

CERTIFIED DREAMVALE

Guardians of Olympus

A Short Dreamvale Story by Chloe Munson

Name: Ares (Protagonist)

Age: 19 years old

Species: Greek God

Gender: Male

Home Planet: Olympus



Personality: Ares is a very stubborn God, when he wants something done he will get it done and in a way that will benefit and help all around him. He's also calm, and doesn't like to raise his voice to anyone or get mad at people unless provoked harshly. He doesn't often show emotions nor tell people what he's thinking unless it risks someone's safety. He's usually pretty confident in what he thinks is right and what should be done. However, he's not the stuck up kind of confident.

Abilities:

- Memorization
- Manipulation
- Telepathy- can be somewhat limited

Dream(s): To understand love and protect the people of Olympus

Fear(s): Something that fears him is that he won't be able to find or feel loved because he fears being misunderstood and might not be powerful enough to protect the planet compared to other Gods

Quote: "Actions speak louder than words."

Backstory: Ares comes from a harsh childhood. His mother died when he was only 3 and his father left without any explanation. Which then led to him going into the Greek Gods orphanage. He never got adopted or claimed by a relative, so once he turned 18 he was officially an adult. Ares found out his ancestors were related to Artemis and that Ares was next in line to rule over Athens, so it was now in his power to protect the people of the country. He then started living in a majestic castle surrounded by waterfalls. Ares believes his father didn't love him, and that was the reason he left. So Ares longs to understand what love means.



Planet Description: The Olympus planet is a gassy planet that appears as brown. The planet is surrounded by tan rings. There's 5 countries, that each have their own regions, Athens, Patras, Florina, Piraeus, Chania, in Olympus. The planet is very beautiful, yet very dangerous, if provoked. When there, you have to be very cautious of your surroundings. Being aware of your surroundings in specific places where crystals were taken from where they were stationed.. There's 5 regions, that each hold significance.

Home City/Country Description: The country is known as Athens. However, in the picture it represents how the castle that Ares roams in, separates the two sides of Athens, This very country in Olympus was known as the waterfall region. Without the waterfalls and their essence, those living around them wouldn't be able to survive in a peaceful environment.



Political Climate / History: Once, a very long time ago, there was a God named Artemis, who ruled over Olympus. He was to protect the Gods and Goddesses from what could be dangerous in their planet. However, when he had passed along, it left the Athens country in shambles, losing people day after day. Even if they wanted to search for a new planet to call home, it was impossible, because Olympus was the only planet in that dimension, that could be reached or traveled to, unless one got ahold of the map, that was locked away in the outcast tree. So overall they had no escape from the dangers that could come upon, unless one mighty enough was to travel to the enchanted forest. Moreover, without those crystals located in their region, it would lead to very dangerous outcomes, one being the warps that formed due to a crystal being taken. The crystal was the Sel – Elantris, in The Emperor's Soul waterfall.

Q: What do you like to do in your free time?

A: In my free time I enjoy to sit on the balcony of my castle, while, reminiscing about the great historic tales of this planet.



Q: What is your favorite delicacy to enjoy, unique to your planet?

A: I'd say my favorite delicacy is most definitely the Mystic waterfall smoothie, the taste is delightful, made of pitaya with a hint of vanilla.

Q: What would you do if you suddenly came upon your planet's equivalent of one million Earth dollars?

A With one million Earth dollars, I would build Earth dollar trees, that can be used to afford more of the expenses of the people of Athens, and to get more materials to build on to this country and help make a better life for those around me with not as much.



Q: What's one time you used an ability of yours to get out of a sticky situation?

A Although I've had my powers since birth, I've never had a reason to use them in a "sticky situation", but if I need to, I will.

Name: Seraph
Age: 18 years old
Species: Greek Goddess
Gender: Female
Home Planet: Olympus



Personality: Seraph is a collected person who enjoys being understood and being able to talk to someone about the most random topics. She's pretty straight up with most things, meaning that she will always tell the truth to those around her, which is one of her most prominent personalities. However, she's a very nice person who never says anything that will ever hurt anyone, unless it risks their well-being. She's quite bold sometimes, being able to say exactly what's on her mind and do things most people wouldn't imagine doing. Overall, she's a very brave and kind person who has great integrity.

Abilities:
None

Dream(s): To be understood
Fear(s): Being judged for her inabilities

Quote: "There's more to people than what meets the eye."

