

CPSSMUN XI



COUNCIL OF MINOR GODS

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TABLE OF CONTENTS

Table of Contents	2
Content Disclaimer	3
Equity Concerns	4
Directors’ Letter	5
Background Information	7
Topics Of Discussion	8
Topic #1: The rise to power.....	8
Guiding Questions.....	9
Topic #2: Regaining Mortal Trust.....	10
Guiding Questions.....	11
Topic #3: Olympus Reimagined.....	12
Guiding Questions.....	12
Character Guide	13
Committee Mechanics	21
Extra Resources	22
Citations	23
Central Peel Model United Nation Council of Minor Gods	2

CONTENT DISCLAIMER

This committee contains content regarding the Ancient Greek Gods, including scenarios present in a mythical world where gods, demigods, titans, and mythical beings coexist. It explores themes of mythology, power struggles, betrayal, and teamwork. The committee does not, in any way, promote any real-world beliefs or ideologies in deities. All delegates must ensure to attempt to solve matters with peaceful and ethical solutions.

Any violent actions or harmful behaviour is strongly discouraged. If any delegates at any time feel uncomfortable regarding the amount of violence or the direction of the committee, we encourage you to discuss it with the committee and staff.

EQUITY CONCERNS

Bullying and discrimination are not tolerated at CPSSMUN. Every attendee at CPSSMUN XI will be made to feel safe, and welcomed, thanks to the efforts of our teacher supervisors, and secretariat. If any member of the CPSSMUN staff, secretariat, or any delegate is acting inappropriately, or in a way that makes you uncomfortable, please contact our Equity Officer at cpssmunequity@gmail.com. This can be done either before, during, or after the conference.

DIRECTORS' LETTER

Dear delegates and divine beings,

Here, in the sacred congregation, we have an extraordinary crisis that shakes the very pillars of Mount Olympus. In the pantheon's halls, we take a journey to the heart of myth and chaos. A veil of uncertainty has been cast over the celestial realm as the 12 Olympians who are highly revered and powerful have inexplicably disappeared.

This drives minor gods and goddesses, who are usually not involved in complex affairs of the pantheon, to assume a new identity as their missing colleagues' savers. Will they survive this or will they give up? That is your choice only. The harmony that once reigned on Mount Olympus is disrupted, requiring cooperation, strategic thinking and decisive action from its members in the Council of Minor Gods.

Therefore assuming these divine beings that are less popular interweaves intricately with the complexities of divine governance. Discussions in this case invite us beyond myth to real-life dilemmas for instance. Discuss diplomatic moves against potential enemies; suggest innovative styles of running the heavenly government; accept the god-given role at this unprecedented crossroad for goddesses and gods.

Creativity and innovation are a must not just in traversing the complicated fabrics of both public and private within this mythical world. The story develops as you make choices for your divine character, creating a tapestry of suspense, teamwork, and undoubtedly unexpected predicaments.

Whether you are the deity of messengers or war or arts, the future of Mount Olympus is on your shoulders. Take this rare moment to form alliances and overcome different barriers, since some gods might be revealed to have been involved in kidnapping. Alternatively, would there be an outbreak of war? Would family ties fasten themselves like golden threads to life's three sisters? Will the pressures of crisis overwhelm you or turn you into heroic saviours who

secure the well-being of the heavenly kingdom? The unfolding narrative eagerly awaits the divine choices shaping destiny itself over Mount Olympus.

We wish you the best of luck and may peace be returned at once,
Ananya Singhal (She/Her) and Jasjeet Sidhu (She/Her)

Directors of Council of Minor Gods



BACKGROUND INFORMATION

Since the dawn of time, the Council of 12 –known as the Olympians– used to rule Olympus. They controlled all known realms and beyond those known to men: the Underworld, the seas, and the sky among others. The 12 who facilitated this were Zeus, Poseidon, Hades, Hera, Aphrodite, Ares, Hermes, Demeter, Athena, Artemis, Apollo, Hephaestus and Dionysus. They were unstoppable, or so they thought.

