Oasis of Fantasy

Fate Legends: Middle Eastern Myths
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1.3

Introduction

A land of dust and desert and blood. Known for war, for the resources and for how the other lands now fight over it or within it. But there was once a time when this land was the source of it all. The source of heroes and monsters, of myth and legend, of both the great men that shine in the light and the little monsters that skulk in the dark.

The Middle East has much to offer in the times of myth, much of which you will come to see.

This time, you will find yourself in one of the places and times of Middle Eastern myths, covering over four thousand years of history. From the tales of the King of Heroes Gilgamesh and his friend Enkidu as they battle against the beasts of the gods to the times of Religion and Saints, when the faiths of Christians, Jews and Muslims where birthed and grew strong. Kings and Queens reign and fall, the order of assassins is born and entire civilisations are lost to the dusts of time.

You will spend a decade, or perhaps far more, in one of these lands and times. Far more dangerous than the modern era of this world but in many ways, far more open to new heroes and chances for rewards. You'll have 1000 Choice Points (CP) to spend to assist your time here.

Locations

Choose your starting place/time from the following selections.

Sumer- 2800BCE

The beginning of it all, the cradle of human civilization in many regards. Sumeria is the land in which the King Gilgamesh made his name, becoming the first true Hero of the world and changing the course of all mankind when he refused to continue the enslavement of mankind and rejected the Gods. He and his friend Enkidu would have many adventures, bringing their great city of Uruk to the highest level of prominence, but they would eventually face tragedy for their battles against the Gods. This is the oldest time, where the Gods are still very much present in the world, and a human may not be much weaker than a magical beast. You will begin a few years before Enkdiu first meets Gilgamesh.

Egypt- 2200BCE/1310BCE/80BCE

The land of the Pharaohs, those great kings and queens who controlled the many dynasties of one of the longest living civilizations in history. Some pharaohs have been mighty rulers that have few equals, such as the legendary Ramesses II, and some have struggled to maintain their position against the influence of those outside Egypt, like the much more recent Cleopatra. The land of Egypt is a dangerous place and has remained so for thousands of years, these shifting sands hiding many dangers that have not yet been buried. You may begin at the start of the reigns of either Nitocris around 2200BCE, Ramesses II at around 1310BCE or Cleopatra at around 80BCE.

Israel- 1000BCE/940BCE

The land where the kings of biblical yore have ruled for many years. The great wise men that controlled Israel and acted as voices for their Lord. King David became legendary for both his wisdom in ruling and his lack of wisdom in his personal life, while Solomon would make a far, far deeper impact on this world, from the establishment of the Magecraft System to what his own creations would go on to do. This is a holy land and particularly affected and watched by a certain Divine Spirit. You may begin at the start of either David's rule in 1000BE or Solomon's rule at around 940BCE.

Ethiopia- 940BCE

A land much further south than many present here, one many might not call part of the Middle East at all. Indeed, Ethiopia is part of Africa but is included here for the significant role that one of it's mythical rulers played in the life of Solomon. The Queen of Sheba was the wife, perhaps one of several, of the King of Magic and quite the sorceress herself. Details on the rest of this land seem unclear however. You may begin in this land at 940BCE.

Assyria- 840BCE

Sumeria did not remain forever. It changed over time, splitting and reforming into several different lands. One such land is the country of Assyria, in this time ruled by the infamous Queen Semiramis, a woman ruler in a time where such a thing is nearly unheard of. Despite her unconventional position, and the rumoured ways she got it, Semiramis becomes quite the exceptional ruler even with the country she rules being so chaotic at the time. You may begin at 840BCE, around the time that Semiramis first takes over the throne.

Persia- 370BCE
The great empire of Persia, under the rule of one of it's most notable kings, Darius III. A place of great wealth and powerful armies, it was this land and king who clashed against Alexander the Great during that legendary general's attempt to conquer all the known world. Your time here should you choose this location will be in 370BCE, during the reign of Darius himself.

Israel- 10CE/270CE
A time that is certain to be well known. The years when the saints began to appear in great number, particularly around the changeover time. Israel at the beginning of the Common Era, when the Messiah named Jesus Christ was travelling and spreading the word. It is here that heroines like Saint Martha had their beginnings and within this time that men like Saint George would have their roots laid. You may begin here in 10CE, roughly, and may find yourself encountering a young Messiah travelling through this land. Or you may choose to begin in 270CE, when Saint George would make his legend against the dragon and eventually travel to Israel.

Iran- 700CE/900CE/1090-1275CE
Great Iran, the sizeable neighbour to much of the east of this area. There are many stories in this land to choose from. Scheherazade, the mythical storyteller of the One Thousand and One Nights, lived in terror during the general period of 700CE, while the great archer Arash liberated his nation from invaders in a great war during 900CE, eventually at the cost of his life a few years later. The Hashashin, legendary assassin brotherhood, was first formed in 1090CE and would continue to operate all the way until 1275CE. You may choose to begin at the beginnings of Scheherazade or Arash's journeys or begin at any point from 1090CE to 1265CE alongside the Hashashin organisation as it goes through it's creation or the changeover of leadership.

Optionally, you may choose to stay for longer than ten years. Whatever point you start at, you may choose to stay all the way until 1275CE or at any point before that year. If you choose to do this, you will always be inevitably drawn back to the Middle East, via one of countless methods or reasons, to be part of the major events and stories that go on here, at the very least being here to witness the presence and some of the feats of the various Heroes of this age, though you need not get more involved than that.

Alternate Timeline

By default, you are in the canonical history of the Fate setting in these times. However, the following options present alterations that can be applied during your time here, often representing certain alterations in historical choices. One or more may be selected, potentially resulting in entirely new choices from the combinations.

Embedded Keystone

When the Gods decided to create a link between the divine and the mortal, they created Gilgamesh. But in this time, they possessed greater foresight in their creation and were careful in how they crafted their chosen tool. A more pliable and loyal tool, the result of which was a hero king who sought to accomplish his purpose and keep humanity closer to the gods.

The results of that decision were immense. Over time, the divine has only grown closer too all things on Earth and the world is far from approaching the common sense of man. Magic, beasts and the gods themselves remain present in the world for thousands of years after they would normally have left. Humanity is certainly an important part of these lands, ruled in a glorious and vast kingdom by the seemingly ever youthful Gilgamesh in service to the Gods, but Humanity is not the centre of the world anymore. They are greater than in the modern day, in some respects, but it is always at a step beneath the gods that rule the world.

The Gods range in manner, from those who seek to co-exist with humanity and other creatures normally or act as benevolent benefactors to them, to those who remain distant and uncaring for humanity save that it does not lose it's place or threaten them, to fouler beings that destroy and bring chaos to those beneath them. King Gilgamesh and those he chooses as aides mediate between both sides, pacifying rampaging gods and rebellious humans alike. An uneasy peace at times but so far, a consistent one.

Seventy Two Demon Kings

When King Solomon passed, Goetia and the other Demons that Solomon created were left abandoned. Long having despaired at how humanity suffered, they would seek to help humanity in a plan that required the destruction of all of history.

In this timeline, Goetia managed to be somewhat more reasonable about how to help humanity and decided that instead of wiping the slate clean and starting again, the demons would devote themselves to improving the lot of man as best they could in the present situation. With the knowledge of Solomon and the efforts of all the demons together, they might even have succeeded.

The end result of Goetia's efforts is that the common sense of man has been altered at its' core. Humanity has come to accept magecraft as a natural part of itself, of the world that they accept, and thus it flourishes. Magecraft has become as ubiquitous in this time as the written word or the sword and shield. Every child has the potential and most have some learning. The Demon Pillars have spread across the world, organising it into seventy two regions that each one administrates. The goal of helping humanity to be happy is shared but at times translated differently, depending on the demon, or even forgotten for a time for a pillar who might grow corrupt.

Magecraft's acceptance has had enormous changes to the world, altering many facts such as mystery and how science interacts with magical events. Almost like a brand new system, it can be dizzying to attempt to understand. But magic schools are widespread and even the pillars themselves sometimes take on apprentices. Despite this, there are some humans who do not look kindly on their demonic stewards and many olders beings, on the other side of the world, who wish to undo this alliance that dominates the timeline.

Black Pharaoh

There are beings outside of the world, outside of existence, in the little slivers of nothing between spaces. Creatures who have not yet exerted much influence on the world but seem poised to enter at any time. At one time, an author wrote about these cosmic beings, unaware that the fear he put to paper was all too real. In another time, one such being took an avatar in America and almost pierced through the veil.

But in our time, it is an event in Egypt that takes the stage. A new Pharaoh has risen in the lands of Egypt, a Blackened thing that cannot rightly be called a man. It spreads a foul taint that reaches across the middle east, summoning strange monsters and eldritch illness across the land, only spreading further with time. One of those cosmic beings took a foothold on earth, not seeking to destroy or corrupt it fully. Instead, this being seeks amusement. So it has changed the world, in it's own area, to have something else hiding behind the curtain.

The trickster of the outer beings has taken Egypt as his home and turned these lands into the sort that Lovecraft will way day describe, a land filled with monsters and cosmic events which even a hero may struggle to withstand.

Galgamesh

The Hero Queen rules her ancient lands with an iron fist, tempered only by the efforts of that strange girl that came from the wilds to become her closest friend. A twist in the art of the gods resulted in one or more of the famous figures in these various eras being women rather than men, or men rather than women. The exact extent of the changes this timeline has wrought is undecided as yet, left to you to see personally. Perhaps only the Hero Queen is altered or maybe every great figure of these times has been changed.

Origins

Any of the following origins can be taken without having background memories or any pre-existing place in the world.

King

A royal personage, title or not. You were born into the highest station among mortal beings, the heir to a king or queen of your time, perhaps even already a ruler in your own right. You have a destiny you believe, to rule over others and lead them to greatness. Or to use your power, status and wealth to live in luxury and pleasure while everyone lesser than you works for the privilege of serving you. Your fate and the fate of your kingdom is yours to choose, that at least is your right as a king.

Holy Person

Men of faith are quite common in these times, though faith as powerful and pure as yours is still rare even back now. You are a holy person of a religious order, following or belief. A priest of the Christian doctrine, a wild man serving sacred spirits of nature or a chief devotee of one of the ancient Gods of Sumeria. There is little limit to the variety present but what is shared is that you are a holy person with quite the militant focus. You may not spread your faith through violence but you are well experienced in defending it with force. Maybe that experience might soon catch the eye of your Gods.

Sorceror

The arcane powers thrum and throb in your soul, crying out to be used. Unlike many, you do not lack the methods to make use of them. This is the Age of Magic after all. You are a Sorceror, one of the great magicians of the world. At least you believe you have the potential to be one! Looking at your talent, your smarts and perhaps even your fate, maybe that might not be an unachievable goal either. Throughout these times, there have been many great wizards and witches, as the mystery of these ancient ages leads you to prosper with ease.

Dark One

For every great hero, mythical saint and legendary magician, there will exist a darker character in these old tales. The spies that bring down nations with their treacherous ways, the assassins that slay kings in their beds, even the tortured and downtrodden souls who suffer and rage against the terrible fates they've been handed. You are one of the people who live in the dark side of this land. Perhaps a member or ancestor of the Hashashin brotherhood, a terrifying organisation of assassins. Perhaps a child imbued with demonic spirits, looking for vengeance on those who made hurt you. Maybe just a monster in a human body, looking for power, wealth and anything else to satisfy those dark desires in you.

Your age is 13+3d8. Your gender is whatever it was before. Either of these may be changed for 50CP each.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

An Age of Gods- Free

The Age of Gods is certainly a time to be alive. Humanity is far from as weak as it will become in the modern era, so you will require a suitable body to these early times. Should you be born later in this world's life, after the Age of Gods has ended, you will be quite the anomaly. A human with a body from the Age of Gods yet born in the latter ages.

You have the physical and mental capabilities that any modern human would believe you are superhuman. You can tear through the stone or metal of the modern day without much exertion, perhaps even lift a tonne of weight over your head, and certainly outrun any horse. You have magical power unlike what appears to those who use magecraft, as you do not have magic circuits. Instead, through your body runs pure magical energy, allowing you to much more easily manipulate your own energy and that of the world around you. Of course, such a thing requires training to utilise to any real effect but once you have that training, there is no modern mage not considered a freakish prodigy that could level with you.

As befits a time of myths and heroes, you will be assured to be at least somewhat attractive and it is possible for your body to grow to somewhat inhuman degrees, though whether that manifests as being eight feet tall and bulging with muscles or the sort of beauty normally seen only in the depictions of fertility goddesses in the temples of Babylon…that's still to be decided.

Arabian Kniiiiiights- 50

How terrible to leave the flavour and air of these lands behind. But this can make them a much more permanent part of your adventures, a perk that allows you to cover over your lands and properties with the features of various times and places covered in these Middle Eastern legends. Lands of honey and spice, where gold and sand are plentiful in equal measure. The heat that rains down from the sun is only encouragement to wear breathy, airy, transparent strips of cloth. You can change these aesthetics specifics and toggle them on or off as you please.

Just Let Go- 100

There is an end to everything but few things have the luxury of deciding when their end is to come as you do. You can hardly stop yourself from dying if someone were to kill you, not with just this option, but you now find that you are always aware of a trigger of sorts within your being. A trigger that can only be pressed when you willingly wish to without external influence. Depending on how you focus, this trigger would allow you to do one of several things. The first is to return you to a human state, returning any abilities, blessings, powers or even those strange abilities you've brought from other worlds to their original owners. Once done, you cannot retrieve them through this but will not possess them yourself either.

