and ease comes from. While certainly an ambitious person, he has no particular need to be sitting on his father's coveted throne—rather, he prefers the privilege without the responsibility. This makes him a bit reactionary, and perhaps not quite so active a player as he otherwise might be. If his position is threatened, he acts. If it isn't, he tends not to.

Poseidon – Poseidon, Zeus's closer brother, seems on the surface to be much like Apollo: someone who benefits from a direct tie with the King of the Gods, and is complacent in his position unless provoked to defend it. To a certain extent, this is even true. The difference is that, lying beneath his displays of slightly-overbearing geniality, Poseidon is actually both resentful and ambitious. He certainly knows he didn't get the *worst* of the lots when the three were drawn, but he has always coveted the *best*

of them, and feels that, as the god with the most worshipers, he deserves to rule the rest. This results in the occasional clash or argument with his brother, but these tend to be short-lived.

Athena – Athena is considered one of Olympus's most politically-salient players not because of any particular love for the machinations, but because of her natural brilliance with them. It can be difficult to tell what her agenda is, and anyone who approaches her does so with caution.

Minor Players

Ares – Not the first god to go by this particular name, Ares is the son of Zeus and Hera, and actually their only child together. It's well-known that he's something of a disappointment to his father, and his mother, while more affectionate, doesn't tend to keep him in the inner circle of her confidence, and so he is surprisingly outside the epicenter of Olympian politics despite, on paper, being quite in the middle of it. His closest associate is the elevated nymph Eris, and they have together been known for occasionally clumsily disrupting things in a way the other deities have to deal with, but never managing to get much leverage or respect out of it.

Artemis – Twin sister of Apollo, Artemis enjoys the favor of her father, though much less of it than her brother. That said, she wouldn't really know what to do with it even if she had it, being fundamentally disinterested in politics and power and all of that. She doesn't even spend much time on Olympus, compared to the other gods, and prefers to wander the mortal realm, hunting exotic beasts and monsters and traveling with parties of friends and worshipers, who in her case are often one and the same.

Hephaestus – One of Hera's two parthenogenic children, Hephaestus is despised by Zeus. Despite this, the crafter of the gods is protected from the worst of the king's wrath by his genius as a weaponsmith and enchanter, though he knows better than to seek more status for himself than he has. Fiercely protective of those few he keeps close, he sees his role as supporting those people, and advising them when an outside perspective is needed, though he freely dispenses insight to anyone who asks for it, provided they have not made an enemy of him through his mother or his friend Aphrodite.

Hermes – Political adroitness and sharp insight into people is often undercut by the youngest deific son of Zeus's carefree temperament and youth. Hermes is flush with the need to impress, and while admittedly a bit of a showoff and a prankster, he does want to prove himself to his father. Nonetheless, making it past 'generally well-liked' to 'influential' is proving to be something of an obstacle for him, in large part because of Chthonic ties he refuses to cut.

Hestia – Hestia is a minor player by her own choice, so to speak. She generally wants to support her sister and her friends, but doesn't consider court her sphere, and honestly doesn't much enjoy participating in it all. When she offers an opinion or brings a matter to the attention of the other gods, then, it is a rare event, and perhaps because many of the older ones still remember her role in the Titanomachy, they tend to listen.

Others

There are of course many, many other residents of Olympus. More minor deities, such as the Muses, Helios, Eos, Iris, and Selene, 'ascended' nymphs and other creatures with fragments of deific power, such as Hermes's mother Maia, and so on. With this plethora of people comes a profusion of factions and interests, which join and clash alternately as each jockey for more power and influence.

Even some Chthonic deities have roles to play, though perhaps of these the most unexpectedly-important is Styx, the River of Loathing. Known as the Oathkeeper of the Gods, Styx possesses a minor but extremely important domain, one that allows her to provide some degree of binding force over agreements made between other parties. As such, she is often called to Olympus specifically for the making of such agreements, for her power doesn't work unless she is witness to the terms of it.

Of course, the binding is mostly effective on deities of lesser power than herself, and more of an irritant than an inescapable fetter for those who are stronger, making some of these bargains inherently asymmetrical. Still, even lesser gods often prefer their most important promises to be overseen by her, as some insurance is better than none at all.

But what do they all get out of this?

One might, perhaps, wonder what it is the citizens of Olympus could all want so much as to participate in a system that clearly benefits some over others. The answer varies as much as the people themselves do. Participation in court can ennoble a being, by winning them the favor of a powerful patron, which in turn gives them influence with others. It may enrich them, providing them more material goods and the leverage that provides. It may allow them to push an initiative forward, be it about life on Olympus or some way the gods influence the mortal realm.

But perhaps more than anything, the obvious benefit is that overcoming rivals and maneuvering to greater heights within the immortal hierarchy may quite literally *empower* them. There is a mysterious, two-way correlation between who is in power on Olympus and who tends to be front-of-mind for mortals. And when one is front-of-mind for mortals, one is prayed to more often. With that prayer comes power, which in turn tends to make for excellent political leverage.

Whether the ultimate goal is a comfortable position among the elite gods, or a thriving community of mortal worshipers and the benefits that come with that, the means is often the same: push yourself to the top of that heap, by any means available to you.

[Weekly Update - 28.11.22](#)

[Nov 27, 2022](#)

Hey all!

And here we are at the end of the month, heh. I am about one day's work away from finishing my draft of Chapter Seven completely. That's all routes, all the way to the end!