One night, everything everyone knew disappeared. This even included the Olympians and their tools, leaving behind nothing but shattered ruins on Mount Olympus. The eerie silence on this once-bustling mountain forced the minor gods and goddesses out of their hiding places to join hands in this new era full of uncertainties.

With the disappearance of the very beings who held the world together, there are many new feelings that minor gods are learning how to deal with. A revolution begins as the minor gods, once kept away from all actions, now defy traditional norms and reach out to be recognized and respected. Each god or goddess stands out amongst others using their powers, as they all yearn for that which was taken from them, for recognition from mortals and other beings. Through themes such as self-discovery, identity and an unquenchable thirst for importance, the story unfolds.

As alliances are created and broken, the harsh truth shines through amidst the war for recognition. The search into ancient family links and rivalries forms a difficult journey where every choice has deep implications for both mortals and the deities themselves.

Amidst the tumult, the council must navigate the delicate balance of wielding great power while bearing the weighty responsibility it entails. Every decision made above the clouds reverberates through the very fabric of Earth's soil. In this celestial odyssey, the call to wisdom echoes, urging the council to be astute, for their choices shall sculpt the fate of both divine and mortal realms alike.

TOPICS OF DISCUSSION

TOPIC #1: THE RISE TO POWER

They say without order there is chaos. To create this order you must decide on how you wish to rule in the absence of the major gods. The 12 major gods have had their glory days, although the price to pay for this glory was high. Thus the 12 major gods have many enemies, but none have succeeded in taking down the empire. You are led to believe that there are beings more powerful than ever suspected. These superior beings will be referred to as the Fateless, as it seems that they have altered the course of fate, for better or for worse. A crossroads is presented before you. As a new council where every decision you make could alter the course of history, you must decide which path to take.

To achieve this "new order," the council may decide to choose a new ruler. Through these dark times, a light shines through: the prospect of a better world under a new king or queen. Some believe that Zeus, the previous king of Olympus, was not a good king, partially due to his irresponsibility and cruel leadership. This is your opportunity to create a better council: one with a king or queen fit to take the throne. After the 12 major gods disappeared there has been no further news of other gods disappearing. This could mean the powerful Fateless are satisfied with only capturing the 12 major gods, leaving the minor gods unharmed.

However, the committee is not the only one deciding who will rule this new council: it is also dependent on mortals. The god who will be bestowed with this immense power must be one that the mortals look up to and turn to in their time of need. As minor gods, you currently have little influence over the lives of mortals, so you must think of creative ways to gain their favour and the favour of the council.

Alternatively, you may attempt to save the gods. With the power to capture the major gods, nothing is stopping the Fateless from wiping out the rest. If you, as a council, decide to save the gods, you may have enough power to defeat the Fateless. There are many other paths you may choose to pursue, such as saving specific gods; this can be done by channelling all your

power to strategically pick those who you believe will provide benefit to the council of minor gods.

The fate of the world rests in your hands. Whether you choose to sacrifice or save the major gods, this is a chance for all minor gods to gain the spotlight they deserve. Far too long has the minor gods been put on the sidelines, maybe it is time to turn the tables.

GUIDING QUESTIONS

1. What potential challenges may arise in creating a new council, and how can they be addressed to ensure a smooth transition of power?
2. How will the new leader be decided? Through strength? Family ties?
3. What gods might you save, if the council decides to take that path?
4. What is the council willing to sacrifice if they try to save the gods?

TOPIC #2: REGAINING MORTAL TRUST

Since the dawn of time, there has forever been a reliance on mortals by gods (even if they do not want to admit it), as the Greek gods only maintain power when there are mortals who put their faith in them. The major gods have never classified this a problem, since it has been hypothesized that humans have built-in “religious instinct”. Religious instinct can be classified as the natural tendency to believe in God. Due to this, the mortals have forever believed in and worshipped the 12 major gods. However, one of the darkest times in mortal history has appeared following the absence of the major gods.