The other method to make use of this ability is decidedly more final. Fully pressing this spiritual trigger under your own free will enables you to end your own existence. Body, mind, soul and the very concept of your being will cease to exist, in both this mundane reality and any other. A full and total cessation of being. This final measure surpasses any block or prevention, always giving you a way to let it go and have things all come to an end for yourself. And hey, despite how scary the idea

might be to cease existing, you have a feeling that there is a special place of peace waiting for you for when you finally make use of this.

Gods' Eyes- 200
Two eyes which trace their descent to the heavens themselves. These Mystic Eyes you possess have a divine heritage, sometimes only found in the eyes of actual divine spirits. Terribly useful however, as the Gods' Eyes give the power of true Clairvoyance to their wielder. Looking into the past and the present is possible, a few hours when directed at first but years are possible with less control over what you witness. With practice, the accuracy of your visions and the distance you can watch into will grow. Precognitive visions are not set in stone and even witnessing the future can cause it to begin to change.

These two eyes are additionally able to understand the true nature and form of whatever they see. A divinity posing as a mortal will be obvious to your sight, a shapeshifted creature has their real appearance imposed slightly over what they pretend to be and a dishonest man will clearly be so to you, though you will not detect what words are lies or truth directly.

Age of Monsters- 100/200/400/600
In the Age of Gods, humanity is just one of many great kinds of creature. Far from the rulers of the planet, they share with many powerful creatures. Some as intelligent as they, some relying only on raw power and strange abilities to get by. At times, these creatures can even mate with humans to produce half-breeds with traits of both, a not uncommon sight in ancient times. The following perk offers several different tiers to represent different species that you may become a part of.

Half Blood- 100
You are the product of a human mating with a monster of some kind, an inhuman creature. Djinn, dragons, demons, spirits and many more have all taken part in this practice before. Most noticeable are the physical traits it's given you, as you appear as a human with several monstrous features. Large fluffy ears and tails, scales across your limbs and horns from your brow, that sort of thing. The powers you gain are relatively minor. The child of a Djinn might have limited clairvoyance, a resistance to the elements and the powers of spirits, as well as somewhat increased magical power. Some of these powers could be improved in time, especially with magical knowledge, and some may not.

Inhuman- 200
Having left your humanity behind, you take on the form of one of the weaker monsters. At least for the Age of Gods. Skeletons, animated with unholy green fire and with strength well beyond what any ordinary man could hope for. Minor elementals who can naturally use element magic at a expert mages level. Even a Dead Apostle, a newly created vampire of notable power and potential. Abilities gained here can be useful and numerous but any decent hero would likely slay you easily enough, without more time for you to grow.

Deadly Creature- 400
The tier of the Divine Beasts and similarly powerful beasts, creatures looked back on in awe by those from the modern day. Lesser dragons like the Tarrasque which possess great strength and near impregnable armor. Demons of the desert which even the Hassan often fear to tread near. Powerful sphinxes who's starry bodies can threaten entire armies of trained soldiers. Powers are potent and

notable even in the Age of Gods but not without limit. Defeating you would be a feat worthy of legend but still a possible one, albeit very difficult, for great warriors and wizards.

Living Disaster- 600
The peak of monsterhood is reached at this level, where one poses a threat to entire countries even when united against you. True Dragons, whose breath can wipe away nations and act as limitless mana factories, or terrible divine creatures such as Gugulanna, that are used as weapons of mass destruction even by the gods themselves. Enormous power is available through this option, with a wide range of potent abilities being the norm.

Unified Language- 300
The language of ancient Babylon, perhaps even a time before it. A tongue that originates since before the Tower of Babel was created, supposedly the language that all of humanity once shared. Perhaps it was so in truly ancient times but Babylon itself was not quite so impressive. Regardless of it's true origins, the Unified Language speaks truth and it cannot be denied. Humans who hear the language cannot deny what it says, even should the speaker of the Unified Language be ordering them to kill themselves or commit atrocities on their own families. To deny the truth of this tongue would be like denying one's own existence as a human. As a learned student of this language, you essentially have the ability to perfectly hypnotise any human being, as your soul resonates with the source of humanity as you intone the words. However, even the slightest bit of inhuman nature to a person will allow them to mount a resistance, such as being connected to a inhuman entity for magical power or having a monstrous ancestor, and significant inhumanity, such as divine heritage or having altered one's body and soul with magical experiments or being the vessel of a divine spirit, can allow total immunity to the first language.

Divine Spirit- 400
The divinities of this era have lost something from what they once were, when they had their own fleshly forms. But a Divine Spirit is a terrible thing even in lesser form, a titanic force that only the greatest heroes would disobey. You are a powerful Divine Spirit, similar in scale to Ishtar or Ereshkigal. Like the famous story, you have the power to destroy whole mountains, using your body or your magical power. However, perhaps due to being less greedy than Ishtar, you are quite a focused God when it comes to your Authority. You possess a single Authority through this option, operating at the same scale as your raw power given above. Further notes on how Authorities work are given in a notes section at the end of this document.

As a Divine Spirit, you are without age and have likely been alive for thousands of years. Thus, if you wish, you can be an established part of one of the pantheons or religions present in your time in the Middle East. A Goddess of Sumer who helped raise the young Hero King or feuded with Ishtar over rival love. An Angel of the Lord that would begin to emerge as the years go by.

Stella- 400
Few men are born to wield the bow and arrow as you, to the point of favour from the Gods and Goddesses of war. Just seeing your skill is a sublime show to please even their jaded minds. Even in the company of heroes and monsters of these ancient ages, rare is that which can dodge an arrow loosed by you. The art of bowmanship is more than just the physical act as well, as you are capable of several magical feats in this regard. With any loose physical matter, you can instantly transmute that matter into the shape of an effective and usable bow and/or arrows. Magical energy can also be used in place of arrows, stunningly effective at this even, as small amounts of energy form into

boulder shattering attacks. There is no upper limit on how many arrows you can fire at once from a single bow, so long as you can either hold them all or supply enough magical energy. The Great Arash could fire ten thousand arrows of magic at once, blotting out both the sky and the lives of entire armies in a single attack.

Magical arrows are the path towards the final technique offered by this perk. By burning into the very core of your being, you can unleash a final technique with a loud cry. An arrow capable of vastly more than your ordinary ability might allow for, this is the same shot that Arash used to carve a twenty five hundred kilometer long trail between would-be kingdoms. A vaporising laser-like shot that would annihilate whole fortresses, terrible beasts and burn through even a Dragon's hide for the length of it's shot. While Arash was scattered to the winds by this feat, you are able to just barely survive performing this attack once every ten years, though the act will still leave you unconscious.

King

AUO- 100
What a shining body appears before our eyes. An appeal that reaches across all interests, genders and even species, a charm that is almost impossible to resist, an allure that tempts even the angels to come down and worship at your feet. Your body is like that of perfect golden statue carved by all the Gods of Beauty themselves, unparalleled in form and unmatched in quality.

Whether you wish to be classically beautiful or handsome, adorably cute, dangerously seductive or some other form, you can be assured that this will standout even beside the divine. Your beauty maintains itself, repelling any attempt to dirty or degrade it, and it is such that others simply do not think to even try to apply prejudices based on gender, age, race or other factors to you. Your beauty is such that they cannot comprehend debasing you with such mortal concerns.

The Seat of the Pharaoh- 100
All should hold a healthy respect for the throne and those meant to sit upon it. Sadly, throughout history, there have been many who have sought to control and abuse that throne and the kings and queens who reign from them, some factions debasing that seat of rulership entirely. You have become quite adept at seeking out these kinds of people, sensing rebellion, betrayal, discontent and uprisings in the making from throughout any kingdom you rule. You sniff them out as easily as a bloodhound does blood and find it even easier to reveal them to others, to plan out their demise and then carry out punishment or destruction of these irksome groups.

Truly, the only foe that has a chance against your reign is one that approaches with force from the front, as none others will have a chance at gathering power in hiding.

Born For It- 200
The place among the kings of legend is now almost assured to be yours. Few rulers of humanity have the natural talent for the job of being a lord that you do. Your sheer talent, skill and level of knowledge in all matters related to being a ruler, from the management of your people and resources, to the leading of armies in wartime, to the handling of nobles and other powerful factions within your kingdom, is incredibly high.

Any kingdom under your reign, barring exceptional circumstances, would be assured to prosper and become quite well known in history, though with just this it won't become a Babylon or a Rome. However, you will find that as your personal power and wealth increases, so too will both your skills as a ruler and the popularity you have with those you rule over as you grow, though this popularity can be harmed depending on your actions.

Can't Wait To Be King- 200
Even before you took the throne, other people knew with complete certainty that you were born to be a king. How else could you act the way you do, with such brazen confidence? Your will is fitting for any hero king, being unbent and unbroken even when faced with All The World's Evils, and this has translated to complete self assuredness and self awareness. You know who you are, why would you have reason to doubt yourself for that?

It has also given you a close assessment of your and others position in the world, both in a total metaphysical sense and in regards to any social circles or hierarchies you are part of, useful should

you wish to move up in the world. Finally, you will now find that having an ego or possessing pride and arrogance is no longer such a bad thing in the eyes of others. If anything, your great ego will only see to boost your overall charisma with others further.

Gods Above, Gods Below- 400
The world above and the world below have both already declared that your kingship is a divine right, how could any man deny you your rightful place? But some still shall try and to punish them, the spirits of the skies and the underworld have seen fit to empower you greatly with their natures. You hold great powers over the sky, the underworld and the aspects connected to those things. By the expenditure of magical energy, you can easily accomplish terrific acts. Just creating tornadoes and sandstorms or bringing forth massive clouds of rot and disease are simple things. Summoning spirits of the wind, raising an army of the dead to heed your commands, even opening a gate to the underworld or taking command of beasts that are connected to the skies is possible.

However, you are only somewhat experienced in the uses of these powers and it will take time to go beyond the basic and intermediate physical uses of your powers.

Sovereign- 400
Every thing under the sun is destined to come under your rule, in your mind, and thus there is no possession that should be excluded from your use. You have a great blessing in regards to items of power where their use comes to you as naturally as if you were moving your own fingers. Any magical item works with you as you hold it. You realise how to use these items as you hold them, their functions and attributes becoming clear in your mind. The arcane objects do not harm you as you hold them and even bow before your right to use them, allowing you to bypass any restrictions on their use.

As you hold them, you will see that you quickly master their use as well, taking only a few days before you can use them as an expert would, in almost any situation. This skill can often be applied outside of the magical tool as well, as mastering the use of a magical blade in combat could surely apply at least somewhat to an ordinary sword as well.

Sha Nagba Imuru- 600
A mentality as bright and all encompassing as the light of the sun. That mind of yours is omniscient or so all your fallen opponents claim after you effortlessly bested them. Your mind is divinely advanced, utterly brilliant in intelligence, memory, adaptation and more. When you look upon the world, you see the truth of things, receiving endless seas of information from anything you can perceive. Only that knowledge that is obscured by magic or so improbable as to be only possible through the highest act of sorcery is immune to your powers of detection and deduction.

Your ability to calculate information and predict outcomes is so great that you can predict with near total accuracy the path the future will take, only failing with the intervention of beings or events beyond your comprehension. And even beyond that, when you set your mind to making a plan, even the ranks of the divine will find that they can barely realise what has been set in motion, much less resist your plans. Some may even believe that any loss you actually suffer is solely because you desired it. Or perhaps because you grew too arrogant to believe you even had to think to see victory.

Two Thirds Divine- 600
Unique blood runs in your veins, as you are the child of a God and a Demigod. Two-thirds divine and such an occurrence was no accident. Like the King of Uruk, you were a project by the Gods, designed to be as close to perfect for a mortal being in body and spirit as they could achieve. That body of yours is extraordinarily powerful, though it is not quite the level of certain kinds of beasts that may be encountered here, it can still result in the destruction of cities and mountains should you grow careless in your brawls. While your body may lack slightly in raw power, your magic more than makes up for this. You were not yet given any knowledge of magic but the ocean of energy that floods from your being at all times means even the smallest shreds of magical knowledge can be turned to terrifying effect. Even the ancient dragons that can be found in these early times would find their energy stores can only barely match your own and your magical energy will grow in quantity even more over time.

Your position as a two-thirds divine being has also seen you take on a role as a mediator of sorts between the divine and the mortal. For Gods, this appears as a unexplainable fondness and desire to work with you instead of acting against you. For Mortals, it is an unnaturally powerful charisma that swirls around you, affecting humans almost as if you were casting spells on their minds. Should you spend any time around other people, this is likely to see you almost trip into becoming a ruler of men and a prophet of the gods.

Collector- 800
Gold as far as the eye can see. A endless sea of treasures, like an desert where every dune is a mound containing the legends of a hundred different tales. Before you is a great golden portal in the air, within which these endless treasures constantly shift and swirl before you. It is like a Gate, one that leads to the source of so much wonder. All that you can see is now yours and it is even more valuable than you might think at first.