Meaning, those of you who get the BIPs will be getting a first draft of the whole chapter for that in just a couple days here. I'll be taking some time to edit, and then the edited version will go up for early access (same tier) as soon as that's done. A week later, hopefully no later than mid-December, I'll be releasing the whole thing publicly so everyone else can read it too.

Whew. It has certainly been a long one. The chapter itself is going to finish out at right around 250,000 words—that's longer than a lot of books, and it's only a chapter! I'm sure those of you who have read it have some sense of why it needs to be that long, and individual playthroughs are of course not quite so lengthy. But there's a pretty good amount of variation this time around, which I'm quite proud of.

Anyway, that's coming down the pike here soon, and then it will be on to Chapter Eight! We're getting closer to the end of the first game, and I hope you're all looking forward to that as much as I am. :)

Have a great week as the month wraps up and moves into another one.

[Bonus Content Poll - November](#)

[Nov 29, 2022](#)

Hello, all!

The BIP will be here in an hour. In the meantime, Alekto is back up on the rotation for the RO POV bonus contents this month. So, if you're interested to see more from her, what intrigues you the most?

Backstory

Something from Chapter Seven

Something from earlier in the game

22 votes total

<https://dashingdon.com/play/kurokiku/fields-of-asphodel---early-access-nov-22/mygame/>

[BIP - November](#)

[Nov 29, 2022](#)

Hey everyone!

It's finally here, heh. This update contains over 50k new words, and Chapter Seven in its entirety. Of course, it's still in need of some editing and polishing, which I hope to manage this week, after which I'll be updating the same file to the shiny new version. But at least content-wise, this will have everything but a few possible tweaks.

It's been a long time coming, but I hope it's worth it! If you run into any technical difficulties, or something doesn't read well or seem appropriate for the character you're trying to play, let me know. :)

Cheers.

[Weekly Update - 05.12.22](#)

[Dec 4, 2022](#)

Hey all!

As many of you are aware, the BIP went out last week. I'm currently in the process of editing the chapter for typos, grammar, and consistency, but I anticipate that the official Early Access version will be out around Wednesday. Once that's happened, the rest of the week will be going towards outlining chapter eight!

I'm very excited for all of the aftermath stuff that's going to occur there. I can promise heartfelt conversations with your chosen RO/PO, and then a pretty fun myth reference that's right there in the title, so I hope you're all looking forward to that stuff. :)

Bit of a short update this week, heh. There will be some bonus content out this week, probably a little bit of a canon-optional 'bonus' scenario featuring the PC and one or two of the other characters. I've been considering adding some 'spicier' stuff, but I don't want to run afoul of patreon's content guidelines, so it's a bit... difficult, to balance. In any case, not sure if this one will be spicy or not, but it should at least be sweet!

Cheers, and talk at you next time. :)

<https://dashingdon.com/play/kurokiku/fields-of-asphodel---early-access-nov-22/mygame/>

[Early Access - Chapter Seven](#)

[Dec 6, 2022](#)

Hello everyone!

After a week going cross-eyed from editing, I present to you the release-ready version of Chapter Seven! Now with... a lot fewer typos and some continuity fixes, plus hopefully the correction to an annoying bug.

It's recommended that Chapter Seven be played with a new save, as there are new variables I've gone back and added to previous chapters, so there may be some continuity errors if you don't (particularly, I think, if you're playing Pyri's or Alekto's routes, though there are a few for the others as well.

Anyhow, this is all yours for a week, and then I'll be dropping it for general public consumption. So if you encounter any typos, weird spacing, or continuity troubles, please feel free to point them out to me; I'd appreciate it tons.

If you haven't played yet, I hope you like it. If you have, well... I'm not sure you'll want to do so again so soon, but if you do I hope it's a cleaner experience!

Cheers, all. Thanks for sticking with me.

[Bonus Content - RO Scenarios](#)

[Dec 6, 2022](#)

Hey all!

As I suggested in an earlier update, this month's variable bonus content is the first of what will hopefully be a series of maybe/what-if/canon-optional scenarios, between the ROs and various versions of PC, heh. It's easier to write for a defined character, of course, so I'll basically randomize details like gender, appearance, and personality for these.

I think the level of romance and/or spiciness will vary somewhat, and this month's is just a touch of sweetness between Pyri and Dionysus. I hope you enjoy it!

Prompt: Dionysus has been overworking himself lately. Pyri decides it's time to intervene on his behalf.

Featuring a mellow, diligent he/they Dion and, well... Pyri.

"Hey."

Dionysus remains pointedly-focused on the document in front of them, blonde brows furrowed in concentration.

"Hey, Dion."

He crosses something out, muttering under his breath and leaving a note in a margin.

"Hey!" Pyri smacks both their hands lightly on the edge of the desk he's using, grin splitting their face.

Rather than jumping like someone else might, Dionysus blinks, shifting his eyes upwards to meet theirs with a faint trace of puzzlement. It's one of the things they like best about him, really: he never seems frightened or anxious about anything. Not that they'd mind if he did, but the faces he makes in situations like this are just too good.

"Oh. Hello, Pyri. Did you need something?"

They snort, lopsided grin inching wider, and lean as much across the large desktop as their diminutive height will allow, stopping about a foot from his face and delighting in the way their heart shudders with the intimacy of it, even if they still don't quite fully understand why it does.