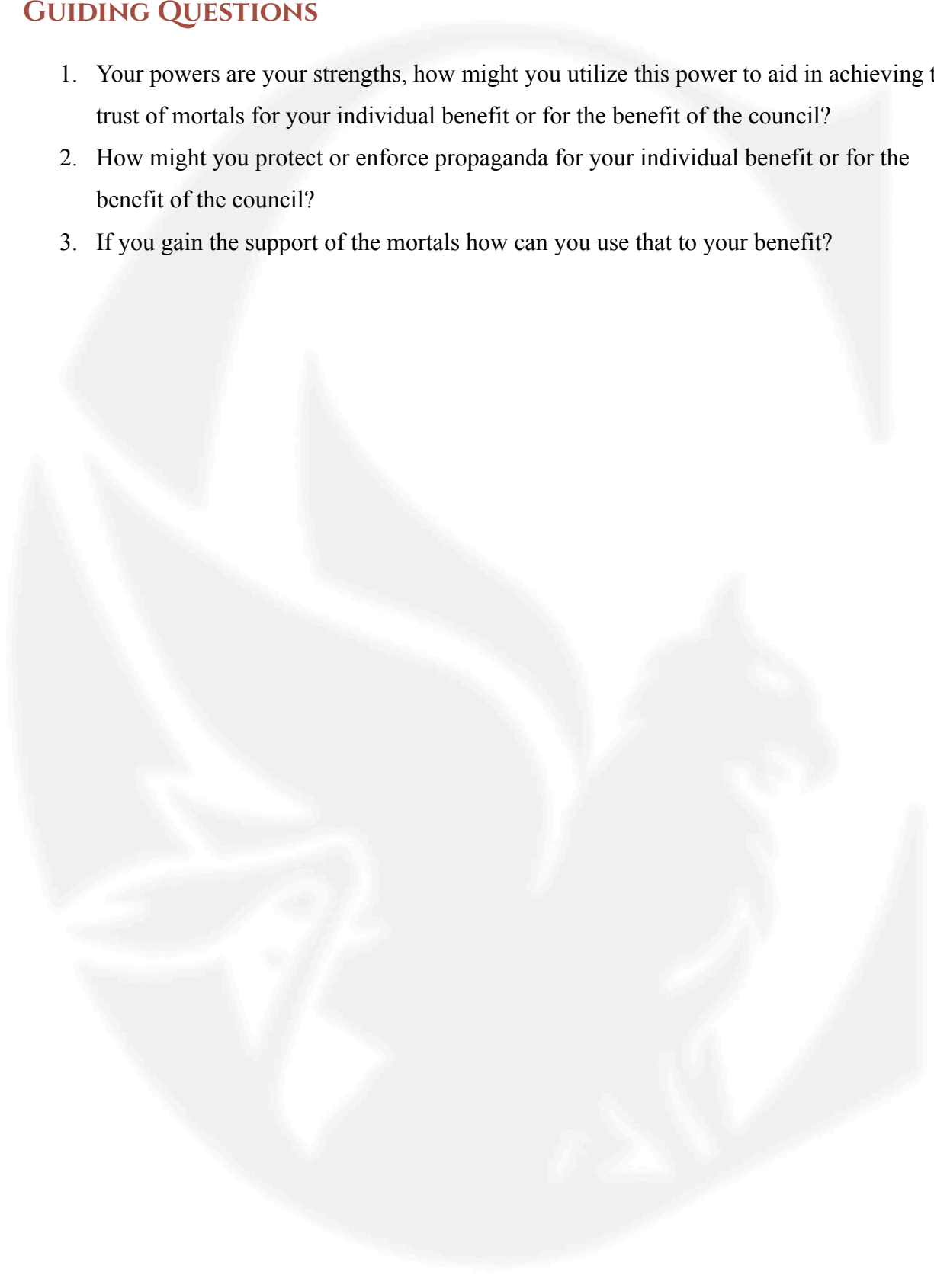
Throughout history, there have been instances of mortals losing faith in several gods, causing them to fade out of existence and be replaced. Helios, once the very personification of the sun, was replaced by the god Apollo once mortals lost their faith in him. All minor gods attending this council are at dire risk of fading, as the mortals hardly know you exist. If a god’s popularity within the mortal population drops below thirty-five percent, some of their powers/abilities will begin disappearing. If a member loses popularity completely... The council will have one less member.