Backstory: Seraph was born into the perfect family. She has a calm and sweet mother and a passionate and hardworking father, along with a younger brother, named Joseph, who was never recalled the golden child but was treated as one. Seraph was born in Athens, Olympus, and grew up in a small castle, and has been living there ever since. Her brother Joseph had a variation of powers, from teleportation and shapeshifting and more. Whereas, Seraph has none, and doesn't feel accepted in this planet full of those who do have them. She's always been insecure of her inability to have some exciting and impressive power, and has been judged for that inability. So Seraph longs to feel acceptance for who she truly is.

Name: Beatrice

Age: 16

Species: Goddess

Gender: Female

Home Planet: Olympus



Abilities:

- Telekinesis
- Invisibility

Personality: Beatrice is a very selfless, quiet, and stealthy person. Which comes in handy when she's trying to do something in secret, to benefit her and those around her. Moreover, she's a very kind and helpful person, kind of people pleaser. She does as she's told and doesn't like to irritate people. Furthermore, she's a great sidekick and a good person to have on your side.

Dream(s): to feel wanted

Fear(s): being seen as a tool, rather than a human being with feelings.

Quote: "Knowing too much isn't always for the better."

Backstory: At a very young age, Beatrice lost all of her family, from a fire, that burnt down her whole village. So in the moment, what she thought was best, was to run as far away from the fire as possible. After 5 days of consistent traveling, she reached Athens, The Mythical Waterfall region. There she was jumped in and out of the orphanage, because those who adopted her, were looking for a servant and not a daughter. However, all she wanted was to feel wanted and cared for. not used for labor. After countless years of unbearable neglation and unloving domain, she was raised by an older lady in one of the smaller houses, in Athens, in regard to the slight distreatment she gets from her adoptive mother.. Furthermore, Beatrice longs to feel important/ truly wanted by another.

Name: Neon (Antagonist)

Age: 246

Species: Fire breathing Dragon

Gender: Male

Home Planet: Olympus (Fire of The Gods region (volcano))



Abilities:

- Fly
- Fire
- Invisibility - when ahold of the Sel-Elantris, but
- Strength

Personality: The definition of egocentric, is what defines Neon the most. He wants to be better than everyone around him, he fears to see one more powerful or in control than he is. He's very aware of his surroundings, regarding his old age. He loves to make others cautious of his power and mightiness, because it makes him feel good and prideful.

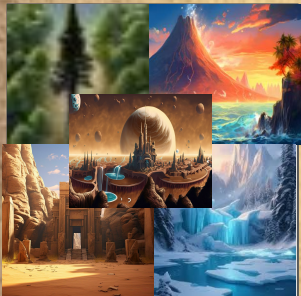
Dream(s): To be the most powerful creature in existence

Fear(s): Getting his powers taken away. (Not being in control of the Sel-Elantris crystal, because, it gives him the power of invisibility which adds on to the list of powers he wants to have, in order to pursue his dream)

Quote: "It is not my looks that you should fear, it's what I'll do to be powerful that should."

Backstory: Neon has always been a bold and bitter species. Mostly because of his trust issues with peers and promises. When he was much younger, his father went off to war, and promised to come back and take him away from their tortuous home environment, but never came back. Neon forever was indignant about that. But never knew what truly happened to his father and why he couldn't keep that promise.

OLYMPUS



The Golden Ratio: oneness, nothingness and everything at once, pure beauty and harmony.

Chapter One: The Great Explanation. In the beginning, the only thing that mattered to the people of Olympus was to keep all 5 known crystals safe in their regions where they each belong. However, when the Sel- Elantris crystal is taken from the Emperor's Soul Waterfall located in Athens, a God named Ares with great integrity to save his country sets off to find and return the crystal, to restore the harmony within the Planet, along with some great friends.

Chapter Two: The Recruitment. In this chapter it illustrates how Ares sends out letters to all of Athens. To hopefully get a team to help him restore the Sel- elentras crystal to The Emperor's soul waterfall, to abolish the tragedies that were formed, and any dangers or threats that could promote more problems from the future. However, Ares, became very shocked with the small amount of acceptors.

Chapter Three: The Start of The Courageous Mission. Ares, Seraph and Beatrice expect to go off on this adventure easily, with no disruptions, but when they lose an important item to do so they are left nothing with their memories.

Chapter Four & Chapter 5. The Adventure Through the Regions, It's about the scenery, differences, and situations throughout the 5 regions. Also, there was props, made by Neon. Specifically made to potential harm the chances of someone like Ares and his team from gaining the Sel- Elantris. The end of chapter five is the moment before the falling action where everything comes down to the Guardians and the Exousias Neon.