"No," they reply, mimicking his even tone. "But you do. And that's what I'm here for."

Dionysus blinks glorious spring-green eyes, slow and deliberate, like a cat or something. They hum, returning their attention momentarily to what's in front of them. "You came to help me edit policy proposals?"

A *ha* of delighted laughter escapes Pyri's scarred lips before they can consider holding it in. "You'd let me? I'm warning you, I might have a few ideas, but I'm mostly gonna doodle in the corners."

He looks for a moment as though he's seriously considering that. "You know, it might add something. But perhaps I ought not. What are you really here for?" They return their attention fully to the River of Fire, clasping their hands in front of them and meeting Pyri's direct gaze with their own.

This is another of their favorite things about him. "You need a break," they say knowingly, folding their arms over their chest. "You're getting raccoon eyes. You can hide it from all these people who forget what sleep is, but not from me."

Not entirely contrary to their expectations, he shakes his head. "As much as I'd like to, I can't. I'm presenting these proposals to the others tomorrow, and they need to be ready before then." Dionysus eyes the stack of papers to his left, somewhat smaller than the one to the right but still pretty big, by Pyri's estimation.

"Mm, nope. You won't be able to get through that many in tomorrow's meeting anyway. I know you care about making sure everyone's heard, but they can wait another week if they're not ready to go yet. Promise."

The furrow between his brows deepens, but they can almost sense his reluctance beginning to abate. That's good. Pyri doesn't want to be pushy, or force anything, and if they really had to, they'd have headed to the kitchens to bring tea and snacks instead, but... even if they're not human anymore and he never quite was, there's still no substitute for real rest.

"Perhaps... there is some wisdom in that."

It is in this way that they end up in the orchards. Pyri chooses it because it's one of their favorite places in the Underworld. It has been for ages, but with the recent surge in life down here, it's a better place to be than ever. Totally Dionysus's doing, of course, even if they spend more of their time concentrating on political matters than anything else.

Pyri scans the trees with a discerning eye, but ends up picking the same one as usual, a fig tree that's grown a little crooked. They don't really need shade as such, because there's no sun to beat down on their heads, but they figure that even if there were sun to worry about, this is the tree they'd pick. It's gnarled, scarred from the fight between Boss and Alcyoneus that one time, but it survived somehow, and they like that about it.

They sit, cradled in the roots, and stretch their legs out in front of them, putting their back to the trunk and expelling a breath. Patting the space beside them, they tilt their head up at Dionysus.

Fully expecting him to accept the invitation and sit, they aren't quite prepared for the way he reclines instead, resting his head back against their thigh and folding his hands together over his midsection. *Diaphragm*, Alekto would say, with her precise way of identifying parts to hit or stab.

Not that Pyri has any interest in stabbing right now. Is it just them or is their brain even more scrambled than normal? This feels... scrambly.

"Do you mind?" he asks, and maybe he can somehow detect the scrambly-ness, see through into the confused jumble of things in their head, because he sounds a little amused, somehow.

Fortunately, the spinning wheel of mind-stuff seems to land on 'good,' because even though they somehow didn't expect this, they're more than happy to go with it. It's not so different from things that

have happened with other people—just one of the many situations that feels somehow different with Dionysus. But different isn't bad. Maybe different is even *better*, somehow.

"No, of course not. But the rule is, if you use me as a pillow, I get to play with your hair." They have rather a lot of it, cornsilk-blond tresses that wave gently to the small of their back. It's ridiculously pretty, and looks very soft, on top of that.

"Mm, all right. You have a deal." Dionysus obligingly lifts his head slightly to allow Pyri to gather his hair, and they do, fanning it out gently over their other leg and the grasses beneath both of them. It seems like the kind of thing to be careful with, and for a moment, they almost aren't sure they should touch it, because it *is* smooth and soft, even more than it looks, and their fingers are roughened and callused. Not something that usually happens to deities, but then, Pyri isn't really a 'usual' deity.

But when Dionysus closes their eyes and releases a soft breath, that suddenly seems less important.

The first touches are tentative, just little strokes of a piece here or there, but then Pyri dips their fingers in, feeling the soft glide of the strands over their skin and humming softly.

It's a sound echoed by Dionysus, who cracks one eye open, mirth flickering in the pale hue of his iris. "Sing me something," he says, and the cool tone of it feels somehow playful, as any 'demand' from them is bound to.

"Uh. We both know I'm not good at that," Pyri replies, scrunching their nose.

"I don't care. It's you, so I want to hear it."

That doesn't make a lick of sense, but... if he really feels that way, then...

It's Dionysus who drops off to sleep first, but Pyri, leaning their head back against the trunk of the fig tree, is only a few minutes behind.

[Weekly Update - 12.12.22](#)

[Dec 11, 2022](#)

Hello everyone!

First of all, a big welcome to all the new folks; I'm glad you're here. Of course, if you're just here for early access and dip after a month, that's totally understandable. Though if you're considering that, I should tell you that I update the 'early access' version of the game every month, not just when a whole chapter is finished. That's called the BIP, so if it interests you, please consider sticking around.

That is entirely more self-promotion than I can handle, so back to the regular update we go.