The power you now possess is to be the Collector of all of Humanity's creations. Every invention, every making, every forging, every last creation that mankind has created, is creating or will create is found within this endless vault of space. However, this only applies to singular creations. Any mundane and magical weapon or vehicle or potion or book or armour or anything else in that vein can be found present in here. However, outright locations cannot be found. While one may find the individual buildings in a city or collective fortress, they would not find the city itself. Nor will the vault contain things that are merely slight alterations to non-human objects. A mountain that has a castle on it or a stone stuck to a stick. Mankind has created a great many things but for it to apply to your vault's contents, it must be wholly a creation of man. A metal blade might be made from natural materials but it has been shaped and altered thoroughly through human processes. A last note on the contents of the vault, is that anything retained within it will not be harmful, even if it normally should be, to the owner of the vault while within this space and that you are able to use anything within this space, regardless of the normal conditions some magical items may have for their users.

You can summon the vault's portals with a few moments concentration or through the turning of one of several golden keys from within this vault that you can obtain. These portals can be made anywhere within your sight range, even should you not be looking where you form them at the moment, and are very quick to open. While you do not know the exact nature or presence of everything within the dimensional space, you can instantly call anything from the vault to your person as you wish and search within it for anything that fits any kind of specifications you have in

mind. With just a thought, you can even organise the space and it's contents however you might choose. Setting it up as a great golden museum instead of the endless desert of treasure, for example.

Once you have opened the portal to your vault once, you can freely continue to open them at an incredible pace within your range, even dozens at once or enormous portals through which an entire castle could pass. Through these portals, you can bring forth anything within your vault, no matter how large or how far in. You may also choose to fire out things from within the vault, with the maximum speed that you can do so rising with your magical power. Even at a base level however, you can fire the smaller objects within at the speed of sound. Anything that exits the vault can be instantly retrieved with just a thought, replacing it within the vault due to the effects of an artefact. Due to the same magical item within the vault, anything that is sourced from the vault originally will slowly repair or, if destroyed, reappear entirely within the vault over the course of a few days. Items made for single uses however will not repair or reappear.

The final and perhaps most notable attribute of this quality of yours is that your vault has not ceased growing. While the space only draws from this current timeline and world, as you travel to new worlds or timelines, you will find that the space you have access to will fill itself with all the achievements of humanity from each new world and timeline at an instant.

Holy Person

Crusader- 100
Holy wars need warriors to be completed and you were foremost among the warriors that joined those great journeys. You have a deep level of training in a variety of forms of combat, enough to let you easily stand out from any army of these ages as one of the more notable fighters. You were trained in the use of several melee and ranged weapons of your time period, good enough in them to fight lesser monsters and groups of soldiers on your own, and you have a surprising talent for a somewhat strange form of grappling. Quite the flashy sort too, judging by all the suplexes.

But offense is far from your only skill, as you were educated on the defense of the body and the soul. You know how to wear armour and use shields even against creatures far stronger than you, as well as how to guard your spirit against the influences of lesser evil beings through faith and religious incantations. Apparently, you have quite the affinity for the spirits and gods of one religion of your time. As a potential part of one of the many crusades, you are well aware of both the scripture of your religion and find yourself capable in spreading that to others open to the idea of a new religion.

Divine Harlot- 100
Sometimes wars, even ones of a holy nature, are not won through faith and steel but through silk and flesh. A seductress who brings low a great general before a battle can be worth a thousand warriors. Perhaps you were trained as one of the divine harlots of Babylon, maybe you just have a natural talent, but your skills in the bedchamber cannot be denied.

Not only is a night with you the stuff of myths and legends, you can even change those you lay with in some cases. Should you charm and bed a creature of inhuman origin, you will be able to slowly transform it in mind and body to become human. It may lose something in the process, most often the raw power it may have had as a beast, but your company allows it to rise above the wilds and join civilisation.

Mind of the World- 200
The mind is not limited to just the body, not for you. There is far more to perceive than just what a man can witness with his five senses. You feel the world around you as if it were part of your body, your senses freely extending throughout this living planet. This is a mystical awareness that gives you total and constant awareness of the location of everything within ten kilometers of your current position. From every living organism, from a human to an insect, to the various kinds of dirt and stone that layer the ground to the water itself and how it's waves caress the land. Even the magic in the air or the technology that man creates is subject to your awareness, as all is part of the World even if it is not part of nature.

Your awareness gives you the location and a small amount of detail on what each thing is but if you lack knowledge about what something is, such as some new invention or magecraft of mankind, then you will only receive these first vague details. Greater knowledge of these topics will provide greater awareness of specifics, as will greater magical power increases the range of your awareness.

Draconis Destruction- 200
People have been telling tales of you, the dragon slayer that wanders from town to town, slaying the satanic beasts that torment them. Perhaps not entirely true, you've not yet met a true dragon, but you have slain plenty of mighty draconic creatures so far. In fact, you've slain so many that it's begun

to affect your being. Your attacks tear through draconic beings like they were made of paper, ignoring their resistance to physical and magical blows and even ensuring that these wounds stay unhealed for lengthy periods of time. Your very presence is enough to unnerve even true dragons and lesser creatures will fear terror well up in their hearts, should you intend hostilities.

Curiously, you also have a curse of sorts that allows you to transform other living beings into draconic creatures, activated by focusing your mind towards a being that you are in contact with. It seems like a way to make them vulnerable to your powers but perhaps certain folk may find other uses. Finally, you also have the ability to detect if a being is good or evil according to the rules of the religion you follow, though surely no dragon could be anything but an incarnation of the Devil.

Voice of the World- 400
As one sees the world through their mind's eye, they may also become able to command the world through the voice of their soul. Something even more primal than the unified speech of mankind, the Voice that you now speak with is something entwined with the very heart of the World. The simplest use of your Voice allows you to communicate with and understand animals, plants and even the dirt you walk on or the air that you breathe. Should you put more force into your words, you can command the world, moving the air to create tornadoes of force or asking the earth to rise into the shape of great fortifications.

Pouring forth your heart and roaring or singing with your Voice would allow you to shake the heavens and split the seas, even warp the localised laws of physics itself. As your overall power grows, your presence in the World shall grow as well and what you can accomplish with your Voice will raise to match.

Saint of the Shield- 400
Faith alone cannot protect someone from all the evils that are present in this world. Believing that you cannot be harmed because you are faithful is just arrogance dressed in religious finery. But believing that there are heroes who can stand up to those evils? Perhaps even faith that you could protect others from them? That's some true power. You have become a nigh-invulnerable fortress. Your body is now hundreds of times tougher than it would normally be, such that a normal human would be impervious to anything short of a powerful wizard or magical warrior. Your resistance to the foul sorcery of witches and dark beings is now such that only the Grandest wizards will be able to affect you. Even should you be harmed, your body can continue on through any battle.

Even starving, exhausted from a week of battle, with your skull split open by an axe and your body barely holding itself together with mere threads of flesh and bone- you would not break nor bow nor cease to fight at your fullest capability. There is yet work to do in the name of good and if you fell here, there'd be one less hero to save those in need.

Body of the World- 600
The flesh of man can't match up to the clay of the gods, the very material that you were painstakingly crafted from. Mighty in a way that man can never truly hope to match, you have a physical form that only the Gods themselves surpass. Your fists bring ruination to entire kingdoms should you use your full force and even bolts of lightning seem to lag behind your sprints. Even when foes appear that can harm your impossibly hard body, they'll find that your claim of being made from the Clay of the World is no lie. You are not only strong and fast and tough but also able to freely control the divine clay that makes up your form and even turn the World around you, anything

short of independent sapient creatures, into more Clay for your body to use. You can instantly turn yourself into a hulking monster or a enormous weapon, you could gather the earth for miles around you to form it into a hurricane of hundreds of thousands of powerful stone blades that are directed by your will alone.

So long as there is matter nearby that you can use, you will be able to reform yourself so long as your soul remains intact. All of this is purely your natural abilities and adding in magical energy will allow you to empower your body far further, enchanting the weapons you craft from the dirt or perhaps even unlocking stranger ways of connecting to and shaping the world with your body.

Divine Protection- 600
A Messiah in the making. You're the sort of person they're going to have a whole lot of arguments over if you're not careful with your gifts. You see, God has a fondness for you. Or at least the force that some might associate with God. It sees you as something similar to a child even and favors you thusly. The laws of what is possible and what is not hang loosely in your presence, allowing you to accomplish literally impossible things with enough skill, effort or luck. Miracles, they're apparently called, and even beyond that you seem able to effect minor acts of God just by willing it. Walking on water or parting a sea, turning water to wine or healing the sick, even bringing back those who have passed on recently to life.

Of course, this favour manifests in more than just magic tricks. With the Counter Force that supports those chosen by God, you find that you are rarely alone when opposed. Guardians appear to aid you when you are attacked, massive amounts of energy can appear within you even when you believe you have emptied all you have to give and there are certain places that are no longer guarded to your movements.

Fleshly God- 800
A mere worshipper? How blasphemous, implying a true God of this world would ever bow their head to another in supplication. Certainly not you, as you are an existence that may not have been seen in this world for a very, very long time. An enfleshed God, a true and original form of what are mere Divine Spirits in the later days of this world. A being of incalculable power and, perhaps, a similar level of arrogance.

The base of your power is terrible indeed. While you may not possess the sheer versatility of some of the other great beings to be found, you are nigh-unmatched in raw power, be it physical or magical. The destruction of an entire continent would not require every bit of your power, just a great deal of it, and it appears that the wells of energy you draw upon for magical uses are similarly vast in scope, replenishing far quicker than most mortals would see due to your divine nature. Befitting your power, you need not remain in a human form. From a enormous, demonic dragon to a mechanical alien, the Gods can take many different shapes and sizes, as you too now can. You may design with very few restrictions your new physical form as a God.

But brute power is far from that which makes you a god. That would be your place in the world. As a true divine entity, you are the very highest class of natural spirit of the World. The World may not love you but it certainly treats you as one of it's most important agents, something that appears to carry over to future worlds to some extent if you continue to act in your role. Alongside this place as part of the World are your Authorities. The areas in which you have the right to govern and command the World, what some may call the Domains of the Gods. You have three in total, for too

many Authorities can cause divine beings like yourself to undergo unpleasant transformations of the mind and soul. An Authority of Fire would grant near total control over fire and things linked to it, such as summoning blazes that envelop entire nations for years without burning out, igniting fury in the hearts of men or enhancing the results of any forging efforts, along with likely countless other potential uses. An Authority of Magic would allow for the manipulation of enormous amounts of external magical energy, even within others, so that the God could easily defeat all but the greatest mortal magicians, though the Authority may not be capable of much more than that due to it's breadth. The more broadly applicable that Domain is for any one God, the less depth of power it will be capable of doing. Domains after all, are not dependent on your personal power. You are merely commanding the World to change and it thus becomes so.

You are somewhat unique amongst Gods, having a certain attribute more commonly associated with the terrific creatures that were Gods even before humanity began to worship them. Like these beings outside of the Human Order, you do not depend on the worship of humanity for power and neither would you change if their beliefs about you do change. You may optionally rid yourself of this protection, allowing you to gain power as humans devote more faith and belief towards you but this will also open you up to changing based on their beliefs. You might change in physical appearance to match what your devotees consider to be the divine appearance of their God or even change in personality to fit what your cult believes is true about you.

Check the end of the jump for a section explaining Authorities in detail.

Sorceror

Magician of the Early Ages- 100/600
A magician is nothing without his magic and like many in this divine age, you're quite the caster of spells. You're an experienced magic caster, both in a range of half a dozen or so scholarly disciplines and in how to put your magic to use in combat, even against entire squadrons of soldiers at once. Certainly, this basic command of magic that you have would seem unbelievable to people in the Common Era, much less Modern Times.

What's better, you have a natural gift for interfacing with the world directly and find that spells that communicate with or otherwise directly interact with the world are significantly better in your hands. You also find that you are generally quite skilled when it comes to riddles and word games with others, rarely meeting your match.

If you are instead willing to pay 600CP, 300CP for those with the Sorceror origin, you can upgrade your training and power. You will come to match the Queen of Sheba in your magical prowess, standing near the top of the world in skill. Circe and Medea would be other names talked about in the same way as yours. The disciplines you focused on in the base perk are brought to much greater heights. Bounded fields to seal powerful demons away, alchemy to create army slaying golems and monsters, elementalism that can whip up natural disasters to wipe away whole cities and more are possible. You cannot come near the strength or skill of Solomon but you remain one of the greatest in history.

Djinn Sold Separately- 100
These great kingdoms weren't built through magic and charisma alone. The lifeblood that supports nations is gold and trade, the bartering of goods between people and countries. To have talent there is to have the potential to support a kingdom's rise to power. Such things are natural to you, possessing a talent for most things regarding money, barter and business. You have a great sense for financial dealings as well as when things are about to go bad. Focusing your efforts would make most businesses at least sustainable, if they're not entirely impractical, and anything with good potential could soar with your aid.

Your eyes have even taken on a slight mystic trait to fit your skills. You can naturally appraise anything that you see, quickly gaining a good idea of the value that various people and markets you know of would place on it. This same appraisal also gives you an easy insight into people, the better to deal with them, and makes it easy to see through dishonesty or even martial techniques.

Master of Puppets- 200
Everyone is born with talent for something, your talent just happened to be making life. When it comes to magic involved in the creation of familiars, even the summoning of them, you're miles beyond any of your peers. While you are not the best in the world with just this, your raw skill and power with magic still lacking compared to the greats, you'll find anything in relation to the creation, alteration and maintenance of magical familiars, summons and living creations comes to you with the ease of breathing. You learn far faster, your products are of a vastly higher quality and come with far more efficiency than what your fellow magicians might create. It is even far more cost efficient for you to make them, as you take just a quarter of what others would expend to create the same things.