The mortals sense a shift in power. Calamities linked with the 12 major gods have begun appearing. There is more consistent flooding and tornadoes, crops are crippling, and most tragically, wine has stopped fermenting (There seem to be a lot of people at Dionysus' shrine these dark days). The power of the gods has gone rogue. A new lack of trust has appeared within the mortals. If the mortals lose faith in the gods completely, all gods will cease to exist. With the absence of the major gods, the council is in jeopardy.

Since the 12 major gods are unreachable, your job as the council of (minor) gods is to regain the trust of mortals. This can be accomplished through any creative means the council desires; though remember this: there is both positive and negative propaganda, so make sure to watch your back within this power-hungry council. There is always room for sabotage.

GUIDING QUESTIONS

1. Your powers are your strengths, how might you utilize this power to aid in achieving the trust of mortals for your individual benefit or for the benefit of the council?
2. How might you protect or enforce propaganda for your individual benefit or for the benefit of the council?
3. If you gain the support of the mortals how can you use that to your benefit?



TOPIC #3: OLYMPUS REIMAGINED

In some aspects, mortals have always been better than the major gods, even if they refuse to admit it or learn from these “lesser beings”. As a new age dawns, the new council can decide to change things for the better. Mortals are much better than the major gods in terms of representation. In Olympus, there were only chairs for those deemed “important” gods and statues dedicated only to these “important gods”.

As minor gods, you understand how it feels to be rejected and outcasted. You are now in a unique position; you can use your experiences to your benefit, and with Olympus in ruins, it is time to start a new era: one of equality and justice. You are given the opportunity to be put down in history as the new golden age of the gods. Unfortunately, not all of the gods could attend this council and it is your job to ensure that the voices of those who are not present are still heard.

The major gods wasted many resources on extravagant statues and thrones to display their power and feed into their egotistical ways. Although now that Mount Olympus is in ruins, this can be an opportunity for the minor gods and all those oppressed by the major gods to make their views heard and create a change. Your new headquarters for the council of minor gods can be redesigned by the council. It is this council’s job to create peace within all gods, something the major gods could not accomplish.

GUIDING QUESTIONS

1. How should the new Olympus council be structured to ensure that all gods, regardless of their status, have an equal voice?
2. What principles should guide the allocation of resources to avoid past extravagances and ensure fair distribution?
3. What strategies can be implemented to foster peace and cooperation among the diverse pantheon of gods in the absence of a clear leader?

CHARACTER GUIDE

1. Hecate (Heh-kuh-tee)

- ❖ Goddess of crossroads, authority, witchcraft and magic
- ❖ Powers: Authoritative, has access to magic, can track things very easily
- ❖ Weakness: Temper and easily angered
 - Hecate, a formidable goddess, commands immense respect within the pantheon. Known for her extraordinary powers and unwavering loyalty, Hecate's actions during Persephone's abduction by Hades showcased her courage. Armed only with a torch, she led expeditions into the underworld, earning the trust and admiration of the major gods. Now that everything she knew is in shambles, the question arises: will Hecate's loyalties endure the challenges that the celestial realm now confronts?