Anyhow, I am presently working on the outline of Chapter Eight. I've got the broad strokes down; right now it's just a matter of filling in the scenes with appropriate code and cues so I remember what I need to write when. We begin, naturally, with the PC regaining consciousness after the tumultuous events of the last chapter. From there, they have a couple of visitors, the last of which is whomever you chose to follow during Chapter Seven. There's some opportunities there to talk about various issues that might have come up during the course of those events, including the heavy stuff, but of course it goes without saying that most of those things are not so easily resolved.

After that, the scene transitions to some time later, with the PC helping out in efforts to repair and otherwise recover from the effects of two rampaging Giants and a breach into Tartarus. This is a small scene that depends on the job the PC chose back in Chapter Four, with a couple alternative backdrops if the choice selected was "none of the above, thanks."

At the end of this scene, you get a bit of conversation with Eurydice, who, if you've minded the chapter title, is about to play a bigger role in events than she has so far. After you've spoken to her, we get a scene change again, and, surprise surprise, someone has breached the Underworld's flagging defenses. The PC is summoned to the throne room to participate in the discussion of what should happen next, where the cast meets Orpheus and hears his plea to be allowed to return to the surface with his beloved Eurydice.

From here, PC will be able to, in ways either subtle or overt, influence how that myth plays out, and perhaps even change its tragic ending, if you so desire. I'm hoping it will pay homage to the myth properly, while still allowing for reasonable divergence by those of you who like to play characters who would want to alter that outcome.

After this, there is one last scene with the character you chose in Chapter Seven, and I am keeping that one under my hat for now, as I rather hope it will be something you all enjoy very much.

And that's the plan for Chapter Eight. It's certainly likely to be long, because of course it is, but I really don't think it will be so lengthy as Chapter Seven, which means it shouldn't be quite so long in 'production,' either.

In the meantime, the month will continue with its usual slate of bonus contents and the like: this week, we'll have a new set of character interview questions answered by somebody; following that, there will be a scene from Alekto's POV. And on the last week of the month, the Moirae's Mirror will preview or go in depth on something related to the plot or the world (can you tell I haven't decided on that one, yet?)

So, I hope you all enjoy it. December can be a great month or a really tough one, I know. So please, everyone, look after yourselves and each other. I'll be back in this slot next week with (hopefully) satisfying progress news.

Cheers!

[Q&A - Charon](#)

[Dec 13, 2022](#)

Hello all!

We have a brand-new batch of interview questions for the characters this month, and this time they all have to play 'would you rather.' I tried to pick questions that would get at something interesting about them, rather than random ones (though those can be fun too).

Anyway, Charon's up first, so those are below.

1. Would you rather always be 10 minutes late or 20 minutes early?

Ah, early, I think. I acknowledge the obvious inconvenience of it, but I think it is easier to work around someone who is early than someone who is late, generally.

2. Would you rather be able to take back anything you say or hear any conversation that is about you?

Take back anything I say. There are some things I have said that I already very much wish I could take back.

3. Would you rather be the funniest person in a room or the smartest one?

Can I not choose wisest? I could benefit from a bit more wisdom, I think. But since that is not an option, smartest, I suppose. It would be nice to have more to contribute when such things are needed, and I confess I'm not suited to entertaining, so a better sense of humor would be a bit lost on me. Besides, I sort of like that my jokes are terrible. It gets interesting reactions.

4. Would you rather be able to read minds or predict the future?

Ah, hm. Both sound quite burdensome in their own way, I admit. If I had to choose, I suppose foresight would be useful.

5. *Would you rather be criticized or be ignored?*

This is difficult. The answer is, criticized by people I respect, because I do still very much need that. But ignored by people I don't.

6. *Would you rather have the ability to see 10 minutes into the future or 150 years into the future?*

Again, this seems very burdensome. I suppose either would be... slightly-useful, but I would choose ten minutes. No deep reason; it just seems a bit more beneficial day-to-day.

7. *Would you rather be forced to sing along or dance along to every song that you hear?*

...I must choose? I suppose sing, as that could be done very quietly.

8. *Would you rather spend three years in prison, or three years at war?*

Prison. Just... prison.

9. *Would you rather ask for help with a difficult task or figure out how to do it yourself?*

It depends on the task, and who is available to help. Of late, however, I think I have become better at asking for assistance when I need it. But it isn't easy.

10. *Would you rather cheat at a game and win or lose respectably-well?*

Lose respectably, of course. I can think of no game with stakes high enough that I would want to cheat at it.

[Weekly Update - 19.12.22](#)

[Dec 18, 2022](#)

Hey everyone!

New week, new progress report. I am happy to say that the outline for the chapter is done, at least to the extent that I usually do them before tackling individual sections. Some things inevitably move around and are edited and so on, but having this initial frame gives me a better idea where I'm going.

I've also managed to write about 5,000 words 'forward' from there. I'm going to be a little slower for the rest of this month than I have been for the last couple; it's that time of year and I am visiting some very important people whom I care about very much, so naturally most of my time will be spent with them. :)

That said, I do hope to be able to have about 15k words in the chapter by the time the next BIP drops, and I'm pretty sure I'll have at least the first scene finished in that number, so there should be something pretty substantial to chew on there.

I hope you're all doing well and taking care of yourselves. An Alekto-focused scene with some POV from chapter seven was what won the poll at the end of last month, so you'll see that sometime this week as well, most likely on Wednesday.

Cheers!

[Bonus Content - Alekto POV II](#)

[Dec 20, 2022](#)

Hey all!