Chapter Six: The Difficult Decision. It's Ares up against Neon at the very top of a mountain near the Santorini volcano, where Neon holds both Seraph and the Sel- Elantris crystal, trying to get Ares and Beatrice to choose between picking the crystal to officially diminish the warps and keep the people of Olympus safe, or safe only Seraph. Or attempt to safe both Seraph and the crystal, in what seems like an impossible way.

Chapter Seven: The beginning of the End. After, Ares and Beatrice successfully safe Seraph and the Sel- Elantris crystal, they finally get justice for Artemis who was unable to do so. Furthermore, they return to Olympus as heros, and restore the crystal and harmony in Olympus and the people who roam within.

Chapter One: The Great Explanation

OLYMPUS



At the very beginning, Artemis the God, was known as the guardian of the Olympus planet. His job as the ruler was to keep the Gods and Goddesses out of harm's way.

To do so, he had to protect the 5 elements of Olympus, also known as the 5 crystals, keeping all 5 crystals safe and untouched, where they belonged in their regions.

The 5 regions were recalled as, the Mythical Waterfalls, where the Sel-Elantris was stationed, in Athens. Secondly, the Enchanted Forest, which held the map to guide those to other planets and was powered by the Theia crystal, in what was called the "Outcast Tree", and was located in the country Patras. Third, the Fire of the Gods region, where the Pyrrhus element was placed, inside of the Santorini volcano, located in Piraeus. Additionally, without the crystal in place, the volcano would erupt. Penultimate, the Theoi Tou Pagou, known as the "Gods of Ice", held the krustallo, which was ice created by the ancient Greek Gods, and was used as medicine for the weak. This region was located in Florina, the krustallo was located on Mount Khione. Lastly, the Phaethon's Tale, which is recalled as the desert region, in Chania. The crystal, phaeton, is positioned in Seth Temple. Without the crystal in its designated origin, it would form quicksand all around the Chania country.

So, in conclusion, the 5 crystals needed to stay in their regions, because of the dangers that could be created when taken.

Chapter One: The Great Explanation

OLYMPUS



The definition of egocentric is what defines Neon the most. When Neon, the dominant threat to the people of Olympus, arrived in Athens. After being very disappointed in the absence of his father. He was in great despair when he found out about the Sel-Elantris and the great power it would give him. So he was determined to gain possession of it. He even went to the extent of fighting against Artemis who was the most powerful God of Olympus, who also had his soldiers to back him up. However, in the end, Artemis and his team were not puissant enough to defeat Neon, and sadly there were no survivors on Artemis's side, including him. Neon then became in possession of the Sel-Elantris and returned to his home region, known as the Fire of the Gods. This tragic event led the Athens country, doomed. In detail, when the crystal was taken by Neon, warps were formed around Athens. Warps could be formed randomly and pull people down them. Nobody has ever survived them either. So, ever since then, the population of the country has been decreasing.

Ares is now carrying on Artemis's legacy, as the new prominent guardian of Olympus. Ares is determined to gain back the Sel-Elantris crystal and reinstate it in its rightful place, and hopefully restore harmony in the country of Athens. In doing so he is going to need the help of people who also have the same mindset of integrity as him.

Chapter Two: The Recruitment



"Make sure to stamp those as well, I have to make sure everyone of Athens gets these letters," Ares remarked, to the mailman standing on the other side of the counter. He nods.

"Not in any way of disrespect Lord Ares, but are you sure people are going to approve of this or even put some thought into being involved?" The mailman questions.

"Well it's better than sitting around and doing nothing, but I sure do hope, people will come to their senses, and realize we're due for a change." Ares tells the man. The man nods to Ares statement, along with a comforting smile.

As Ares makes his way out of the Olympian Post Office, a fresh breeze brushes his face, but almost instantly dissipates, when a young woman comes running towards him to inform him of the recent vanish of two little boys. Ares already knew the cause, just by the look on her face.

Since Artemis passed, years ago, there has been a monumental amount of disappearances due to the warps. Just enough, that Ares could no longer accept. So, Ares stayed in his castle and waited.

After days passed without a word on the acceptance letters, Ares was sure he would have to take on this mission on his own. Only to find out on a cold yet solace evening, that two people had accepted his request to rehabilitate the serenity of Athens. Ares was pleased that at least some, were up to the expedition, but disappointed in the small amount. However, Ares wouldn't let that destroy his single-mindedness in this mission.