You have particular talent too in ensuring the loyalty of that you consider a familiar, whether this be designing the minds of creatures you create as easily as you design their bodies or creating lines of spell or rune magic to add to a summoning ritual to ensure much stronger bonds of servitude exist on what you summon. It also happens that you are quite good at creating and overlooking legal contracts, mostly from all the interaction with demons.

A Thousand and One Lies- 200
Words are weapons, ones that most in these ages use to direct magic, yet are still capable of so much more. You are a master of the art of using words to control people, making them do what you want and believe what you wish. Should they let you start speaking, you'll find people turn to putty in your hands as if you'd actually cast a spell over their minds. But all you need is for them to be able to understand you to let you toy with them.

You excel most at stalling and bluffing people, being able to make people wait to do things for completely unreasonable amounts of time should you get a chance to talk to them. Should a man wish to kill you, you'd be able to talk him down almost one thousand and one times in a row, till he just forgets he wanted to kill you at all. Needless to say, you're quite fantastic at telling stories, fables and tall tales should you wish it.

A Tale of Reality- 400
There is a certain kind of magic in stories, a magic that comes to life when you tell a tale. As you recite a story to the air or write it down or actively communicate it in some way, you are able to bring the stories from fiction into reality. Simply by expending magical energy, creatures appear in the real world just by you describing them or writing about them. Even drawing a creature might see it lift itself off the page. And you are far from just being limited to making monsters. Objects, magical items, buildings, entire locations or even describing events or conditions and applying them to someone in the real world. The greater the power and scale of the fiction to be made real, the more energy it will take from you to create. The energy must be maintained to a lesser level once the target is created, though more powerful and larger fictions will take more maintenance, failing to supply the energy results in your creations fading away.

Some things may be too much for you but your power offers a way to circumvent this. The more famous, well known and well regarded a particular story is on the world you are presently located, the easier it will be to manifest things from that story into reality. While you can always make up a story to achieve any effect you wish, such would come with ruinous energy costs. By relying on the many famous tales that already exist, you can achieve feats far beyond what your level of magical power indicates possible for you.

Principles of Mana- 400
Magical energy is what allows for all these wonders. But could it be taken further? Made to become something more than it is? You thought there just might exist that possibility and by chance, stumbled upon the principles that a great demon would later use in a plan to rewrite all of history. You have the ability to create mana from destruction. Destroying objects or structures releases at least as much magical energy as what is needed to destroy the objects in that way while destroying living creatures with souls such as humans or their overall groupings such as societies, will give a return many times greater than the energy put in.

Better still, you find it easy to gather and control the mana released by this destruction and put it to your own use, either storing it or immediately expending it. If you wished to store it however, you are able to form it into solid spirals, circles and loops that continuously cycles the energy and, over time, slowly increases the amount and potency of the energy contained within these magical structures. Making more from where there was less without adding anything more.

Phenomena Operation Principles- 600
King Solomon established a worldwide network to allow the use of magecraft for humanity, a stark difference to the Age of Gods that held magic to be the province of the Gods and their kind alone. The phenomena operation technique was this grand working that Solomon accomplished and yet, he never took those principles further. Maybe they were left so that you could do something amazing with them. You have the knowledge, skill and outright potential to create massive magical formations and metaphysical structures, the sort of things that can establish entire systems of magic use for whole worlds, cast spells across entire planets, allow for mass alteration of any target within the field or almost any other imaginable effect that can be 'programmed' into these massive area creations.

You can create these magical frameworks with surprisingly little energy as well. While it would still take a magician on the level of Solomon himself to create a planet spanning magical framework, even a basic magician of this age could cover a mile diameter framework. Thankfully, the frameworks can be piggybacked off of the World they are linked to in order to prevent you to need to constantly maintain them.

The Will of God- 600
A religion lives through its' worshipers and the God of your religion has chosen to live through you. That's what others tell you the voice in your head is, anyway. Whatever the thing in your mind, it has chosen for you to act as a Vessel of God, though it declined to control you so completely as it once did or shall do to the King of Magic. As a Vessel of God however, you have the ability to request Revelations from this 'God', finding information on almost anything you wish to know, even what steps you must take to achieve a task in the future. This God seems to have access to what it calls the original source of all things, enabling it to find almost any information, though it cannot pass on anything but knowledge.

There are limits however. Your mind, even should it be that of a divine being in it's own right, can only take so much contact with this Godly presence. Even a handful of requests a day, be it the answer to a question or a short list of steps to take to achieve a short term goal, can strain your mind badly and require rest. While it is possible to expand your mind to handle more in time, that will likely come from your own efforts.

The Lesser Key of Solomon- 800
The Good King Solomon made many wonders in his time, though rarely were they truly of his own make instead of the hand that guided him, and one of the greatest were the demons of the Ars Goetia. The 72 terrible demons that would together form a demon of unimaginable power, who could act as an instrument of Solomon's will. But the demon was never truly ordered to act, certainly not for humanity's sake, and as the 72 demons were forced to watch their creator do nothing to aid the suffering humanity around them, they grew to despise their king.

Their hearts burned to help humanity and once Solomon died, they possessed his corpse and decided that they would make a new destiny for mankind. But what if something changed? What if, this time, there were 73 Demon Pillars created by King Solomon. A 0th Demon intended to rule over the rest, give them agency as a collective and unite them together. That would be you, the first and greatest of the demonic collective.

You are now a collective being, a hivemind of 73 separate existences, each a unique and mighty demon. When together, your power is terrifying indeed. That combined body could blast it's way through entire countries with physical force and do much the same with magical power. Each of the demons within you also has a unique mind, personality and magical powers or focus, allowing each part of you to bring something to the table. The Pillars are quite loyal to you and believe that you are their rightful leader, though their sometimes vastly different personalities may still mean that getting everyone to agree on courses of action and work together at their best is very hard. Still, your nature as a hivemind means that communication, even lengthy debates between all 73 parts, happens near instantly. The pillars can be split off from the whole of you, though that will prevent the collective from utilising the portion of your power that they represent, but they may then act independently while keeping in mental contact with the rest of you. Should they be slain or destroyed, they will slowly regenerate with you, so long as you still live.

As long as one of the pillars remains alive, the others can be resurrected in time, including yourself. The more pillars remain, the faster this is, lost aspects of the hive appearing at one of the other still living pillars. It is possible, with extremely powerful or advanced magic, to permanently destroy and kill pillars.

There was one additional gift that Solomon gave and depending on the time you find yourself in, this may be accidental or purposeful. Prior to his death, Solomon saw fit to create a replica of his mind and body within his workshop, within which you and the Demon Pillars now make your home, though perhaps with the body customised to your overall preferences. After his death, you have simply inhabited his corpse. Either way, the new home for your spirits has allowed you access to the King of Magic's knowledge and skills, granting a truly vast and unmatched degree of competency with magecraft and the magic of these early eras. Sure to be of good use given your raw power. Sadly, his mind lacks the divine inspiration it had in life, both as a vessel of god and the knowledge he used to create the Magecraft System.

Optionally, you can alter either or both your origin as this being and the personalities of the Pillars that make up the collective. You might be a second attempt at the same ritual by another wizard in the future or from an alternate timeline, not Solomon. A timeline where Solomon raised the Demon Gods as his own children and left his body to them after he passed might also be possible. Your Pillars may have differing and less villainous personalities or be more agreeable to modern human values. Even something as silly as a group of heroic Demon Gods or ones with the minds of modern high school girls is possible, given how degenerate some magi become. Provided the actual effects remain the same, you can customise the backstory as you like.

Dark One

Hashashin Training- 100
The Hashashin are an ancient order, and in many cases the originators of, assassins. Killers in the dark, though the sheer variety the Hashashin can offer hardly limits them to the dark. This organisation trained many of the greatest assassins in both history and legend, with each leader of the group being a terrifying hunter in their own right. As part of the Hashashin, a ancestor of their line or even just trained by a former member of the group, you have their training as your own. You are a master of stealth, able to sneak past watchful guards and even lesser magical spells without any supernatural aid on your side, and brilliant at all kinds of acrobatics and feats of agility. You don't just bound across rooftops and between city streets, you can dance around most warriors while slitting their throats, without even a scrape on your body. You're trained in how to kill someone quietly and how to make it long and painful, as well as how to track down targets and how to escape a chase.

The final aspect to your training however, was the creation of a specialised technique for yourself, similar to the ones each leader of the Hashashin has made. Things like being able to create an illusory double of your opponents' heart that when crushed, also crushes the real thing. Or being able to create an explosion inside the head of anyone you touch. Or even splitting alternate personalities within your own mind into their own bodies to form a strange hivemind. But your technique is far from mastered. You have basic usage of it but it will take likely years of experience for you to reach the level of one of the Hashashin masters.

The Softer Side- 100
Not every fortress can be entered with a soft step and some acrobatics. Sometimes you need to take a more visible way in without alerting anyone as to your purpose. Thankfully, your training is far from lacking here either. You are a highly accomplished infiltrator in a more social sense. You can easily disguise yourself as others, make yourself seem to fit in perfectly to almost any kind of social group, make friends with ease and play any game of politics like a master. You were born or trained or both to slide your way into the inner circles of the highest levels of nobility, take what you want and then leave long before anyone realises you were the culprit all along. This comes with a wide array of basic experience in various professions to help you blend into your disguises better, though your new skills are mostly focused on the higher end of society.

Helping you along however, is a supernatural connection to a certain kind of animal. Pigeons and doves for example or perhaps house cats or spiders. Your connection to these animals allows you to make use of them as familiars, provided another mage is not already and the animal has no true intellect of it's own. You can see through their senses, even command them to act as you please, all within a range of around a kilometer from your own position.

The Old Watch- 200
Those who sneak about in the dark rarely work alone, despite what the wider populace may think of these near mythical figures. Among the many shadowy groups that may exist, perhaps one of your own making could make it's rise. You have a particular skill for creating and running clandestine organisations, groups of people intended to carry out covert operations without revealing that they exist at all to those outside the organisation, even should the organisation have hundreds of active agents.

Perhaps more importantly, you are able to ensure that this organisations follows your teachings, guidance and the path you laid down for it even should you not take care to ensure it does so. The men you gather together, the ones that pledge loyalty to you, will not twist or forget the lessons you teach them nor will they pervert your legacy should they take over after you move on. Your legacy will remain eternal, with your organisation proving unnaturally resistant to fading over time.

Sand Man- 200
The deserts that the Hashashin made their homes in and spent most of their lives working in are unforgiving places. The natural terrain alone is among the more hostile environments in the world but when it is filled with spirits, monsters and magical hazards of all different kinds, it becomes like a hell on earth for anyone that needs to travel through it. The Hashashin built up a great many charms and rituals to allow them to pass through, many of which are now imprinted on your body. These charms grant you with an almost insurmountable resistance to the dangers of the wind, the heat and the sun. Even a hurricane concentrated into a single beam against you would not even make your hair flutter if you wished otherwise, only the hottest of magical flames burn you and harmful amounts of light simply bounce around your body instead of striking you.

Elementals and similar beings linked to these elements find that they take much more damage than normal from you, while they can sense that you are a being that could harm them badly. The charms in your body also largely remove the need for food or water from you, leaving you to need such sustenance only once a week at most. To pair with these charms is an extensive knowledge of how to survive in the desert even long term.

The First Poison- 400
Ah, poison. The greatest of the classics when it comes to assassination. So many uses, so many flavors. There have been many masters of the art of poison over the course of history but few possess quite the natural ability for it that you do. You possess innate supernatural abilities when it comes to poison and surprisingly broad for what some may consider a limited concept. You have the power to apply the concept of 'poison' to anything connected to your being, even in a very loose sense. This allows you to deliver poisons with a touch, infuse any spell you cast with poison, even fill the atmosphere for some distance around you with poison. Perhaps you could even poison the magic and spirit of anyone that tried to touch you through supernatural means.

And what poisons can you use? There are few limits. You can easily produce any kind of poison that exists in the mundane world and reproduce any supernatural poison you have come near before. It is even possible for you to mix poisons you are aware of together and create entirely new concoctions. Whatever poisons you choose, you will find that they pierce through any specific resistance to poison that a target may have, affecting them even if they should be immune or otherwise impossible to poison, though those of great constitution or healing powers can still get through. With focus, you can even shape your poison into physical objects such as chains or blades, which you can control as if by telekinesis. The final aspect of yours powers is that you may summon creatures and monsters associated with poison to aid you, though these are temporary and are very tiring to create if they are much stronger than you.

Doctor of Death- 400
The techniques of the Hashashin leaders are sourced through the modification of their own beings. The body and even the mind or spirit becomes subject to all kinds of gruesome experiments in their pursuit of power and the ability to deal death on a higher level. Beyond just knowing one of their

techniques, you are aware of the methods to create such techniques, though your studies have taught you the general tools and processes rather than the specific methods to the powers of the Hashashin. You have the skill and ability to mould the bodies, minds and spirits of other beings in order to grant special abilities. This can be as simple as grafting the limbs of demons to human bodies and having them work to as complex as separating out the alternate personalities within a madman's head to allow him to summon them as separate beings in reality.

Your skills with the alteration of the form also extend to other uses, such as practical healing and medicine, brainwashing or therapy, even creating your own monsters instead of altering the bodies of existing beasts. Most bodies however, have a limit on what you can do with them. As impressive as what you can do is, a human body can rarely take more than one or two major alterations before it ceases to function properly. Perhaps in time you could discover how to extend those mortal limitations.