You voted to see something from Chapter Seven as the RO POV content this month, and so I bring you... Alekto and axe-wielding Persephone in the middle of a fight haha. It is nice to be able to write a bit more of what's up in Alekto's head, as we all know she's not the most expressive person as a rule.

I hope you enjoy it!

Alekto's breath hisses between her teeth when the abominable creature launches herself forward. The webbing isn't aimed for her, but it's too fast for her to do anything about, particularly when the perverse spider-thing quickly changes direction, headed for herself and Pyri rather than Persephone. Her magic has such a sick feeling to it, as if the distortion in nature that she *is* is reflected in everything that she *does*.

The sticky net connects with Persephone, too fast a hit for her to avoid completely, and her limbs are weighed down immediately by the moist lengths of it, coated in viscous, greenish-grey fluid. Alekto can smell the putrescence of it from where she is, but there's no time to think on it.

She raises her shield, fending off one blow, with a hard strike from her shield. She realizes a moment too late that it was only a diversion, unable to hear the heavy whistles of the other limbs moving through

the air, and she can only see them in her periphery when they are too close.

"Leks!" She *does* hear Pyri's shout, sees it almost in slow motion as they leap towards her.

No. No! Her warning is dead before it can leave her lips, the fractions of a second not enough to force the words out, when speaking is now so unnatural an instinct.

She feels the blast of fire go off behind her, the warmth of it washing over her back and repelling whatever attack Pyri spotted that she did not. She's already turning, trying to prepare for the other, trying to make it in enough time, but—

It's over in an instant. The third limb avoids Pyri's counterattack and stabs into their abdomen. The Daughter giggles, lifting them from the ground with something almost akin to curiosity.

"My, my, you're quite young for a god, too, aren't you, little firebug? But there's something a little off about you... I hope it doesn't spoil your taste."

Their spear falls from insensate fingertips. It's a small mercy that Pyri seems to have slipped out of consciousness.

Seemingly bored by this lack of response, the Daughter flicks her leg, sending them flying into a web-coated wall, where they stick for the moment, limbs jumbled awkwardly where they land and their stomach sluggishly spilling blood.

Pyri. *Pyri.*

Alekto's rage isn't something she consciously succumbs to. It just rises, lifting over her like a wave. She'd been about to drown in it anyway, keeping her head above water when she realized what this *thing* had done to Megaira and Tisiphone only because it was necessary to save them.

But no such rationale is there to save her now. The wave swallows her, and all that's left is vengeance. A ripple in her magic spreads outwards, the same wave made manifest, each bit of it hissing and crackling with fury.

She feels, vaguely, a tug against it, something else joining that flow, adding an ingredient that she cannot quite place. It doesn't matter. Whatever the source is, it isn't trying to stop her, and right now that is all she cares about.

For the crime of hurting her family, the Daughter of Echidna will pay.

Persephone lands beside her, greataxe gripped firmly in large, strong hands.

She's in plenty of time to handle the next incoming blow, fending it off with that weapon, if only just. Her riposte is a little off, but that is of no consequence. It is effective enough as a distraction, and Alekto

uses it as one, throwing her shoulder into a shield bash. The force is substantial, jarring her body and forcing the Daughter to draw the injured leg away, snarling some kind of obscenities, no doubt.

And Persphone's right there, building on the momentum and swinging into a joint on a different leg. The creature reels back, her defense lapsing with a whole-body flinch.

Alekto sees the window of greater opportunity for what it is and takes advantage, leaping to stab upwards into the underside of the creature's carapace. It's not a *large* wound, but it does come with the feeling of *crunching* something, piercing the defense with her blade. A gout of hot, greenish-black blood spills down onto her, running in slow rivulets down skin and armor and hair alike, to mix with the ichor already there.

It's disgusting. Absolutely fetid, and if she spared even a moment to think about it she might be sick. But the rage thrumming through her veins will allow her no such quarter. She simply quickly smears some away from her nose and mouth, keeping her airways clear, and shoots a brief nod over her shoulder.

Even fury recognizes allies, at times. Persephone is a worthy ally, for this.

They fall back into a pattern of sorts, clearing the way for more decisive strikes on the part of the other. Persephone sticks mostly to distraction tactics, Alekto delivering the heavier blows that require careful placement.

It's when the Daughter grows almost accustomed to this pattern that it changes. Alekto charges forward with a shield bash, connecting with a leg and pushing hard enough that the creature lurches to the side.

She doesn't have to say anything. Persephone already knows.

The reach and heft of the other goddess's weapon don't make it especially ideal for this kind of fast targeting and hitting on the run, but at the moment, that sort of thing doesn't seem to matter to her, either. She's able to find a spot and commit to the strike, swinging hard enough that she cleaves right through one of the creature's eight legs, rendering it about two thirds of its former length and useless. There's another gush of blood, and she backs off carefully. Good. A solid hit, one that brings them closer to the end.

And then everything goes wrong.

Magic—a barely visible shockwave of it—erupts from all over the Daughter's body. No gestures, no incantation, nothing but raw intent.

Alekto is quick to vacate her former location, only to realize a moment later that she has miscalculated. The brunt of the attack isn't aimed for her at all, it's—

Her body moves of its own accord, changing direction hard enough to pull something in her left leg. But she gets there, interposing herself and her shield between Persephone and the blast. She turns her

head, shouting at as much volume as she can muster, loud enough that she can feel it in her throat with sharp clarity.

“Move!”