2. Tyche (Tee-sh)

- ❖ Goddess of luck and fortune
- ❖ Powers: Strokes of luck and good fortune
- ❖ Weakness: Short-sighted, has never had to work hard to achieve something
 - In our world today, Tyche, creator of fortune, manipulates the boundary between chance and destiny which determines how human beings live their lives. Her presence rules over everything we do when it comes to decision-making as a ghostly audience watching us make choices daily. So, with her hand wielding only a cornucopia and rudder she demands awe from everybody else present. She believes that Olympus belongs to her, as every cosmic event that has happened thus far, was due to her cast of luck. As the council is on thin ice, and the wheels of fortune set in motion, the question beckons with tantalizing intrigue: will the fickle winds of luck blow in your favour tonight, or will the unseen forces that Tyche wields take an unexpected turn in the grand symphony of chance and fate?

3. Iris (Ai-ruhs)

- ❖ Goddess of rainbows and the messenger of gods
- ❖ Powers: Can travel fast, under the right circumstances can be anywhere and everywhere at once
- ❖ Weakness: Does not know what to believe most of the time due to the sheer volume of people she hears in a day
 - Basking in the warmth of post-rain sunlight, we live in the ethereal beauty created by Iris. When a coin is tossed into a fountain, she is called upon through the rainbows that are made. But behind her radiant appearance lies an abyss of darkness. Perhaps, this is what she has to be as she is often overshadowed as the gods' messenger by Hermes. Iris seizes the opportunity, leaving a trail of uncertainty: will she faithfully deliver messages, or shall the celestial realm become ensnared in the intricate web of propaganda?

4. Eros (Eh-rows)

- ❖ God of love and helper of Aphrodite
- ❖ Powers: Charismatic, manipulative
- ❖ Weakness: Thinks with his heart, not his head
 - Love: A spell so beautiful that even good people become mad about it. Eros had been living a happy life as his mother, Aphrodite's faithful follower. He used arrows to create love. Although in the back of his mind, he still remembers when Aphrodite kept him away from his own pursuit of romance. After Aphrodite meddled with Psyche, who was Eros' lover, due to jealousy, their hearts became heavy with sorrow. Now, during this time of love and grudges, the question arises: will love triumph, or shall Eros harbour enduring resentments against the nature of the very emotion he bestows upon others?

5. Ariadne (Eh-ree-ad-nee)

- ❖ Goddess of labyrinths and paths
- ❖ Powers: Will always know her way, not easily swayed by others
- ❖ Weakness: Sometimes will get lost in her own thoughts, and has trust issues
 - Ariadne had once been a normal human being until humanity committed a heinous act that left her completely repulsed. She agreed to assist Theseus in escaping the labyrinth that contained the Minotaur after falling in love with him. But he left her behind on Naxos Island, where she died. The god of wine, Dionysus, loved her and saved her from the island and they married. However, due to the recent uprising, their relationship has become a bit rocky. During this critical moment, Ariadne is struggling to discover who she truly is. On one hand, she has nothing to do with humans again since they betrayed her on a previous occasion; thus yearning for control over her own destiny. However, she feels deep indebtedness to the Olympians especially Dionysus who saved her life. Ariadne is torn between her yearning for autonomy and her gratitude towards the gods. She seeks total control and refuses to be walked over again, caught in the tension between her independence and her loyalties.

6. Pan

- ❖ God of the wild
- ❖ Powers: Has eyes and ears everywhere, has control over Satyrs and Nymphs
- ❖ Weakness: Very emotional
 - Pan is a gentle soul who would never hurt anyone. He ventured off on his own many millennia ago to be one with nature, however, that was cut short due to this current uprising. Pan, his nymphs and satyrs were all disturbed during this time. Nymphs are the female nature spirits whilst satyrs are the male nature spirits who enjoy playing tricks on everyone. All that Pan really longs for is peace among those around him and with nature as well. Although Pan has developed resentment towards humans. They destroy nature for their own selfish means, sacrificing the lives of

many. Pan's main priority is to protect those within nature that can not protect themselves. Even though he has these qualities, he still has his mischievous side. Pan always loved playing pranks on the council of 12 and making their life miserable. Although Pan wants peace, nature can always get a bit unpredictable.