Truly An Assassin- 600
While each Master of the Hashashin had their focus, their specialty, none could truly master every aspect of the work they committed themselves to. Not even the great ancestor that started it all. Only when someone desperate enough to put themselves through unimaginable agony for the tiniest sliver of a chance at grasping that core of what it means to be a Hashashin did a true master appear. You made that bet and the results are clear. You are a master of the dark side of the world like few others. You have learned and internalised the 18 techniques of the 18 Hashashin masters that have lived and then improved on each one significantly, even after mastering it's use. Not only has this left you with a wide variety of nightmarishly powerful techniques to use on others, you are also a world class master of over thirty different skills. From military strategy to various academic disciplines of the time to even such things as potion making or the many skills you may already have at a more basic level towards your work as a spy and assassin.

Yet, above all of this, it is stealth that you have truly perfected. When you wish to not be seen, you effectively become one with the World itself. It is impossible to detect you through any means, even the supernatural, as the place that you occupy appears to all senses to be just another part of the World. Even striking where you stand would hit nothing but air. If an enemy cannot detect you, how would his attacks know to where to hit you? When you yourself move to attack, others become able to strike you once more, though they will still find themselves unable to perceive you through any of their senses. Only the most powerful magical senses would be able to detect even a trace of your presence when you are attacking however.

Old Man- 600
Assassination is an art. It's one you realised needed to be cultivated and honed. But it is also something you realised would be better grown by others that could truly master those arts. Perhaps you felt you never could become a true assassin because you already had such a talent for death that you could no longer hide from any prey you sought. When your presence brings visions of death to your targets, it becomes impossible to hide. But that is the fate for the assassin of assassins. Your nature is that of a simple and straightforward dealer of death. Through this option, you do not have a dozen tricks or the skill to craft the perfect trap or the ability to talk your way into the heart of any man. You do not need it. Your sheer, natural power leaves even dragons and demons of the highest orders realising that they face at least an equal, if not a superior, in physical might. Your speed is such that only the greatest warriors of mankind could even recognise you had moved before their

heads slip from their necks. Even should they be able to see you move, your skill in combat without a weapon or with one of almost any kind is almost on the level of the gods of war themselves.

Your affinity for death is so powerful that you are not even limited to the killing of physical matter, as you can strike at and kill things even on a immaterial or conceptual level. Splitting a soul in half, cutting a demon out of a man, erasing a magical contract between two beings with a strike or destroying the lack of a concept of death by a mighty slash. Even immortal beings cease to be in your presence. It has also given you a connection to strange flames of the underworld, manifesting as powerful blue fire that you can freely summon, allowing you to attack or even teleport through the flames, as well as the ability to control sand and the desert on a enormous scale, burying entire cities in sandstorms. The one downside is that those you seek to kill can now sense the evening bell tolling for them as you approach, warning them that their death is nigh and showing them a horrifying vision of you as you prepare to strike, even if you can perfectly conceal yourself from any being. It is a good thing though, that your prey would always see your face just as they die and carry it to the next world with them.

All The World's Evil And More To Come- 800
Such a disgusting thing. You truly are vile. Despicable, dark, monstrous, hateful, cruel. Evil. You are these things, in a way no one else is. Through some truly terrible rituals and events, you have been shaped into becoming the perfect vessel and master of that very concept. You are All The World's Evils. And because of your nature, maybe not just this world either.

As the incarnated form of the concept of evil for this world, you gain many abilities. The core trait of this is the ability to transform yourself into a vile black and red mud-like substance.This black mud is the physical form of all the sins that make up your being. It is able to drive all but the greatest of men mad in seconds of contact and can be used to defile and corrupt other beings, turning them into blackened versions of themselves and ensuring their loyalty to your great evil. You can rapidly produce this mud, enough to cover the entire world in just days, and the amount and speed with which you can produce it will grow as the amount of evil and sin in the world you are in does, as well as each new world you go to afterwards. You can freely control this mud all around the world and possess awareness through it, even shaping it into fleshy structures and beings or turning it into animated shadow, such beings of flesh or shadow being immensely powerful in their own right. As well, so long as evil and sin continues to exist as a concept in your current world, you will be unable to die or be destroyed. Your mud will be destroyed…and then begin to reappear quite quickly. With time, you may even learn how to draw forth your dark substance from within the hearts of those who sin.

As your nature is that of Evil itself, you will find that you are unaffected by abilities that are purely evil, as well as being able to effortlessly control or enhance such things when you use them for yourself. You can reach into the hearts of those around you and manipulate any darkness that you might find there, making it easy to tempt heroes into becoming monsters and making you all that much stronger.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Medjed- 25/50

A clean white coat with two blank eyes printed on the front. Some might say you're just wearing a bed sheet but it truly is of the finest egyptian cotton. That doesn't exclude it from being a bed sheet? Well, at least it looks good. No one will be able to tell who or what you are under the cloak. Unless they look at your feet. Sadly, there wasn't enough material to make a sheet that covered below your mid thighs. Maybe if you squat, it'll be the perfect disguise. Buy it twice and you'll get enough for all your friends too.

Divine Host- 100

The perfect body to which all Goddesses aspire to one day get hold of. A vessel that can contain any divine essence, no matter the magnitude of spirit. This body, appearing identical to one Tohsaka Rin from the far future of this time, is a near perfect vessel for any divinity or spirit. It allows those beings to possess the body without losing access to their full power, though they remain vulnerable to harm while inside. The Rin faced body will alter slightly depending on the one using it, taking on different colouration or minor physical traits to represent the inhabitant. Additionally, while within the body, the user will gain a special talent for gem-based magic and the ability to much more easily convert their existing abilities towards long term storage within crystals and gemstones.

There is also always a body present when you have need of a vessel for a spirit or divinity, even when already using one. In effect, an unlimited number of empty vessels are present to match your needs. A Rin for every occasion.

Mesektet- 200

Even for the divine, this is a stylish way to travel across the skies. A great golden boat that can traverse the lands of Egypt in a few minutes, large enough to comfortably fit a small party or tear through a sailing ship with just the gold-clad helm. The ship appears at your command, even only in part should you need a portion or require a shield. The radiance of the Mesektet vessel is visible, a shining aura that blinds many who look up while leaving your vision cleared of obstructions, but it can also be turned to terrible devastation. The light produced by the ship can be focused by your mind at the helm, turning into scorching waves of heat that melt the earth and incinerate ordinary men. When honed closely, they can be turned into high powered lasers that slice through stone and steel like they were just empty spaces. The vessel, for all it appears to be a luxury yacht of the Egyptian pantheon, is more than capable of reducing a city the size of modern Tokyo to ash in just hours.

Maanna- 400

A proper vessel of war, not just a tool for pleasure. While smaller than Mesektet, only able to fit a few people on at once and not even as large as a sailing ship, it is far faster. Maanna can cross much of the world in minutes with it's ordinary traversal or simply teleport around the planet in seconds of warping. The ship also has a special connection to a single planet in the current solar system, able to open a portal across space to the orbit of that world. Maanna supplies a bubble that supports life around the vessel, negating worries over breathable air and pressure or temperature. Directed attacks can pierce this however.

The ship is powered by the magical energy supplied by it's owner, as well as being able to convert any positive feelings of people onboard towards that magical energy. Supplying magic to the ship allows it to change shape, growing in size to become a proper vessel supporting many people, or even radically altering to become strange things like a modern motorbike or jet-ski. It appears to the user at a moment's notice, even in part as will be useful later.

The bow of the ship is a powerful ranged weapon, capable of accelerating things placed in it to enormous speeds. It, like many components of the ship, can be detached and summoned immediately, acting more like a massive bow and arrow set for you. Charging magical energy into the bow will unleash it in a incredibly fast and powerful blast. More uniquely, the bow is capable of converting objects you possess some form of ownership or right of management over into a 'conceptual bullet'. This converts the mystery, power and significance of what the converted object represents into energy for your magical arrows. The planet which the ship can open portals to can be converted to such ammunition in moments, firing as an impressively powerful attack which even other Divine Spirits would flee in terror from, though it would not destroy a planet by far. Strangely, things 'converted' in this way reappear unharmed afterwards, but unable to be converted again for a short time.

The individual parts of the ship can also transform and travel or warp as the whole ship does, in case you require something smaller. Any vehicle or weapon can be imported into this option.

King

Eternal Flower- 100
A plant that grows only at the bottom of a certain river. This plant has legendary powers, said to grant immortality and eternal youth in body and soul to whoever imbibes a concoction made of the plant. Despite the magnificent effect, so few seem to consider this worth nearly as much as a limited life that is lived to it's fullest. But everyone has their own take and you now have the chance to decide yourself, as you have a small potion container holding this immortality fluid. Drinking the entirety of the container will revert you to the prime of your youth as well as ensure you never age again. The cup will refill once a year.

Immortals- 200
A royal guard fit for even the greatest of kings. As you command, ten thousand immortal warriors will rise from the ground around you to serve your whims. This legion of undead warriors, horses and even a few giant monster elephants is eternally bound to you and your will, a sleepless legion that requires no sustenance nor rest and yet retains all the intelligence, tactics and fighting skill of one of the most elite fighting regiments the world has ever seen. Even should one of your ten thousand be harmed, they will reappear only a day later to fight again in your name. The Immortals can be summoned wholly or in part, requiring only a word from you to do so.

Temple Complex- 400
A vast complex built of at least twenty different temples meshed into a single, monstrous whole. This 'temple' is more like a small city formed entirely of temples. Enormous structures, devoted to the gods of your religions, and even a massive pyramid at the very centre of the small city. This entire complex has been dedicated in name and magic to you, it being a mighty fortress as well as a place of divine connection to the gods of your faith. City destroying attacks are effortlessly reflected by the walls of the complex and powerful anti-magic wards nullify almost any magic attempting to affect the city or those within.

The city itself grants you the power to receive and give out a wide variety of blessings and curses to yourself as well as allies or enemies that come within the city's limits. The most basic is that you cannot die nor can any being closely connected to you on a spiritual or magical level so long as the temple complex is in place. Beyond this, the blessings and curses depend on what gods have temples in the complex, each granting a blessing or curse befitting their natures. A god of poison may allow you to quickly kill most weaker warriors that enter your complex and give a significant penalty to any stronger beings for example. Finally, the complex has access to a powerful magical beam attack that shoots out from the peak of the main pyramid. Even at a base level, this beam can annihilate modern day Tokyo and can grow even stronger should magical power from the rest of the base, or from the owner, be directed towards this beam weapon. You may import an existing building or fortress into this.

This complex can be gained in this form or alternatively sealed into the form of a reality marble-like projection. If this choice is made, the benefits and blessings are only active when the reality marble is actively maintained, constantly costing noticeable amounts of magical energy to do so. Your immortality protection won't work if the temple is not currently projected. However, you can deploy it within seconds to any location, even laying it over the top of existing places or dragging others into the pocket dimension for a short time. Imports into the complex work as normal.

Nameless 'Sword'- 600
It is called a sword for the convenience of those who cannot comprehend what it truly is. Something that predates 'Sword', that predates almost all creations of man, and exists solely to bring destruction to the World and reveal the Truth. In ancient times, a golden king would lay on this blade the name 'Ea' but that is nothing more than a personal styling.

The nameless weapon in your hands has the hilt and guard of a sword but the blade far more closely resembles a drill. Despite the drill-tip and the rounded edges, the blade remains dangerous as a weapon. Perhaps too much so, as almost anything that comes in contact with the blade is destroyed even when swung by a novice. Even great artefacts of the ancient times are torn through like they were made of paper to the swing of the nameless weapon. When wished, the weapon will unleash a burst of force and energy around itself, hitting only what the wielder wishes, and acting as if the wielder had hit those targets many times over.

The true power of 'Ea' is revealed when the user pushes their own energy into the weapon and activates it, causing the weapon to rapidly spin and gather power. This is Enuma Elish, the overloaded activation of the weapons' attack functions, massively magnifying the energy placed into the weapon to create an attack that surpasses all others. The spinning of the blade creates a current of wind and magic that when unleashed, races forward towards the target. Even with a minor activation of this power, it will rend time, space and the reality of the World apart to leave a void that shows the Truth beneath it. A true activation of this at full force would make for certain annihilation of anything caught in this rent in reality, such that the only method of survival would be to not be hit in the first place. The weapon can easily destroy smaller Worlds, pocket realities and small dimensions, returning those within to the larger reality outside. But should enough energy be put into the weapon, there is no true upper limit to what the weapon may destroy and it can potentially cause a wound significant enough in a reality as to shatter the rest of it as that wound spreads further. You may import an existing blade into this weapon option.

Holy Person

Weapon For A Holy War- 100
A relic in it's own right, this weapon is one of the holiest artefacts of your religion. The sort of object that millions might one day come to view as an object of worship. For now, it is a mighty weapon created to carry out your holy orders. What form and what abilities this weapon takes on are not yet decided until you take this and make that choice yourself. The weapon is notably powerful, equivalent to the weapons that Saints George and Martha wielded, but won't be doing more than breaking a few castles on it's own. You may import a weapon you already have into this.