Persephone hurls herself to the side, rolling a few times over the webbed ground without getting too tangled. Alekto feels the metal of her shield straining, feels a scratch the Daughter had earlier placed on it deepen into a crack, and even though she angles it against the blast, trying to save it, she feels it splinter and give way, and the force of the blast hurls her backwards.

She hits the wall, shoulder first, and then falls to the ground with a heavy impact, nearly completely insensate.

One thing she does perceive, though, is that even as she involuntarily releases her own power, too dazed to concentrate enough on it, something else tugs at it. Pulls it towards them. Seizes control of that roiling instinct and the terrible strength that comes with it. Submerges herself beneath the wave of it, to become her companion in the drowning.

Persephone.

Alekto can't see much, but she can perceive the others as vague blurs, moving shadows outlined against the walls of a cave, still lit by an unconscious Pyri's flames. Their sizes and shapes are distorted things, flickering at the edges and bending in the unsteady light.

Persephone looms at once larger than she should, and then she charges.

The Daughter prepares to meet her, shifting and stabbing her two frontmost legs towards her, but before they hit their mark she leaps, drag pulling at her hair and clothes as she arcs through the air, shadow compacting as she torques her body so that, when she lands against the ceiling, it's feet first—hitting the charred remnants of webs and springing back off them to launch herself down towards the creature's humanoid half with enough speed that it dimly registers to Alekto to be impressed by her improvement.

Mostly, though, the Erinys is terrified, holding onto consciousness, she thinks, only by the desperate strength of that anxiety. Persephone must survive. She *must*. There is no other outcome that would be even remotely acceptable.

But her grip on her axe does not err. She follows through, and slams the flat of the blade into the side of the Daughter's head. Merciful even in the grip of a Fury's power.

Her arms wrench a little with the impact, but she is undeterred, landing on the spider's abdomen before jumping clear as the creature's body falls.

Alekto, forcing herself to stand, takes several unsteady steps forward, vision clearing. And, in some way, Persephone *is* a vision. An avenging goddess in her own right, face and clothes spattered with greenish

blood that she will certainly regret shedding come tomorrow. But it is what she did *not* do that changes the tenor of the image from something tragic into something inescapably beautiful.

I owe her my life, Alekto realizes. It is a heavy weight to bear, but she will accept it gladly, because it means neither of them must bear the weight of another's death.

The young goddess sways unsteadily, even as Alekto's footsteps gain surety.

"Persephone?" She signs, a bit clumsily, as well, the gesture Spring had chosen to represent her name. An opening of fingers, like the blooming petals of a flower.

But there is no response. Persephone's knees buckle.

Alekto doesn't know how she does it, but she makes it in just enough time to stop her from hitting the floor. "Persephone!"

There is no response.

[Weekly Update - 26.12.22](#)

[Dec 25, 2022](#)

Hello everyone!

Here we are, in the last stretch of the year. Chapter Eight is now up to about 11,000 words, and the first little scene is finished in both its variations. I'm now onto the second, which involves the PC's RO/PO coming to check on them after they wake up, and some debriefing/possibly pretty emotionally heavy decompressing!

So that's in progress, and I should be able to meet my goal of 15,000 words by the end of the month in addition to the outline. I'll be pretty happy with that, and hopefully be able to slowly crank my output back up in the new year!

I just wanted to take a moment to thank everyone, new, returning, and longtime patrons, for all your support. You make it possible for me to keep writing this story that I love, and it means the world to me.

I hope you get everything you need in the upcoming year, and at least most of the things you want to boot. :)

Cheers.

[Dec 27, 2022](#)

Hello all!

This month for the Mirror, I've done a writeup on the process of the afterlife, and the features of spirits. Some of this has been scattered piecemeal throughout the game, but if you're looking for something of a collected highlights version of this lore, then look no further!

I hope you enjoy, and I'll be back next month with something new. :)

Spirits arrive in the Underworld fundamentally equal, but not at all the same. Each of them passes, without memory of how, through from the mortal realm to the land of the dead, where they find themselves on the shore of the River of Fire. Many manage this on their own, but other need the aid of psychopomps such as Hermes.

For most, passing the first river is fundamentally simple; if they are truly dead mortals, than the fire of it not only does not burn, but parts for them readily, as does the water beneath it, giving them easy passage across a curiously-dry riverbed into the Underworld proper. Sometimes, such spirits may catch a glimpse of the fearsome, three-headed guard dog of Hades, Kerberos, but the great hound is readily able to distinguish mortal spirits from intruders, and the most terrifying thing they have to worry about from him is a good-natured bark.

Still, if there are any who falter here, the equally good-natured Pyriphlegethon usually finds them in short order, and ushers them across the river.

Whereupon, it is said, they find themselves along the banks of either the Acheron, the Kokytos, or most often the Styx, depending upon from where they entered the Underworld. Regardless of which river, there are docks lining the banks at regular intervals, easy to find for those deceased, as they will by instinct be pulled towards them.

There is often a queue at the docks, as the various ferrymen may carry only one passenger at a time, but if the spirit's links to the mortal world have been properly severed by the extant funeral rites of their mortal location, culture, or heritage, there is nothing barring them from crossing immediately, and most will be ferried within a day or two.