7. Enyo (Eh-nyow)

- ❖ Goddess of war and destruction
- ❖ Powers: Knows her way around a war, is well aware of the troubles that await on the battlefield
- ❖ Weakness: Acts with her fists, not her head, hot-headed, does not wish to finish the war
 - Enyo has always been close to her older brother Ares and has accompanied him at war. She is saddened by the fact that his brother can not be found and is in possible danger. Inside she knows she must do something to help Ares. She is also extremely close to the gods of fear and dread (Phobos and Deimos) striking havoc on cities like Troy with them. Although she remains loyal to her companions and parents, she's tired of living in their shadows. With the recent uprising, Enyo has never been happier. This is her forte, war and destruction are what she lives for. Will Enyo remain loyal or will she continue deriving pleasure from the war?

8. Psyche (Sy-kee)

- ❖ Goddess of the soul
- ❖ Powers: Very good at reading the room, understanding
- ❖ Weakness: Makes irrational decisions
 - Psyche was always known for her beauty and kind soul. Her redeeming qualities are what later went on to seduce Eros and make Aphrodite jealous. She and Eros fell in love but Aphrodite did not approve of their relationship. The goddess of love made Psyche walk through Tartarus. Most did not think that Psyche would be able to escape Tartarus as it is

beyond the Underworld. Tartarus is a place of endless misery where some of the worst people to ever walk the Earth reside, but alas, Psyche escaped. She might have gotten her partial happily ever after with her husband, but with the recent uprising, maybe Psyche has other plans for what will happen to Aphrodite. Will ancient wrongdoings be prevalent?

9. Nike

- ❖ Goddess of victory
- ❖ Powers: Hard-headed and will not quit
- ❖ Weakness: Will dwindle into madness if she comes in second, fragile ego
 - Everyone loves to win, but not as much as Nike. This war is nothing more than a big game to Nike. She is a heavily worshipped goddess by the mere mortals, even the council of 12 loves her. However, Nike believes she is much too important of a goddess to just sit by the sidelines. She believes that this is a new era and she will drive everyone to victory. Nike aims to be on the winning side of this war, whatever that might take.

10. Asclepius (Uh-sklee-pee-uhs)

- ❖ God of medicine
- ❖ Powers: Has access to all of the best equipment
- ❖ Weakness: In pursuit of always helping others he often forgets about his goals
 - Asclepius was originally a demigod well-known within the mortal realm and was adored by all. However, when Asclepius' mother was murdered by Artemis, Apollo took the child to Chiron for guidance. Chiron raised Asclepius to be a hero and after a few years of training his healing skills were comparable to his father - Apollo's. Asclepius had good relations with the goddess of wisdom, Athena as she provided him with Medusa's blood to bring those back from the dead. Although he has many skills, with the ongoing war he doesn't know what to think. The council of 12 may have provided him with the means of healing, they were also the ones to kill his mother. What will this doctor choose?

11. Charon (Keh-run)

- ❖ Ferryman of Hades
- ❖ Powers: Has access to all historical mortal documents, is always aware of what is floating through the river
- ❖ Weakness: Does not mingle with others very often
 - Charon is Hades' ferryman who delivers the souls of the deceased across the river Styx and Acheron. For each boat ride he charges 1 coin of extremely low value, or the soul must wait at the docks. Charon is the only one who can properly navigate through the dwindling rivers of the underworld. Although he is extremely important to the entire makeup of the underworld, he does not get the recognition that he deserves from any of the Olympians or even mortals. He believes that with his invaluable knowledge, he should be in charge. He might switch sides, or not, but whatever he chooses someone will suffer.