"But father I have to do this, I can't fail the people of Athens, I must prove myself worthy." Seraph proclaims.

"I said no and I meant it Seraph. And besides you have nothing to "prove" to anyone, what makes you think you do anyways."

"Well of course you don't understand," Seraph replies.

"Understand what?" He groans back at her.

"You have X-ray vision, Joseph has teleportation and shapeshifting, and my mother can walk through walls. So please remind me what I have." Seraph said in a bitter tone. Her father looked at her without a response.

Right before she said something else, he said, "Fine. You can go. But I'm only saying this because I know you'll be in good hands with Ares." Her father replied hesitantly.

Chapter Two: The Recruitment



"I'm going and there's nothing you can do to change that, Athena." Beatrice proclaims in a nonchalant tone of voice, despite the fact that her adoptive mother yells in fury.

"You may not risk your life, to prove yourself a hero. My job is to keep you alive!" Athena says with a bitter face.

Beatrice knew the only reason Athena wanted her around was to do the work around the house and babysit the younger. So there was no matter to Beatrice what Athena said. Beatrice never felt one ounce of pure love from her. The only thing she encountered was the feeling of being a tool and doing everything she was told to do. To Beatrice going on this mission was a way out of being seen as a resource to the unwanted work by Athena.

Hours after they fought, Athena was tucked away under her covers with a burnt-out feeling deep within herself meanwhile Beatrice was climbing out of her window.

← A sudden knock on the door catches Ares attention. He wasn't expecting any visitors. →

"Hello" Seraph greets.

Ares stares blankly at her enthrall gaze, and found himself lost in emerald swirls.

Ares clears his throat, "Ahem, hello, can I help you?" Ares questions.

"Well, I got your letter, the one about returning the Sel-Elantris." Seraph remarks.

"Oh, yeah. Well, are you sure your up to this kind of challenge," Ares stutters.

"What? You think it's because I'm a girl, that I'm ineligible to be apart of this? Oh wait or maybe it's because I have absolutely no powers at all, in a world full of those who do," Seraph blurts.

Awkward silence falls, where words were lost.

Ares replies with, "Okay then... Would you like to come help plan?"

"Okay, well, I know there's only three of us, but I'm sure with the help of this map and Seraph's great strategic planning and your stealthiness, and or powers, we will come back to Athens, recalled as the "guardians"." Ares states.

Chapter Three: The Start of The Courageous Mission



"Ares? Are we still in Athens? We've been walking for what feels like years." Seraph says dramatically.

Ares takes a glance at the map and says, "Only 3 more days until we arrive in Patras," Ares says, jokingly.

Seraph looks at him in disbelief with her emerald green gaze, darting across his face.

"Don't sweat it we only have a few more hours, if we keep walking at this consistent pace" Ares says, assuringly.

"Ares." Seraph says warningly. He doesn't reply because he was so concentrated on the map in his hands.

"Ares!" Seraph yells as his foot slides down the cliff.

He slips on the side of the cliff, that below holds unknown, holding on to a branch with his life. As Ares groans, his hands start slipping. He almost completely lets go until, Seraph crawls down to the side of the cliff and grabs ahold of his arm. Pulling him up, there was a moment of contemplating, where they were both were still, just reminiscing in each others thoughts.

Beatrice comes running towards them in fright, "Oh Ares! Are you okay?" Beatrice asks worrisome.

Ares props up against the side of a rock and says, "Yeah. But I can't say the same for the map."

"Oh no. What are we going to do now?" Beatrice cries. Both Ares and Seraph look at each other, and look back at Beatrice, confused by her, and why she's in such despair. They've never seen before. As she's usually collected with her emotions.

"What, I'm not a monster, I have feelings too." Beatrice replies to their facial expressions.

"You know what? I think I might have just stared at that map long enough to remember, pretty much the whole landscape of Olympus, and how to get to the Volcano region where the bastard is, that stole the crystal. So, I think we will be okay." Ares reassures them. After Ares is stabilized enough to keep walking, they pick up where they left off. Minutes feel like hours, every step felt like they were holding the world on their shoulders, but before they knew it, they were there.

"We're here."