If, however, the tethers tying the spirit to the mortal world are determined to not have been properly cut, the spirit must wait for them to decay naturally. Crossing any of the rivers with or without the aid of a

ferryman will do this, but in a way that traumatizes the spirit, and may subsequently interfere with their ability to properly re-enter the cycle of life. Such instances are rare, especially since the Underworld came under the rule of Hades, whose methodical organization of this process from beginning to end included magical barriers along the banks of the rivers, that mortal souls still tethered to life may not pass.

Indeed, the care of such spirits is the Underworld's first priority in its present form. However, some pieces of the process of death and rebirth are simply unavoidable. It is, for example, necessary to cleanse the spirit's mind of its remaining ties to life, in the form of memory. This is something many find unpleasant and undesirable, but while much research has gone into methods of bypassing this requirement, none have been found. Inevitably, if a human soul passes to a new life with even fragmentary memory of its former one, it eventually becomes disquiet and fractured, pulled not only by the personality it develops in life but by scarcely-understandable figments of the past, and the result is torment of the existentially-dangerous kind. Such souls often return to the Underworld far sooner than they are meant to, and do so in need of much recuperation.

The removal of memory, then, is the function of the River of Oblivion. Those who drink regularly from her waters, as all spirits do, are left without memory of the most significant portions of their mortal lives, though at times, skills and similar sorts of memory remain. This results in a system whereby spirits, regardless of visual age, tend to reform themselves into communities within the Underworld much as communities exist in the mortal realm. It has been noted that in many cases, even the removal of memory does not serve as a complete severing of bonds between them, for at least sometimes, those who were close in life, and die near enough to one another, come to know each other once again in death.

For the most part, where a spirit will spend their temporary afterlife is clear enough: those who managed great feats of heroism, or the overcoming of major disadvantages in some way, or even simply those who suffered a great deal over the course of their latest mortal life, are afforded an afterlife in the Blesséd Isles, designed as reward or amelioration for their previous experiences—a way of 'resetting' the balance of trial and ease to neutrality. So, too, must some be punished in Tartarus, for excesses of the kind that have done damage to their very souls, which must once again be balanced.

For most souls, however, there is not so much of an imbalance that it requires drastic rectification, and these are shepherded to the Fields of Asphodel, the largest portion of the Underworld by far.

Fringe cases, those where what a soul needs is not obvious, are taken instead to the Judges, while they still have their memories. They are assigned a representative of sorts, a spirit who has studied the criteria of such judgements and can help argue on their behalf, while another argues for the worse of the possible outcomes. This process is typically completed within a few hours of the spirit being ferried over the rivers, and from there, they are moved onwards to the Lethe, unless their final destination is Tartarus, in which case the relief of oblivion does not occur until the term of punishment is finished.

One must know that for which one is being punished.

In terms of appearance, most spirits assume the general shape and form of their state just prior to death, in terms of age, gender presentation, and the like. Others, however, have forms that differ quite sharply from this, as the shape of a spirit is more or less synonymous with its true identity. The spirit of a woman forced by circumstance to appear and behave as a man to conform to cultural expectations will in the Underworld appear as she really is. For this reason as well, some spirits have mixed or androgynous appearances, or features, and this is generally considered quite unremarkable, as no one remembers life being any other way.

The typical spirit is mostly solid, though in places they may appear translucent. This generally occurs at the edges or extremities, particularly the feet, though that is not a universal rule. Despite this occasional appearance of wispieness, however, spirits in the Underworld are quite solid, and interact with objects and gravity as bodies do in the mortal realm.

Sometimes, a spirit in drastic need of balancing will have an appearance that diverges even further from this. 'Stains' of various sorts may mark them as in need of remediation in Tartarus, though not every spirit requiring such will have a visual indicator. Those that do usually manifest pale blotches, desaturations that interrupt their normal appearance, usually in an area that somehow corresponds to the corruption. A murderer may have unusually-pale hands, for example. The most unbalanced souls will have a different color in similar locations. An unrepentant serial killer, for example, may have red hands, or a blotch over their heart, or even just a crimson tint to their entire body. Such signs are best heeded when they appear, but their absence is not a sure way of telling where a soul needs to be, either. Those who do not realize or acknowledge the wrong they have done often appear without any such distinguishing features at all.

Spirits are capable of most everything mortals are capable of, and indeed, many instinctive habits carry over. They eat, drink, form relationships, practice trades, sing, dance, create, argue, and so on. Sustenance is not technically necessary for them, as they cannot 'die' in any meaningful sense of the word. However, the fact that they still have the instinct to eat, coupled with the fact that the same amount of food as a human needs keeps them in good condition, means that doing so is nevertheless essentially a necessity. If a spirit starves, it loses energy, becomes weak, and may endure a great deal of pain and trauma, something which is awful not only for the simple fact of it but also because it is likely to delay their return to life, as such suffering would demand a term of amelioration to bring the soul back into balance.

So, too, can spirits become injured, though injuries that would otherwise be deadly generally are not. There are a few exceptions, beings capable of 'eating' souls and in so doing permanently destroying them, but such instances are, in this age at least, vanishingly-rare.

The term of a spirit's time in the Underworld is variable. For those in the Fields, it is usually a span exactly equivalent to the length of their previous mortal life. In the Blessed Isles and Tartarus, however, it is usually as long as is needed to rectify the soul's imbalance, and any remaining difference between that and the previous life's duration is spent after being moved to the Fields.