Tarasque- 200
A terrible beast if there ever was one. This cruel looking creature once terrorised rivers and seas, destroying ships and slaughtering men like a a farmer would cut through his wheat field. Some say the beast is a child of the Biblical Leviathan. Yet the creature was defeated, slain or even tamed depending on the tale. Maybe you were the hero that did so, given the creature waits loyally at your side now. The Tarasque is a large dragon, easily bigger than any human ship, and can move faster than normal humans can perceive. The creature is tough enough to walk through an army of magical warriors without a scratch and strong enough to tear through even powerful warships with ease. It obeys your commands loyally, though the beast is stupid and cannot comprehend more than basic commands. Just command it to destroy and watch it spew blindingly-hot flames everywhere. As the master of the Tarasque, you can also summon the beast to yourself or just summon parts of it, such as making the shell of the creature appear around your body as a shield.

The Ark of the Covenant- 400
A beautifully decorated wooden box, atop which sit a pair of winged figures. This is the Ark in which Moses laid the stones on which he carved the Ten Commandments he received from God. Somehow, regardless of your affiliations, you have come to be considered the rightful caretaker of this Ark. The box is heavy and unwieldy, far from something useful in combat. But touching the box without your permission or being considered worthy of the being that first exalted the Ark remains a way to end almost any fight. Any who trespass and touch the box will instantly be drained of all supernatural forms of energy within them, destroying spirits in a moment and leaving most others drained and powerless for their blasphemy. The energy is stored within the Ark, building up without limit, and should the Ark be opened, the stored energy will be unleashed on all those surrounding that are unworthy, even you should you not measure up to the standards of the divine being that created this effect.

Divine Horde- 600
An army of beasts descending from heaven to stand guard at your call. A legion of monstrous servants fit for even the greatest of the gods, the beasts number well into the many thousands. Many of these are lesser monsters, each having the intelligence of humans but not being too far beyond what a handful of veteran soldiers of the Age of Gods could take on together. While these servitors act as useful agents, often with abilities to let them pass among humans such as being vampires or spirits, you also hold the loyalty of a range of more powerful creatures. Several dozen potent phantasmal creatures, such as lesser dragons, powerful demons, matured djinn or even angelic heralds. These creatures are generally equal in power to the Deadly Creature tier of the Age of Monsters perk.

The leader of these creatures is a member of the final tier of that option, by default set to be the mythical Bull of Heaven Gugalanna. Greatest of Divine Beasts, the Bull of Heaven is a herald of the end for any foe that displeases you. This pet beast that has bound itself to you is an enormous thing, standing as tall as a mountain, and has powers beyond any but the great gods themselves. Just calling it to appear by your side can summon natural disasters, such as eight hundred kilometer wide hurricanes and continent wide earthquakes, and the creature itself can annihilate entire cities with a snort or shatter a kingdom with a stomp. It has the power to control the elements of the world, bringing about massive floods and turning the world around it to night, even call down falling stars from the sky to turn mountains to dust. The creature could take you around the world in just minutes and fly far above the clouds if desired. It is entirely intelligent, though the mind it has is alien to any human thought, and uses it's powers with cunning and forethought in any battle. It is not invincible but there is very little on this world that could bring it to pause.

If you have other, lesser, tastes you can always change it to a different but equivalent beast.

Sorceror

Magician's Tome- 100
Magicians are ill-prepared without their tools. Not that you'd ever be found without your trusty tome. This book is a powerful grimoire, a magical tool that not only stores a enormous variety and depth of magical knowledge, but also a tool with which your magical power can be significantly increased when you use it. Your grimoire is quite old and stores spells that master magicians have created and encoded, across three or four fields of magical knowledge that you have an interest in. It does not contain any world-changing magic but would be quite useful to any young mage wishing to have a guide towards becoming a master. It's notable for how efficient it is as a magic tool as well, increasing your power by almost half again when you hold it as you cast spells, and the book has several minor demons bound to it that will attack any but you that try to force the book to open to them. You may import a book or casting implement into this role.

Wealthy Ally- 200
No court is complete without their residing magician, not in these early times, and no court magician could thrive without a benefactor that favours them personally. Whether or not you have a set position in some noble entourage, you certainly have a powerful benefactor and perhaps even mentor looking out for you. A extremely wealthy king that adores both you and the stories that you bring to entertain him, an ancient spirit with vast magical knowledge that has a fondness for a young sorceror, even a minor god that views you as a charming young adherent who deserves a leg up now and then. Whatever they are, they will prove exceptionally helpful in aiding and teaching you in their area of focus while requiring little more than your company now and then in return. In future worlds, you'll meet a similar benefactor.

Temple of Solomon- 400
A place that has long been abandoned or, at least, a replica of the one currently in use. The Temple of Solomon is perhaps the grandest magical workshop ever to be created, one so great that it does not even exist in the mundane world. Sealed away in imaginary number space, it is only accessible to others through highly complex and difficult magical workings, though you can enter your hidden base with nothing but a thought provided you are not blocked by some means. The temple itself is quite large, with the small dimension covering several city blocks of area and the building being the size of a large mansion. Within is almost every one of Solomon's personal notes and research on magecraft and magic, along with a great deal of lore from other famous magicians of his time and from later on as well. The small dimension has been connected to a replica of Solomon's created magical circuits which empower the framework the workshop sits on, serving to provide a immense magical fuel source for any project you might wish to run within this space as you can freely draw on the amount of energy the King of Magic had while alive when you are in here. Finally, death in this realm is not permanent and it is far easier to bring back those who die when it is within this place. For your purposes, this means that dying in this temple will not count as an end to your chain. You may import an existing structure into this role.

Ten Rings- 600
A gift from god, one ring for each of your fingers and together, they symbolize power in fact. The Ten Rings of Solomon that lie on your fingers now represent supremacy over magic, allowing you immense command over the arcane. Any and all existing magecraft is under your control, allowing you to negate, create or control it as you wish no matter who uses it. Even the greatest human magus is powerless before you. Magical spells that are not of magecraft are still affected by your

rings however, though to a much lesser extent. You can control or negate the spells of any being weaker than you as normal but magic users that equal you can still act, though at a greatly weakened level. Those stronger than you will see less and less difficulty in casting magic. The Rings are powerful artefacts but they are not without limit, at least not while their wielder is trying to fight something so far beyond himself. Pride is indeed a sin.

Dark One

Death Bag- 100
To anyone else, this small leather bag would be a item of great wonder for all it contained within. To you, it's just the tools of the trade. This sack, about the size of a pumpkin, is easy to carry, weighs very little and carries a massive variety of tools for your dark work. A seemingly limitless supply of small black blades known as dirks, a wide variety of poisons for different uses, drugs to improve your condition or introduce a variety of useful mental and physical states in others, tools to assist in traversing all manner of terrain, devices to obscure your form and tracks you lead, minor charms against spirits and the elements and even tools to extract information and pain from any targets you might need alive. Anything in here will quickly replenish after being used, though putting more things in this bag that contains so much already won't have them restore themselves too.

Mountain of Death- 200
A great mountain rising up from the flat sands surrounding it. A secret place, despite it's size, which is now home to your own version of the Hashashin order. This dark mountain has a secret organisation of several hundred members, each fanatically loyal to you, and all already trained in the assassin's arts to a basic level. They're far from being equals to a Hashashin leader but each one could match one of that older order's rank and file. They could work as a personal weapon of yours, striking at your enemies, or gather resources by selling their services. Whatever the case, you'll find that the mountain's resources and the quantity and quality of your assassins here will improve as your own assassin skills do. Adherents find themselves drawn to the mountain and those already studying there are inspired to go ever further in pursuit of the vaunted level of skill their great leader has reached.

Hanging Gardens of Babylon- 400
A floating fortress the likes of which has never been seen in the world and will never be seen again. The size of a city, built to the very peak of magnificence and luxury, the Hanging Gardens are undeniable the jewel of any empire. Covered in gardens with plants, both mundane and magical, from across the world, the fortress is a beautiful sight as much as it is a weapon of war. Nigh impenetrable even should the attackers be able to fly up to the city in the first place, the fortress is equipped with an army of many tens of thousands of automated golems and homunculi that manage the defenses, along with a wide range of powerful lasers that can burn through almost any attacker.

The pilot and ruler of the Hanging Gardens are one and the same, as you may control the direction of the fortress from the throne. The structure acts as a perfect territory for you as it's ruler, massively boosting your magical power so that even a novice mage could cast spells with power equal to the greatest magicians of the old world. While in the structure, you will also find that all statistics and abilities you possess receive a small but noticeable boost, that your inherent mystery is significantly increased and that any attack against you becomes noticeably weaker. You may import an existing building into this role.

Azrael- 600
A huge black blade, a broadsword that looks like it was made to be wielded by a man seven feet tall. Yet, when you hold it, it does not feel any heavier than a feather. Indeed, you swing the blade as if you were a master of the sword, regardless of your actual expertise in such matters. Almost as if the sword wishes to be used in battle and will show you the way to do so. The first time you use this

black blade, Azrael, in battle, you'll discover it's power. A single cut, no matter how miniscule, brings death. The mere presence of the blade will weaken and rot your foes but regardless of how strong, important or resistant the enemy may be, a cut from Azrael has a chance of killing them. The greater the cut, the higher the chance of instant death becomes. Even a mortal has a good chance to survive should you barely nick the tip of their finger but even a true and fleshly god might be utterly destroyed in an instant should your dark weapon pierce their heart. The blade kills truly, leaving no chance to return for it's victims, and will strike without regard to the presence of the physical or not. You may import an existing weapon into this role.

Kingdom- 200CP

There are many kingdoms in these ages and kings are quite often the greatest heroes to be found in the ancient times. Perhaps you too could join the ranks of the most legendary kings and queens of history. If you are willing to pay the price of entry to this section, of course. **200CP** must be spent to access this Kingdom table.

Thus, this option will allow you to become a king of your own kingdom, with the ability to customise it with the following options. Whatever your kingdom may be, it will appear as new land in the world, not replacing existing kingdoms.

You may freely decide things such as the governmental structure, religion, culture, history, legal system and so on for your country, so long as no major benefit is given to your kingdom because of these free choices. In a similar vein, you are able to customise the humans that will be present in your kingdom, provided they remain human and do not receive any significant benefits from this. You can choose what they look like and what sort of people they are but you cannot make them talented or loyal or other options present in the following section or that would give them advantages.

You can choose to bring your kingdom along with you to future worlds. It'll appear in a suitable location as new land, not replacing existing land already present. The population size will adjust to be equivalent to the tier you bought but in relation to the average population of the world around you. The power and mystery tiers will also adjust in similar ways, each being based on the average for humans of the time. While each world will have different citizens present, they will retain any modifications you deliver to the whole of your nation, as if they were related to the previous citizens you leave in each world.

Every 1CP you spend on this option is equivalent to 2KP, the points used for the following options in this kingdom section. You need only buy the tier that you wish from the following options, not all lower tiers as well. Taking a option that gives you a bonus will prevent you from taking any other tier in that option. The 200CP buy in to the Kingdom option does not convert to KP.

Size- Free/100/200/+50

Both the size of your nation and the population of it in terms of the human citizens. You can't have a kingdom without people to rule over. Starting off, your nation won't really be that big at all. Little more than a small state, perhaps the size of Israel. Only a few tens of thousands of people live here but that's a start. That's for free. If you're willing to spend a little more, 100KP, you can have a proper country. You're looking at a region the size of Egypt, with a million or so residents of the kingdom. For 200KP, you can get a proper empire going, something about the size of the entire Middle East, with twenty million citizens present and accounted for. For +50KP, you can reduce the size of your kingdom to just that of a single city and the immediate surrounding area, a few dozen kilometers across in territory at most, with only a few thousand citizens.

Loyalty- Free/50/100/150/+100

How your subjects view you, their current ruler. As the default, they don't view you as any much different from another king or queen of the time. You are not very popular but neither are you very unpopular. Your own efforts could change this but you don't have much to work with. For 50KP, you can change this so that you become a well liked and popular ruler, with few enemies within your

own nation. If you pay 100KP instead, you'll ascend to becoming truly beloved by your people, seen less as a ruler and more like a messiah of the national religion. Your people would happily follow your whims and even die for you without complaint, though enough abuse could see this love falter. A final 150KP purchase would let you hit the limits of your citizen's feelings towards you. You are not a mere messiah but a god in the flesh to your people. You can make no mistake, do no wrong and any hint that you might have done so or be less infallible than what they believe is surely the work of some unholy spirit or enemy spy. You could walk down a street executing your citizens and they would thank you for it. Instead of taking an option, you can receive a 100 bonus KP if you choose to have your nation be festering with disloyalty, rebellion and political chaos. Enemies, weak and strong, will abound for you in your nation and your population's views on you range from you being weak and ineffectual to being an evil tyrant that must be overthrown.

Quality- Free/100/200/+50
The health and wealth of the land of your kingdom, entailing what it has to offer you and your people should you gather from it and cultivate it, as well as the actual wealth of your kingdom. The basic level you have for free is that of a mostly empty land that has enough life in it to support your kingdom and it's people at their current population but has little protection against disasters or disease. It's no barren wasteland but it's about what you'd expect from the Middle East. Your kingdom has little in the way of finances. It is monetarily stable but has little in the way of surplus.For 100KP, your land may instead be very healthy and abundant with both natural resources, such as useful metals and materials, as well as flora and fauna to much more easily support your growing nation. Crops grow wonderfully and your people will be healthy and strong in this environment. The land is wealthy and thus so is the kingdom, which has profited from the natural resources and made good use of expert financing to store a great deal of gold. While much more could be made should your citizen's have the skill to draw out the potential of the land's materials, you have little worry in money terms even without such things.