Chapter Four: The Adventure Through The Regions



"Beatrice, look at this!" Seraph says in amazement. In a moment of stillness, Beatrice turns around and all of a sudden, it's like everything falls into place. The light from the glistening sun, shines through the trees, casting shadows on her face, but illuminating her soul. She feels a sense of clarity, a whisper of peace, as if all of the chaos of the world has disappeared in an instant. In this very moment, she is at one with the universe, connected to everything around her, her soul is uplifted by the beauty of the singing birds that bring harmony to her ears, as their melodies dance on the breeze, and finally everything makes sense.

"Beatrice? Hello?" Ares questions, waving his hand in her face.

"Yes?! What?" Beatrice jumps.

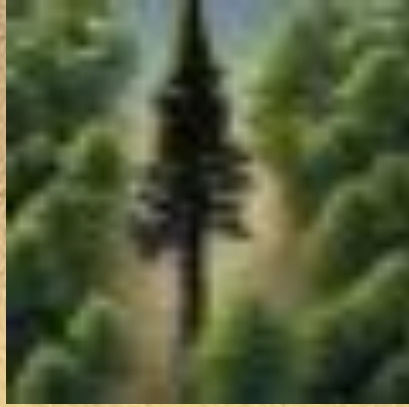
"We need to keep walking, you can stare at the scenery as we go along the trail." Ares remarks.

"Isn't it beautiful?" Beatrice pauses for a moment. "I don't understand this feeling, maybe it's the way the water dances glistening in the sunlight, I find such solace by the stream, or maybe it's the rustle of leaves, or chirping of birds, that surrounds euphony all around me, that so effortlessly seems to whisper tranquillity." Beatrice protests.

"I agree with you," Seraph replies with a smile. Ares nods in agreement. As they walk the trail, they come along an injured fox. They see all of the gruesome details, of the wound. Ares kneels down to get a closer look and turns his head to the left to see a dagger. The dagger as the name "exousía" engraved in the wooden handle. Exousia stands for power or authority.

Ares sits there for a moment not understanding who would hurt an innocent animal.

Chapter Four: The Adventure Through The Regions



Ares requests Beatrice to travel down the trail they came from to gather the thicker and stronger leaf petals, so he can use them in substitution as a bandage for the fox. After, he cleans the wound he carefully applies the leaves. It takes around an hour before they're back on track. The rest of the walk, until they get to their rest point, the only thing they think of is who and why would someone kill an innocent fox, as they are endangered in Olympus.

They finally reach their resting point, where they all take a spot on the open landscape that's roofed in by trees. The crackling of the fire made by Ares, gives off a white noise that helps them all fall asleep, in the comfort of the warmth.

Instead of waking up to the beauty of nature they wake up to a faint yet loud screeching sound, that pierces their ears. They all instantly are alarmed by this mischief and look at all directions, but with no view of a threat.

"What is that?" Beatrice yells.

"I don't know, but we better start walking." Ares says with a yawn. They walk for quite some time with the screeching practically making them go deaf, until it suddenly stops. The rest of the time they walk through the enchanted forest, they never get interrupted.

"Wait. Is that a temple?" Seraph questions as her eyes widen.

"I don't see it." Beatrice replies squinting her eyes.

"Um, neither do I," Ares remarks. As they walk along the trail, they pass the Outcast tree that holds the map and Theia crystal, without even knowing it, later on what Seraph said about the temple becomes clear as day, both Ares and Beatrice then enhance sight of the temple, that appears as if it hasn't been encountered by a living organism in decades. This pathway leads them one more step closer to their destination of their great expedition.

Chapter Four: The Adventure Through The Regions



"Don't touch that, it might set something off." Ares warns Seraph.

"Oh yeah, true." Seraph replies with a nod.

"I wonder how long its been since somebody has been here." Beatrice says as she stares ever so thoughtfully at the fresco on the stones of the temple. "Probably ages," Beatrice answers herself, under her breath. A few minutes go by as they scan the area, that says so much without one simple sound. Ares brush's dust that's been collected on a stone, as he does so, he feels some type of message engraved into the stone. "Seth's Temple" Ares reads softly. As Seraph was moving her hand along the fresco, it triggers some type of button, that opens the floor surrounding them and swallows them whole.

"Are you guys okay?" Ares asks with a grunt.

"Yes," they both reply simultaneously. One by one they get up and look around the inside of the temple, coughing as dust crowds the air. "Woah." Ares says quietly, examining the area.

