

# Images of Greek Mythological Characters in "Persona" Game Series



Nyx is a personification of death in Persona. In ancient time Nyx bestowed Death and Night to the world, where she is destined to bring the Fall. After the protagonist manages to fend off the Avatar of Nyx, the Avatar shrugs the damage away and proceeds to connect to Nyx's true physical body, the moon. She descends to earth, leaving only protagonist immune to her effect, then protagonist ascends to the Moon and battles with Nyx. Nyx is in fact a living being outside reality the size of a celestial body known as "The Star Eater", that drifted space in a dormant state. This being collided with the Earth, and ended up entering Earth's orbit becoming its moon, but leaving its psyche on the surface. The "wave-like psyche" stood a contradiction to the already existing life on earth.



In order to resist the contradiction, the life forms in Earth developed a collective subconsciousness in which the life forms locked away the psyche of Nyx by suppressing its psyche with their own thoughts. Nyx's physical body entered a healing process after the colliding with the Earth form within Earth's moon. The Fall is the process in which Nyx's psyche reenters its physical body, giving back its original form, meaning a paradox for life on earth, and thus the end of the world. It's later revealed that Nyx herself is neither hostile nor malevolent, she was awakened from the sorrow, depression and apathy of humankind, believing that humans were tired of living. The guidebook says that Gods and Demons emerge from humans as another mean to defend their psyche from Nyx.

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Orpheus is the archetypal musician in literacy and lore. In a Persona game Orpheus has two forms: Orpheus and Orpheus Telos. According to mythology, he was ripped apart by Maenads for not honoring Dionysus, leaving his head untouched, this is the reason why his body is entirely mechanical and why his voice is processed through a device embedded in his "stomach". He uses his lyre as his weapon. Orpheus and the main character have the same faces. When he appears he says:  
 "Thou art I. And I am thou. From the sea of my soul I cometh. I am Orpheus, master of strings".  
 Orpheus Telos is the second form of the main character's Persona. Telos means "end" in Greek, it also refers to an ultimate purpose of intention of Aristotelian philosophy. In a Persona game Orpheus Telos appearance is almost identical to Orpheus.



Thanatos is a personification of death and mortality in Greek mythology. The depiction of Thanatos in a Persona game seems to be derived more from the earliest mythological accounts, being characterized as a grim warrior surrounded by a mantle of metal coffins. Thanatos is shown from the beginning of the game where he emerges from Orpheus. He looks like a shadow with white cloth on his arms and legs and he wields a long sword. His helmet resembles a skull. He wears generally dark clothes with a belt. On his belt plate can be seen a cranium with crossed bones. He is chained with coffins that can also be his wings by his back. In a battle he uses his sword and also light, dark and fire attacks. He occurs as ultimate persona of the death arcana, and 6 death personas are needed for his summoning.



Hades is known as the king and supreme ruler of the underworld. In a Persona game Hades' appearance is devilish, donning a dark, gothic fashioned robe and his head is completely covered, a tribute to his origin. His right hand carries a tri-skull ornament, which is a symbol of Cerberus and his lordship over the dead. His skills in a battle are related to water and darkness elements. In a Persona game Hades speaks in a very effeminate tone, reflecting his nature of being the lord of the netherworld. In the game he is the king of the dark realms, who is fearsome to behold, but is actually benevolent. When characters summon Hades, he says:  
 "I'm Hades. King of the underworld who judges the evil and the righteous alike. I am thou. Thou art I. Let us walk this path together".

"Persona" is a role-play game, which is developed by Atlus. In this game characters use Personas, who are the embodiment of the soul, the mind and the identity of a person, taking the form of demons, gods or ancient heroes from mythologies and lore of many cultures. Every persona has its own moral and judgments. All personas are born from human hearts and souls, and they help its bearer with all his deeds, no matter what they are. Personas are shown as guardians of humans and protect them from demons of other human destructive and evil thoughts and souls. Because of this a player feels that (s)he's not alone and (s)he can overcome many difficulties.

Personas show a player that most of people are more than meets the eye. All of them have their individual lives and stories as persona does. Nyx and Thanatos show that your thoughts matter, that life and deeds are not divided as only black and white, that resolve and friends can help to overcome many difficulties in life situations, that despair and apathy can burn you from the inside. Orpheus and Hades show that there is always a way to reach your dream, that our "social links" can help us to stay on feet. Prometheus shows that there are always more than one point of view, that you can not predict consequences until things are happened and you will never know what will follow them.



Prometheus was one of the Titans to side with Zeus in the great war against the Titans. In a Persona game Prometheus is a Persona with large rocks attached to his body. These rocks represent the rock, which trapped Prometheus in his originating lore. The red lines on the rocks represent the energy of fire stolen by Prometheus. In the game he is invincible to light and dark, but vulnerable to lightning because Zeus bound him to a rock for disobeying, but he also possesses one of the strongest thunder attacks in the game. When characters summon Prometheus, he says:  
 "Even if I'm to be chained to a rock, my duty is to love you and give you wisdom. The fire I have given you is your indomitable spirit".