For 200KP, your nation is more like the Garden of Eden made large. Very large. It has become a supernatural font of nature, where magical plants and animals become as common as mundane versions of such. Food is plentiful and delicious, your entire nation could survive just on what grows on the trees without needing to farm or harvest. Even magical materials are abundant here and your nation has become extraordinarily wealthy due to the resources it has and the large numbers of trade connections it has set up. Making a entire city out of gold would hardly be an issue and your nation's coffers whole a small mountain of magical items. Some might see such a jungle existing in the some parts of the Middle East as a little strange however. For an extra 50KP, you can choose to have your kingdom in a barren land, a true wasteland where food and life is very scarce outside of your own people, as well as being quite poor, since your treasury rarely as anything in it. How they've survived so long is a mystery and their future safety is not assured by any means.

Mystery- Free/100/200/+100
The presence, amount and quality of the magic found in your kingdom and it's people. While all lands in the ancient times had a great deal of such things, there are numerous countries and kingdoms where the mystery was far greater or lesser than those lands around it. The free level of this has your nation be ordinary in this regard. Magic is present and magicians are found in your land but it is no different from the average country that may be your neighbour. While this does mean you're unlikely to find powerful monsters or capricious spirits tormenting your people, it also means that the land and the magicians loyal to you have relatively little to offer.

For 100KP, mystery becomes much stronger in this land. The supernatural is something that all citizens have encountered at least once, as the mystery of this land is much higher than most of the neighbouring peers. Magic is significantly more powerful here, spirits and creatures can often be found in abundance and people have a much easier time making use of their own magical energy. This mystery has also conferred a certain amount of 'importance' on this land, ensuring that it and it's people will have some significant role in the story of the region it is in and the Heroes that come from those lands.

For 200KP, you may choose to have your land gain the same mystic significance as mighty Sumer and the great city of Uruk. The supernatural is commonplace here, often an accepted and integrated part of the lives of the citizens. Every man, woman and child has magic in them, with the potential to use it inborn. Even a otherwise ordinary mage could find themselves several times as powerful in this land, especially since the very mana in the air is of a simply higher quality, by quite a vast degree. There are many powerful creatures that make their homes in these lands and even Divine Spirits can sometimes be encountered here. Certainly, it is far easier to work magics on the world around you in this place. That 'importance' of the lower level becomes far more focused here, as your land is assured to play a major role in the story of the entire World.

For an extra 100KP, you can have your land be entirely dead when it comes to magic and mystery. Abandoned by the mystical, there is not a soul born in this land who holds the potential for magic and it is devoid of any supernatural spirit of creature. A land that feels barren and desolate to any with the senses to feel the lack of magic in the air here. It's quite unnatural. Magic is just weaker here.

Power- Free/100/300
The overall talent and potential of your citizens. This may be due to an unnaturally high concentration of mystery or, if you should lack that, a strange combination of circumstances that lead your people to be naturally better. Or not. For starters, your citizens are fairly average for the time you find yourself in. The craftsmen produce sufficiently good work for what the kingdom needs, the artists are nothing special and the army exists and is trained but would not stand out from any other country. Those who could be called Heroes almost never appear from the kingdom.

For 100KP, many of your citizens will display abilities and talent well beyond the normal level of the time you are in, producing top class mundane goods, brilliant pieces of art and even the odd magical piece through skill alone. The army is large, well trained and experienced, with many notable commanders. Heroes are very rare but not so much that your kingdom willt not have a handful alive at any time.

For 300KP, your kingdom is undoubtedly fated to become one of the greatest in the world. Every member of the kingdom is an exceptional example of humanity, at the peak of what is possible for the common man in your time, if not often slightly beyond. The craftsmen rarely produce works below the level of magical items, the ordinary children have the strength of full grown men and the army could match any in the world, where every soldier seems to be on the cusp of becoming a Hero, even if a weak one, and their forces are capable of taking on even some of the mighty monsters of the gods. Heroes are commonplace in such a kingdom, with dozens to hundreds alive at any time, even some truly mighty figures coming to call your nation home.

Companions

Import- 50
For every 50CP spent on this option, you may import an existing companion or create a new one. They have an origin of their choice, the freebies and discounts of that origin and 600CP to spend. They may purchase access to the Kingdom option, though their kingdoms are separate from any you have yourself.

Canon- 50
For a chance to convince someone already in this world to come along on your journeys, you may spend 50CP to extend an offer to them or at least have the chance at the end. Make sure to be in a time where they actually exist though. Whoever you choose, you'll be assured to meet them at least a handful of times while you live in this world and hit it off pretty well with them each time. Hopefully you can extend that.

Little Shadow- Free
A slip of a girl, barely noticeable in the corner of your eye. She found you one day or you found her and she refused to accept that she'd been found. She was barely standing but still held a sharp knife firmly as she glared at you. A spared scrap of bread and those eyes changed quickly. Now she follows you around, claiming that it is her duty to protect your life, meeting you was just a sign from God. Soft purple hair is her only distinguishing feature but her hard eyes give away her training. A failed member of the Hassan, left behind with nothing more than a dutiful will.

She thinks of herself as a trained Hashashin even though she only knows simple knife fighting and basic stealth. Her eyes roam around, checking for weak points and hiding places, even if she doesn't know what those are. Her cheeks get vibrantly red if you point this out and she will stomp slightly further away in a huff. Any hint of lessons or wisdom on her dream will be eagerly grasped however, her eyes starting to shine with wonder and hope. Maybe one day, she really will grow into the amazing assassin and protector the order believed she couldn't hope to be.

Sphinx Awlad- Free/25 per
It's only the cutest, cuddliest little thing in this sub-continental region. With skin in the pattern of the cosmos of stars, these kittens are offspring of one of the legendary Sphinxes of Egypt. The golden headdresses they wear, in the shape of little lion ears, is quite the hint. Fortunately, they're as weak as actual kittens in strength and only as sturdy as a normal human, so this fella won't need to be put in any sort of danger. They love to play around with gold and magic, bounding through the desert sand unbothered by the sun. This one looks up to you like a parent, affectionately nuzzling you and doing it's best to look big and scary whenever it thinks someone is threatening you. It'll be a long, long time before it grows up into a big bad lion though. Probably a few hundred years.

For every 25CP you spend on this option, double the number of Sphinx kittens you receive. All additional kittens still see you as their adored mom.

Drawbacks

You may take up to 1000CP in drawbacks from the following list.

Eternal Fate- +0

This is just one of many times you may enter this world, though rarely will you enter at the same time. Perhaps you wish to carry over your time in another experience in this world? Taking this option acts as a continuation option for any time you have been in Fate prior to your time here. Changes you make to the world in those times will carry over here, provided they were made before you entered. You will not be able to encounter yourself or change your own past from previous jumps however and changes made in the future of where you are in this jump will obviously not be present. Any changes carried over that would weaken or negate any of the following drawbacks, if those drawbacks are taken, will not be carried over or will do so in a sufficiently lessened level. You can make your time easier normally but you can't set up to negate the drawbacks. If you kill off all the gods and then come here and take Heavenly Judgement, they'll appear as normal.

Sumerian Pride- +100

Such a blessed life you live! Clear to all is the fortune that rains down on you and surely none could miss the divine favour that you are given. You were born to rule, in your mind, and the world should bow to match those aspirations. Whether reality actually does do that or not, maybe not so certain. You hold these arrogant and ironclad beliefs for these ten years now, believing that you are the greatest and will become even greater in the future with little real effort, while thinking far less of all but your closest companions in this world.

Deformed- +100

Power often comes at a price and most common of these prices is one the vain are rarely willing to pay. In the pursuit of your goals, you were forced to horribly disfigure your own body. In exchange for power, wealth or just to appease someone who would otherwise take your life. Your visage has become a truly hideous sight to look at for your time here, in addition to the aches, pains and uncomfortable movements that your twisted body now takes on. You are not hindered physically in terms of power, agility or speed but your body will never be comfortable nor considered more than atrociously hideous in your time here.

Wild Man- +100

It is in these times that civilisation has not spread throughout the world. There are countless wild places, truly wild areas where man has never set foot, and it is in one of those places that you grew up. With not a moment of contact with civilisation, you have been turned into a wild man. There is no understanding of the language of the people here, nor of technology or civilisation from here or elsewhere. You're not made stupid but you do deal very poorly with the works and locales of mankind and civilisation, though you can adjust in time. Everyone you meet however, will have a sense that you are a wild man, a feral creature like a wolf with the intelligence of a human. It's sure to make them uncomfortable, unless they're a…certain kind of man.

A Goddess is a Maiden +100

What's to stop a goddess from developing a delightfully toxic personality? Like the most dreaded interpretations of Ishtar, you've become quite the poisonous woman. Jealously coveting anything you feel even a small desire for, seeing little issue in murder and tantrums to get your way. Demanding and clingy to those you love or lust for yet remaining lustful and disloyal to those same

people. Almost spider-like in your ill treatment of those who care for you, your poor reputation spreads quickly as those around you become aware of misdeeds that you cannot willfully force yourself to stop doing. If you can't hold back the urges to destroy anyone who insults you, to forcefully take anyone who makes your heart beat faster, stealing whatever you desire, you'll really become infamous. It might even lead to violent punishment from the heavens.

Heavenly Judgement- +200
The gods are petty bastards and when they see something that angers them, they have it taken care of. For some reason, the gods of your time have become angry with you and decided to punish you. They've chosen to do this by sending their pet monsters after you, starting with the lesser divine monsters. A minotaur or a drake. But as you continue to defy their divine will, they will begin pitting greater and greater monsters against you, even eventually some of their most powerful divine beasts. Perhaps keeping yourself on the run instead of challenging each one directly could solve things. The gods, should you manage to beat all the servants they send against you, will not deign to fight you themselves, not at all because they came to fear your potential.

The Ten Plagues- +200
The God of the Bible has taken issue with your presence and laid a curse on you for your time here, quite the class curse as well. The ten plagues that once or will rock Egypt and it's Pharaoh to the core are now set on you and you alone for your time here. Darkness will allay your eyes, plagues of frogs and locusts and lice swarm you, cattle and plants you eat will rot and the rest of the ten curses will follow suite on you. There is no method to lift the curse, other than to prove that you can suffer through a decade of that nightmare, as even slaying the God that placed the curse on you won't see it lifted.

Trials of Scheherazade- +200
Like a certain cowardly story teller, you've been caught in a bit of a pickle by a powerful king. Somehow, you were tricked into a contract you can't afford to break with this king and must now entertain him for 1001 nights in a row with your stories. Each night, you have to tell him a tale or several that he has not heard before, that entertains him and that will convince him you deserve to live another day. The magical contract you somehow signed is such that failing to show up to his palace each night and to entertain him to his satisfaction will result in your death.

Holy Mountain of Corpses +200
The ancient order of the Hassan, or the forebears that will one day form that organisation, have become aware of you. They believe that you are an affront to Allah, their holy God, and that you are among the vilest of heretics. Each year, they will send one of their Assassins after your head, each one worthy of being the master of the mountain. They will begin working alone but as time goes on, will come in teams and recruit allies or lesser assassins to aid their tasks. Never will they accept an open battle, always searching for your weaknesses and trying to pass on anything useful they learn to the next pursuers, in case they do not survive. On your tenth year in this world, the Old Man of the Mountain will take up his blade to seek your death. The King of the Assassins will seek you out, using the arts of the assassin as well as his own brutal power, and the resources of the mountain along with him. Only when you have turned their holy organisation into a mountain of death and slain their king will you be safe.

The Book of Jumper- +300
The works of magical madmen often come back to haunt the creator, especially when they neglect their very much intelligent works. Through an accidental making or a purposeful creation that grew far beyond what you thought possible, you have given rise to a magical creature on the same level as Solomon's Goetia, though this one appears to have a way to grow more and more powerful as time passes. For some reason, they have come to despise you, hating you for actions you did or did not take in the past, and they seek to end you for the sake of themselves and others. The reasons they do this are not clear to you, though you might be able to figure out a more peaceful solution to your evolved creation if you could find out. Failure to do so will leave only the sword as the method of preventing your creation from ending your life.

So-Called Chosen One- +300
That great God has seen in you the potential to do great good, though whether it is for his plans or for the world is unknown. He has decided to make you a vessel for his spirit, so that he may use you for the greater good. Unfortunately, that greater good would end with your destruction in time. He has managed to leave a fragment of himself within you, with which he can constantly exert his power on influencing or outright possessing you entirely, forcing you to constantly struggle to resist the immensely powerful spirit, well beyond most Gods. Even should he succeed here and there in possessing you, so long as he does not manage to control you for more than a year continuously or control you by the end of your time here, things will be safe for you.

A Child- +300 (Incompatible with All The World's Evils)
One child in which everything can be laid at the feet of. A child who the rest of the world will use as a scapegoat, a way for them to forgive any sins they can ever do to others, by making that child the beginning and end of it all. The world's peoples, man and intelligent beast alike, believe that you are to be the receptacle of All The World's Evils. They will seek to do every imaginable sin that they can deliver unto you, anything short of outright murder, for they can only do that at the end of your ten years here if you do not escape yourself. Torture, theft, rape, treachery, assault, fraud, on and on it goes as the list of crimes and sins others wish to deliver to you will become near endless.

The Worst Couple Ever +300
The two people who would never admit that everything they have has just been handed to them by others and yet they both ended up stealing even more from you. Gilgamesh and Ishtar, through some twisted love plot together or independently, have ended up taking everything you have from outside of this jump. Even about half of what you have from here, reducing the strength of what can't be divided in half. Gilgamesh hoovered up every item you had, even somehow storing away properties and warehouses. Ishtar, as she's done in the past, has stolen away your powers, abilities and even your companions.