At the very end of this afterlife, the soul is reincarnated into mortal existence once again. The exact nature of this process is not clear, but it is something that only Hades himself can do. Even he does not choose the soul's ultimate destination, nor does he have any jurisdiction over what happens to it after it leaves his custody. Such things, unknowable even to gods, are considered the exclusive provenance of Fate.

[Bonus Content Poll - December](#)

[Dec 30, 2022](#)

Hey everyone, I'm back again with the poll. And as the veterans know, this means the BIP drop is only an hour away. So, in the meantime, does anyone have any particularly strong feelings about what kind of PC should feature in the next RO POV bit I write for Pyri?

It will probably feature some of the in-between for Chapter Seven and Eight, with Pyri visiting the PC in hopes of them waking up.

Energetic, optimistic Persephone - she and Pyri feed off each others' energy.

The super-chill Dionysus from that other piece would be nice to see more of.

A melancholy, awkward Seph, who hangs around Pyri for the pick-me-up they always get.

41 votes total

<https://dashingdon.com/play/kurokiku/fields-of-asphodel---december-22-bip/mygame/>

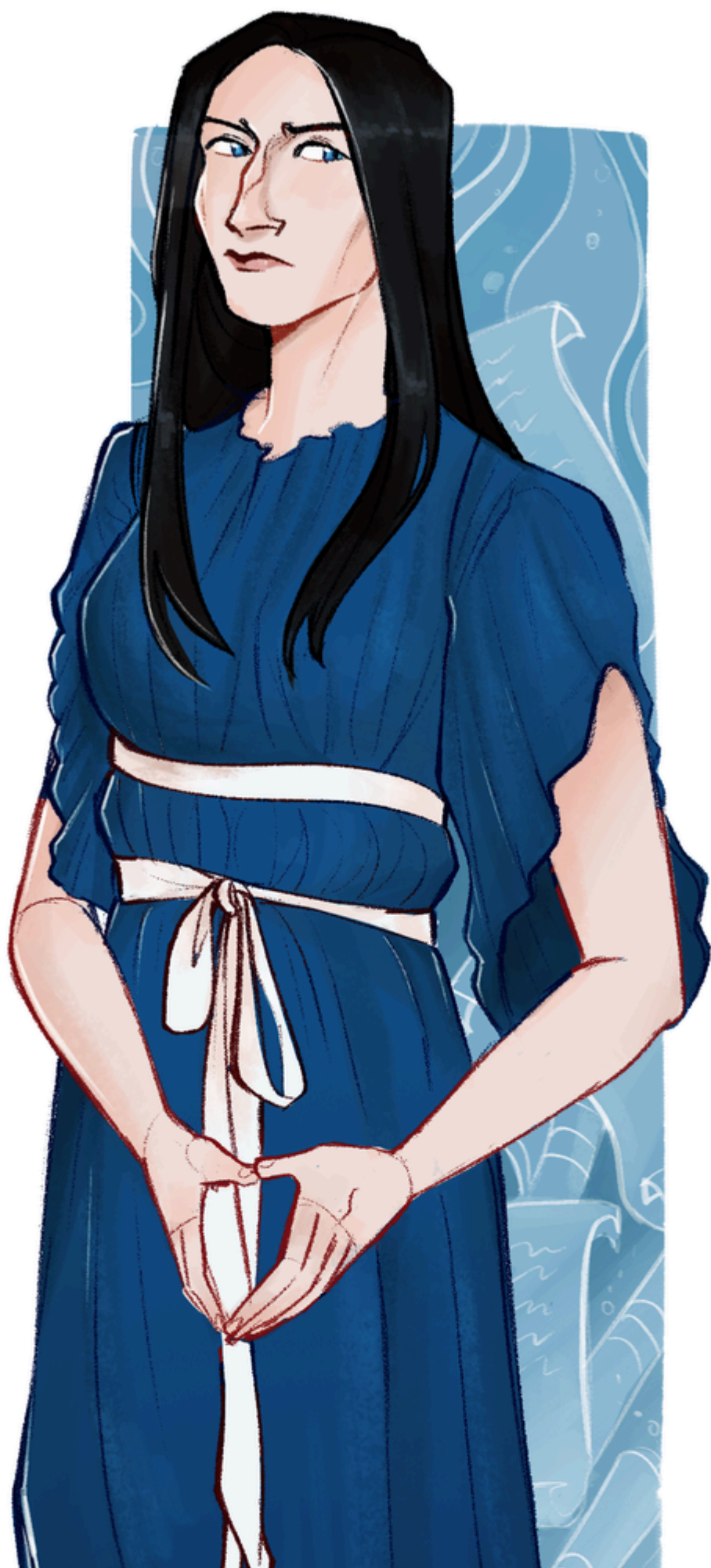
[BIP - December](#)

[Dec 30, 2022](#)

Hello, all!

As promised, here is what I have so far for Chapter Eight. It's only about 15,000 words or so, plus some bare-bones outlining, but for half a month of work over some holidays I don't consider that too bad. Hopefully I'll be able to make a full month's worth of progress in January, and see where we end up by then!

Thank you kindly, everyone, and I'll be back to talk at you again very soon. :)





[Art Commission - Styx](#)

[Dec 31, 2022](#)

Hey everyone!

I've asked the super-awesome [@gncrezan](#) on tumblr (whom many of you will know from their fantastic comics and art featuring Seph and Hermes), to do a series of commissions of the River Deities. This is the first in the set, and features Styx. I think she came out fantastic, personally! :)