"Guys, look at this." Beatrice says. Ares and Seraph make their way to what caught Beatrice's eye, that's drawn on the wall. It's not very vibrant, but the details make up for that. The image on the stones show the Archon of Phaethon's Tale desert, who was named Seth. He was the most prominent in his living, he kept all of his people safe in his country, Chania, until they were all abolished in an unknown way. "It's so beautiful, but confusing," Seraph says raising an eyebrow.. Ares turns around and sees a little figure in the corner of his eye, it's a statue, sitting on a throne made out of sandstone. He makes his way towards the statue, made by hellenes servants. The statue is a portrait of Seth, that is supposed to resembles empathy. Ares sees a flash of light on the portrait, that he instantly tells himself he needs to touch.

He grasps the shiny figure, and four arrows from each side of the temple shoot down, both Ares and Seraph are able to dodge them, but one out of the four hit Beatrice in her calf. Leaving Beatrice to wail that emphasizes a high pitched scream. No other weapons shoot nor traps, just Beatrice on the floor of the temple sobbing.

Chapter Four: The Adventure Through The Regions



Beatrice lies on the floor in pain, as Seraph holds her hand to keep her calm for what Ares is about to do. "One.. Two.. Three.. " Ares counts down, pulling the arrow out at three. "Oww!" Beatrice wails. A few moments pass by before Beatrice is able to gather herself. "Come on Beatrice you have to put some effort into standing," Ares says, as he and Seraph grab ahold of her arms trying to lift her. Moments later she stands, and they look all around for an exist. After walking around Seraph sees a glimpse of light shining down a hole, there, there is a ladder, where they make their way up. "You're doing great Beatrice," Seraph says at the bottom of the ladder helping with words, and Ares at the top pulling Beatrice up, as she attempts to make her way up the ladder. "Yes! You did it." Seraph says proudly.

After all three made their way to the top, unfortunately it led to the middle of the desert, but luckily, there's a little abandoned village, that's crowded with emptiness. They search the village hoping to find help, but the only things in sight are broken houses with broken souls. With every step Beatrice feels more and more pain. "Do you guys hear that?" Seraph asks curiously. There's a faint high pitch sound in the distance. Walking towards the sound they are then able to see the noise maker, which happens to be a camel. They walk quicker to the mammal to investigate, as Beatrice limps, with discomfort. Finally, when they make their way camel Beatrice asks,

"do you think it could carry the three of us, far enough to find a way to clean and bandage my leg?"

"I'm not sure. But we have to at least try." Ares says unsure, biting the inside of his cheek.

Chapter Five: The Adventure Through The Regions



The smell of the coldness wakens their bodies, alarming him everytime he dares to fall asleep. After 4 unpleasant hours of riding on the back of a camel, they've made it to the Gods of Ice region, where they hope to find the unknown to be real magical ice that was supposedly creating by the ancient Gods, to heal all weakened.

"How do we know if it's the right ice?" Beatrice questions.

"Well, we'll start with rubbing all the ice on you," Ares says sarcastically. Beatrice looks at Ares with a un-amused face.

"The ice is at the bottom of Mount Khione." Ares laughs. Even though it's beyond freezing, they all gained a toleration to it. "How do we know which mountain is Mount Khione?" Beatrice asks with her curious brown doe eyes.

"Trust me, we'll know. The mountain is very large compared to the others." Ares answers her curiosity.

Despite the coldness surrounding them, they find a feeling of gaiety in the preprocessing of the snow as it trickles down, landing on their lashes. When they reach a resting point the cheerfulness, fades quicker than ice cream laying in the sun, on a summer day. They very quickly lose that toleration they built, and the only thing they desire most is being tucked away in their cozy and warm beds. After a painful night, full of insomnia. Ares and Seraph are immediately awakened to the sound of Beatrice's wimpers, from the pain of her injury. So as soon as they are all awake and prepared to walk the rest of the way to finally gain the cure to Beatrice's wounded calf. Walking through the trail that leads to the entrance of Mount Khione, "we're here. Be careful around the ice, its sharp." Ares says warning them before anymore incidents occur.

Once they've finally reached the area where the ice is said to be, they instantly become engaged in the ice that shines like crystals, their eyes feel blessed to be in the presence of such beauty. Ares bends over to pick up a small piece of ice, that not as sharp as the others, more dull. He also grabs a rock that lays beside it, and smashes the ice. He waves for Beatrice to come over to him, she sits down with a grunt of pain. Ares grabs the smashed ice and rubs it onto Beatrice's wound and awaits for her response in recovery.