Each side of this terrible pair now acts like they rightfully own what they've taken, using it all on top of what they normally have. They're not even that much worse than you with it and Ishtar's managed to charm, threaten or just force those stolen friends to play along for now. It's up to you to take it all back, stealing your stolen items, retrieving those robbed powers and freeing those forcefully taken friends. Your foes are mighty and at the peak of their power, with their stolen goods added on, and will even happen to come to the aid of the other should your battles become too obvious. While you'll get the stuff back after your time here ends, the two will come searching for you after a few years to get the rest of the stuff they've not gotten their grubby mitts on.

Challenges

Challenges are additional tasks or changes to the setting that you can take on. Any number of Minor Challenges can be taken at once, since they do not alter the setting or require specific situations and long term goals. However, only one Major challenge can be taken at once, as each one will often change large aspects of the setting or require the full focus of the story. Major and Minor challenges may be taken together unless otherwise noted at the end of their descriptions.

Minor

Divine Heart Destroyers

Is it fortune? Good or ill? It's definitely dangerous either way. You've captured the hearts of two of Bablyonia's finest goddesses, Ishtar and Ereshkigal, something more than a few have found quite dangerous. What's worse, these aren't the sweet and silly pseudo-servants you might've seen but their original incarnations. While both have acted for humanity's benefit at times, they are aggressive, dominating and respond harshly to any insult.

Neither will the sister-goddesses accept each other, not right now. Each desires your heart to be theirs alone and will grow more violent and desperate the more you resist or the more victorious their counterpart appears to be. They might even drag in other gods if they see the need.

Successfully romancing either of the goddesses after you, and not dying to the other before your time here is at an end, will see them join you as a companion. You might even find, should you wish, that they take on sweeter and more personable attitudes more alike the ones influenced by Rin Tohsaka.

Of course, you could always try to win the hearts of the two sisters at once. Somehow romance each one and reunite the two with each other, solving the violence between them. If you manage, and that'd be a feat for the greatest of romantics, you'll of course be able to take both divinities with you as companions.

Major

Mother of Monsters

Whatever time you would have gone to, it has been changed. The All Mother awoke years before you arrived and there were none who could stop her expansion. Her mind rages at how her children suffer, die and move away from her. But her anger is not as deep as when she might one day appear later in this world. She still has enough reason to put in place a plan.

With her Sea of Life, Tiamat has taken control of the world. All of it or at least a massive portion that could not stop her. The Sea of Life has choked and suffocated the waters of the oceans, birthing forth many monsters. But these monsters did not slaughter humanity, they coralled them like cattle. Gathered into cordoned areas of the world so they could be kept safe, controlled and submissive. Never to abandon their mother again, whether it goes with their free will or not.

Ten of these zones are spread across the land, each containing many thousands of humans. Outside of these zones roam vast hordes of monsters, created by Tiamat to ensure none escape or rebel against her. Within the zones, only a few monsters are found. Those that spy on the humans within to prevent the build-up of resistance and a single leader that oversees each zone. Creatures like the Gorgon and the Chimaera, immensely powerful divine beasts and monstrosities that serve as Tiamat's greatest soldiers. Tiamat is somewhere in the world, constantly creating more of the Sea of Life, watching over the imprisoned race of man.

You'll find a place in this world as one opposed to Tiamat. Even as a monster, she would view you as separate, leaving you unable to hid from her forces. Your challenge is to end the reign of Tiamat, though there is no reason that it must be through violence.

Should you pursue a violent end for Tiamat, you would need to get around the conditions needed to kill her, for she both lacks the concept of death and will live so long as she is on the same world as one of her children. Unfortunate if you happen to be a a human born in this world. But if you wished for peace, finding some way to cure or alleviate the madness that drives her to desperately imprison and cage her children could make her release control all together. She feels genuinely love for her children after all, it is merely coloured by deep madness and pain, years of isolation and a terrible divine temper.

The reward depends on your path. If you slay Tiamat, you will have the option of partaking in her flesh. In some manner, it allows you to take her place. Her Authority over the Sea of Life, as well as her status as an Earth Mother Goddess, would transfer over to you. While you would lack the primordial body she has and her wealth of magical energy, the titles confer immense power and resistance to death, given it shall remove your own concept of death as you gain it. Being within the Sea of Life will also constantly draw energy into you, providing what is effectively an unlimited supply of magical energy, albeit limited by your natural output.

However, the difficult path to peace will reveal a more lovely path. Tiamat will feel grief once her madness clears and she realises what she has done. It is in that moment that you can choose to extend a hand and be her saviour, whisking her away to another world as your new companion. She'll not be tormented by her connection to her children until she decides to have more and will feel quite the spark ignite in her heart for you, as a friend or something more.

Ending

It’s the end of the world or just your time here. Ten years have gone and the time to make a choice has arrived.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* in this world?
Do you want to *Continue On* to more adventures?

Authority F.A.Q

What is an Authority?

An Authority is the divine power given to the gods by the world, investing in them the ability to command the world in certain ways to aid them. A god is a natural part of the world, a particularly powerful avatar of it's will, and thus an Authority is no different. It is not a magical spell or unique power of the god but that god asking the world to do something for them.

Authorities require no magical energy from a god to use, just a thought or a word about what they want to happen and enough allowance from the world in what their authority can do. If the God of Fire tells the world to incinerate an enemy army, the army will be lit in a raging inferno in moments even if the god was empty of magical energy. But the same God asking for something above the level of his authority, like vaporising a moon, would find no answer to his questions.

However, authorities are not infinitely usable despite requiring no magical energy. Asking too much from the source of the authority may see it take time to answer you. The God of Fire mentioned so far might create a enormously powerful elemental of fire or fire demon or similar being but find that their authority, perhaps even just in regards to creating more beings, might refuse to answer their desires for hours. An allowance spent for the time, in a way. It should be quite rare to encounter the issue unless a god is creating permanent things of a high level or using their power at the maximum level continuously, over straining what the world is willing to grant them.

Authorities all have an overall level of power or allowance, usually described in terms of maximum destructive potency in the option granting the authority. These can vary greatly, with older and more powerful gods having much more that the world allows them to do. These translate to non-combat feats in general scale. A God of Civilisation who is from a perk that granted continent destroying force with the Authority could certainly use their Authority over Civilisations on a continent spanning range, holding potent control over Civilisations within that reach. This power can vary from this maximum depending on how broad an Authority is, detailed later on.

In general, a god will also have a natural instinct for how their Authority works, what it can do and what it's limits are, making it easy to both stretch it to the limit and to avoid over extending with it.

Additionally and very importantly, all Authorities regardless of focus confer lower level abilities to Gods. While only a fraction of the overall power of the main Authority, it allows Gods to act as if they can cast a wide variety of magecraft or even magic like effects without cost. Manipulating energy to attack or buff themselves and others, investing some of their Authority long term to create low powered Avatars that they can act through, manipulating the weather or creating mundane objects and creatures, manipulating the minds of others and more. While these effects are limited to just a fraction of the overall power of an Authority, only around a tenth the power at best, they greatly expand what a god can do. Like the rest of an Authority's uses, they can be overdrawn and left unanswering for a time. Unlike the actual focus of an Authority, gods do not have any innate talent for the low level uses of Authority and it may take practice and experimentation to find the details of what is and isn't possible here.

How do I pick an Authority?

Authorities can be almost anything. From the simple and direct like Fire to the broad and vague like 'Things that Flow'. Regardless of the title used for the Authority, the actual breadth (How much the Authority covers) and depth (The maximum power the Authority can get out of your overall potential with it) is mostly up to your choice.

Rather than depending on the words you choose, it depends on your intent. If you choose an Authority and keep it fairly well defined, you'll get the full power as described above. Fire that focused on the element of fire, even if it included magical fire and fire creatures and fire forms and fire effects, would be at full potential for an Authority. A continent level God would have continent level powers for the Authority.

However, a Fire Authority that instead covered a great many things connected to Fire might suffer in power. Expanding the Authority to cover heated emotions, evolution and progress, creation or smithing/manufacturing, destruction, rebirth and other ideas linked to 'Fire' through symbolic means and conceptual connections. The more it expands from just direct Fire, the weaker the overall Authority will become. An Authority that includes all the above in potential use might be reduced greatly, perhaps seeing a 'continent' level Authority go down to just a 'country' level Authority. Adding several focused and limited ideas to an Authority might see a small debuff despite the number, while adding extra broad ideas like destruction and creation could see a large debuff just for one or two.

You can take the same Authority more than once if you have each option differ in the above regard. You could have a narrow Fire Authority that focused on giving you the most power with Fire and direct Fire things, then have a second Authority that went for extreme breadth in regards to things connected to Fire. They would not stack in power, your narrow Authority will not increase the power of your broad Authority, but you will have the abilities of both at once. There’s no limit to this stacking, just keep in mind that they do not directly stack in power, just adding new abilities.

This breadth vs depth issue is decided when you gain the Authority and not changed later, at least not without external effects.

Outside of the above considerations, there aren't many limits about Authorities you take. The important thing to keep in mind is that just like above, Authorities are meant to be balanced with each other. The power of your Authority is the given amount in the perk. Choosing a concept that might have inordinate levels of power, like Magic or Humanity or Gods or whatever else, will not result in a better Authority outright than if you picked something like Fire or Progress or Monsters or Storms. It might be better for you by virtue of working well with an existing skill set but you will not see things like a Magic Authority letting you easily simulate many other Authorities at full power. Whether you handle it by greatly reducing the power by retaining the versatility, focusing the power on a specific interpretation of the Authority or some other means, as long as you're not getting more out of it for the sake of it, it'll work out.

Authorities and Authorities

Numerous extra details about Authorities will be placed below.

It’s important to look at active vs passive effects for Authorities. Authorities, since they are just effectively a sign that a god has the right to ask and receive a certain amount of assistance from the world, do not grant passive abilities innately. A Fire god is no more immune to fire than a normal human, though they’re likely naturally more durable by virtue of being a god. However, passive effects like these can be asked for through the Authority. In a sense, investing a certain, usually small, amount of the overall Authority into constantly having a passive effect lets you get them. Our god of Fire could easily ask for immunity to Fire attacks and effects that aren’t desired (Within his general power potential of his authority, as always) and gain it at little cost in power. But that cost in power would stay as long as he’s manifesting that passive ability. Once he releases it, he regains the full maximum power. Similarly, a god of Good could become immune to Good aligned attacks easily

enough but a god of Life might find themselves expending a more significant amount of power to become immune to attacks from living beings or gain some potent passive ability against life. But as always, the more overall power you have, the more you'll be able to do with it.

Authorities can also be used to modify or alter the self without semi-permanently sealing away power. A Life authority can heal the god it is held by, even potentially restoring something as esoteric as the Saint Graph, and not require long term investment. It can be a fine line to differentiate between these instant or short effects that are permanent but don't require investment, and things that do require investment to last longer. In general, instant effects that might be found in a spell can be cast without investment, while things that grant you new abilities or resistances will likely require investment.

Authorities can achieve greater than normal power for the potential they normally have if you combine knowledge, tools and/or skill with the Authorities use. In the same way that humans can lift more than their ancestors thought with proper technique for lifting, damage things normally thought uncrackable with the right hammer tool or create a much larger fire more easily with the right survival knowledge, a god can achieve more with the above things. You can achieve greater blasts of fire with your Fire authority if you work with the environment for fuel, using your Authority in concert with powerful magical tools could let you boost either side much higher and even just learning to use the Authority better in combat would see you more effective than just telling it to defeat your enemies.

Beyond just being smart about your use, you can also find that your Authorities can synergise to be greater than normal. This is done by using them both at once to the same or similar effect, at least if the Authorities have that potential. Using an Authority of Fire, one of Summer and one of Heat to create a offensive blast of flame would result in a more powerful attack than if you just relied on your Fire Authority, giving the same or similar commands through Fire, Summer and Heat to create this synergy. Direct synergy like this is the most obvious but indirect forms are also viable. An Authority of Life used to create the basic lifeform with flesh and bone while using your Authority of Fire to grant the lifeform several magical abilities relating to Fire and finishing off with using Civilisations Authority to have it able to replicate and learn at a extremely rapid pace. Creativity can allow for a great deal beyond what even your already incredible powers can do by themselves.

In battles between gods, Authorities can clash and override or effect each other. In most cases, it's usually a simple matter of who has the more powerful Authority. When each god is equal, it'll become about depth vs breadth again, most likely. A god with a direct Authority over something would be able to take command over something another god is controlling if that second god had an equal authority but only indirect connections to the target. A Fire god with a narrow focus will overwhelm a Elemental god who has fire as one of four focuses or a god of the Weather with only tangential connections to Fire. Exceptionally powerful gods can also simply smother the Authorities of those lesser than them, even if the Authorities have little connection or are complete opposites. A continent scale god of life would be able to outright override the authority of a less than country scale god of death should they come into conflict.

Notes

Super special thanks to my NuBee, who I love and adore more than anything else in the world.

Also thanks towards all of the creative anons that gave ideas for timelines and challenges.

The note about pillars potentially being permanently destroyed is intended to differ this part of the perk from some ‘fiat backed’ one up perk. It’s an in setting part of the power, not an absolute guarantee against any death. Some anti immortal weapon could kill you despite the protection.