12. Morpheus (Mor-fee-uhs)

- ❖ God of dreams and nightmares
- ❖ Powers: Resourceful and Unpredictable
- ❖ Weakness: Will become too caught up in his own thoughts to care about others
 - To most, dreams seemed like pathways to unknown worlds or ever prophecies. Morpheus is usually depicted as asleep creating dreams. When he isn't asleep, Morpheus is constantly changing shape to deceive even the strongest of souls. He is well respected throughout Olympus and is often commissioned by the council to send certain dreams to chosen heroes. Although Morpheus is loved, he feels like his actions are in vain. He believes that sleep and dreams are a necessity, thus he is necessary. He should be in control of everything as he plays a pivotal role in everyone's daily lives. However, he also finds this the perfect opportunity to wreak havoc on everyone. Will he follow his dreams?

13. Plutus (Ploo-tuhs)

- ❖ God of wealth
- ❖ Powers: The mortals love him, will do anything for equality
- ❖ Weakness: Was blinded at a young age
 - Plutus was blinded by Zeus at a young age in order to foster equality, which was an unexpected move. Plutus is represented as having a cornucopia full of wheat, symbolizing abundance in agriculture and for all, which is ironic. The irony primarily stemmed from the fact that although Plutus' entire job was to provide for others, everything was taken away from him. Moreover, the memories of his former grudges against Zeus may affect his actions during the conflict. For example, though he wants power, he still longs for an equal world. Although Plutus wants power, he still wants equality.

14. Phobos (Fow-bows)

- ❖ God of fear
- ❖ Powers: Knows how to get into people's heads
- ❖ Weakness: Due to him striking fear into everyone he faces, it gets hard for him to obtain answers
 - Phobos is the son of Ares and Aphrodite who was always found alongside his brother, Demios. Phobos and his brother often accompanied their father to war to wreak havoc among the mortals. Other than that, Phobos spent his time in caves waiting for brave heroes to wander by him and terrorize their poor souls. The current uprising is like a dream for Phobos as he is openly allowed to inflict fear onto everyone around him without any repercussions. However, maybe he will have a change of heart? Will fear take over?

15. Deimos (Dee-mows)

- ❖ God of panic
- ❖ Powers: Well-versed in war, knows how to get people to work for him
- ❖ Weakness: Very selfish
 - Deimos was like the walking embodiment of a deadline. He would constantly terrorize poor mortals by making them panic to the extent of death. Deimos would always be found with his brother Phobos and his father in the middle of a war, battle or even a regular household argument over whose turn it is to microwave dinner. Any form of panic or anger fed into this bloodthirsty fiend's pleasures. Deimos' thoughts on the current uprising are fairly similar to his brother. However, maybe his loyalty to his family may change. Will he panic at the last second or prove himself worthy?

16. Nemesis (Neh-muh-suhs)

- ❖ God of Retribution
- ❖ Powers: Ability to deliver justice
- ❖ Weakness: Indecisive
 - Nemesis looked over the happiness of humans. She maintained equilibrium amongst mortals. If there was too much loss or suffering she brought in happiness, although her powers could work the other way around too. Nemesis was known for bringing bad fortune to many, although mortals often overlook the good she does. Nemesis worked hand in hand with the Major Gods and is indecisive regarding the current uprising. She must find a way to gain favour of both the council and mortals so her name will live on forever.

COMMITTEE MECHANICS

USING THE POWER OF THE GODS

All gods possess a unique and special set of powers. All delegates are encouraged to utilize these powers by sending a crisis note. These powers can be used for both good and bad, to advance individual goals, spread propaganda, and aid mortals.

POPULARITY AMONG MORTALS

A graph showing the popularity of each god will be presented to the delegates. Popularity with the mortals is a very important factor in helping the delegate win the throne. Since all delegates are minor gods their popularity will be very low. To increase this popularity delegates may write crisis notes or public directives (Those involved in the directive will all raise or lower their popularity). It is important to note that a delegate's popularity can also be lowered. To determine the popularity increase or decrease unbiasedly, a point system will be utilized. Those in the backroom handling the crisis notes will determine if the impact is small (5-10 points), medium (11-18 points), or large (19-30 points). Then will use a number generator to pick a number from the range. This will be the delegate point increase or decrease.

EXTRA RESOURCES

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