Chapter Five: The Adventure Through The Regions



Moments later of pure silence, Beatrice is almost sure the ice wasn't the right kind or the ice was simply non magical. "Wait! Look!" Ares says to Beatrice whose eyes are closed saddened and disappointed, not even opening her eyes to acknowledge the healing of her wound. "It worked! Does it feel better?" Ares asks shocked.

Beatrice's eyes widen, and she's in complete shock, "uhm. It feels like it never even happened." Beatrice says stunned, with her eyes squinting in a shocked expression.

As they walk along the iced trail, they basically skate the whole way out. "Woah!" Seraph says as she slips, falling straight on her back. Ares quickly steps into action, questioning if anything hurts. Seraph shakes her head and lifts herself up, although her lower reer is in pain, the only thing she can think about is the sound of concern in Ares's voice.

Ares is quite a few steps ahead of Seraph and Beatrice, when Beatrice questions Seraph on a touchy topic. "Soo.. I've been around and I've seen stuff, mostly the way Ares tends to look at you, well more of an act of admiration, I think he might have a thing for you." Beatrice says to Seraph ever so quietly.

"Oh really. I haven't really noticed." Seraph says trying to avoid this type of conversation.

"Well, I sure have." Beatrice says with a raise of her shoulders. Ares side eyes them, as he heard everything that left their mouths, however he doesn't turn around and deny it, because if he did then he'd be denying the truth. Hours later, they have almost fully made their way out of the Gods of Ice region. "Woah." Seraph says staring at the huge body of water that separates them from the volcano where it will all go down.

Chapter Five: The Adventure Through The Regions



Unlike the Gods of Ice where you get so numb you can't feel a thing, the Fire of the Gods region practically burns the hair right off of your body. Seraph kneels down to gather water in her hands to drink from, only to be disappointed in the warmth of that she consumed. Now her throat feels twice as dry than it did before.

Ares walks proudly and with despicable posture, despite the un comforts of his surroundings. As for Beatrice, she can barely stand. She's slouched over, regretting every life choice. She's never in her sixteen years of life felt this physically ill. Her thoughts are consuming her, with the idea of jumping into the water, but she's always been scared of what the ocean holds beneath the surface. So she doesn't.

Over the past two hours of consistent walking, they all are completely miserable, but they push through, because they didn't come all this way just to wimp out. As they walk along the water, each wave speaks of adventure far and wide, of sailors who bravely crossed tide. The waves are steady, the rhythm of the ocean calms their frustration of agonization. They take a quick break and dip their lower end in the shallow water, to decompress. "Ares?" Seraph questions as she looks down at her feet, splashing in the water.

"Yeah?" He replies.

"Well.. I was just wondering, if you even have a plan for how we will get the Sel-Elantris back?" She asks concerned.

"Uhm, not quite. But we still have some time before we get there, so. " He says biting his bottom lip. Seraph nods with a deep inhale from the mouth, because she's sure he will think of something. "Anyhow, we should probably get going." Ares says anxious to get this long and tiring expedition over with, so he pushes Beatrice and Seraph to hurry along. They continue walking, getting even closer to Santorini volcano where Neon rests.

Chapter Five: The Adventure Through The Regions



"Ares! Beatrice!" Seraph yells with fright.

"Huh?!" Both Ares and Beatrice groan in confusion, being awoken from their slumber. Seraph points to the erupting volcano near them. In seconds, they all quickly come to their senses, and run for their lives in the opposite direction of the eruption. Panting and tearing all at once, scared everything may end right there.

"Seraph? Beatrice?" Ares says quietly, with his eyes hardly open. He sits up to see the volcano at rest, and both Seraph and Beatrice lying right behind him. He races over towards them and calls out their names. Doing so, both wake, and blink perpetually as if they don't believe what just happened. They get up and take many deep breaths, as their hearts are still racing. Even though, what just happened was insanely buzzard they choose to keep walking. Refusing to be robbed the title as the Guardians of Olympus.

By the time they get back on track with their mission, they start to hear faint and repetitive sounds. They choose to ignore it for a while, because they've had too many inconvenient disruptions. However, after hours of this endless sound, they began to feel naushated, and feel they can no longer stand this act of torture.

So after not consuming any food for hours on end and listening to the irritating pitches, they choose to search for anything consumable, that's safe. Seraph finds some type of berries on a bush, that seem edible, so she gathers enough for the three of them. Beatrice finds mushrooms sitting by a tall wimpy tree, along with a dead fish, that was washed up on the shore. Later, she then starts a fire so she can cook the fish. Ares, on the other hand, finds a live chicken, and decides to kill it, so they can get more protein. They eat all of what they've collected, without even tasting it. Furthermore, after finishing all they scavenged for they immediately fall into a food coma, and sleep around the fire.

Roaring sounds and stomping approaches the three bodies lying flat on the ground. Beatrice slightly opens her eyes, due to the vibration on the floor. She opens her eyes barely, with everything blurry around her. She finally collects herself enough to fully open her eyes and sit up. She looks over to Seraph and Ares what she sees behind them leaves her jaw on the floor. A big red dragon stands right behind them with anger stored inside.

Chapter Six: The Difficult Decision



Beatrice quietly cries for their names, trying not to bother the dragon that looks as if he's going to snap any moment. They don't hear her, so, she slowly moves closer to them trying not to trigger the dragon. She's only feet away from them, but the dragon let's out a roar. That instantly alarms all three of them. They all look up in fright, trying to remain as still as possible without making a single sound, but they worry that the dragon can hear their pounding hearts.

The dragon has a symbol on its neck, that Ares remembers from hours of reading, in the Olympian Library. The symbol represents the crest of the Neon tribe. That only now Ares has remembered, and not when they found the spear when they were in the Enchanted Forest. "Neon." Ares says under his breath, but surprisingly Neon hears him and not the pounding of their hearts. Neon looks back and forth from the three of them, and then steps closer. His breath is like sitting in front of a raging fire that makes your eyes water. He thinks quickly and swiftly grabs Seraph and flies off, and uses the power of invisibility from being in possession of the Sel-Elantris crystal. They all scream in worry and their hearts beating a million times harder than before. Beatrice attempts to use her telekinesis power to pull Seraph back, who isn't invisible and looks as if she's flying. Unfortunately, her powers are nothing compared to Neon's strength. Luckily, Neon only flew to the top of the volcano near them. Instead of the Santorini volcano, that's still miles away.

Ares and Beatrice instantly run towards the volcano, and within around 5 minutes they're already climbing up the side of the volcano. Sweat drips down their head, as they're face appears red. They climb almost to the top, leaving some space to be hidden. As they look over, they see Neon baracating his hand around Seraph, that's almost twice as big as her. As Seraph punches Neons hand and cries to get out, Beatrice and Ares sit there hidden, thinking of a plan to get her without being attacked by Neon.

Once they have fully thought over their plan, Ares runs right in front of Neon and yells his name. "Neon!" Ares prompts. Neon turns his head directly towards Ares, with anger in his eyes. Neon grabs both Seraph and the Sel-Elantris crystal and holds them over the volcano. Ares eyes widen and he doesn't know what to do. He looks over to Beatrice who is no longer in the same spot she was moments before. He turns the other way and she is not there either. So he looks back up at Neon, who is looking very intrigued with what's behind Ares. Ares turns around entirely, only to see Beatrice holding some shiny rock, that appears to look like the krustallo crystal, that has the power to heal all weak, which was one of the main elements that Neon so desperately wanted to obtain.

Seconds pass by and Neons eyes are still fixated on the crystal, held in Beatrice's hand. Unexpectedly, Beatrice throws the crystal over the volcano, which below holds another volcano. Neon immediately, throws Seraph and the crystal onto the ground besides Ares, and flies down to catch the what he thought was the krustallo, but ended up just being plain old ice from the ice region, that Beatrice had left over in her bag. Unfortunately, Neon fell into the volcano, and to his death.

Ares, Seraph, and Beatrice race over to the side of the volcano and watch as Neon sinks into the lava. Ares looks at Seraph with wide eyes, that are astounded. He also gives gives off a soft smile, because after all those years, they were the ones who got justice for Artemis. Along with all of the innocent people whose lives were taken from somebody whose selfishness consumed them.

Chapter Seven: The Beginning of The End



The Golden Ratio:
oneness, nothingness and
everything at once, pure
beauty and harmony.

About a week later, Ares, Seraph, and Beatrice have officially returned to Athens and restored the Sel-Elantris in the Mythical Waterfalls region where it belongs. Athens finally looks and seems to be the most beautiful place to ever exist, with love flowing in the air. The flowers bloomed since they were last there and the fresh breeze of the Mythical waterfalls in the air, that helps bring much tranquility to them.

As the people of Athens realized them walk through the gates they all cheered and started chanting "Behold the guardians!" All three of them looked at each other smiling, with a connection deeper than ever, knowing this was the beginning of the harmony that would stay forever more within Olympus.