Land of Shadows

Fate Legends: Irish Myths
By Valeria

Introduction

It is a land divided between darkness and light. Where great heroes battle entire armies to a standstill for years at a time, where evil queens will incite war and famine for nothing but their own desires. A crucible in which only the greatest of warriors can ascend to the resting place of heroes and yet, countless heroes have been produced in this land that deserve exactly that.

This is Ireland, home of Irish Myths, though they are far from such for you right now. This is where Cu Chulainn would have his adventures, going from a wild boy to one of the greatest warriors and knights that history has ever known. Where Diarmuid's infamous and ill fated romance with Grainne would be put to the test against the character of his lord Fionn. It is where the evil Medb would cause chaos and mayhem over a simple cow and where the legendary God-Slayer Scathach would teach her many students, hoping that one day, a man would grow great enough to bring her the fate she so dearly desires.

It is no longer the Age of Gods in these lands, though the world is still one quite filled with magic. It is bleeding away, slowly but surely, but for your time here, you'll find no shortages of monsters and divine beings to occupy your time with, be it hunting them or running from them.

There's no end of things to get your fill of here, from fights that'll make the blood pound in your ears, to friends that'll make you think you can stand against the entire world with them by your side, to tragedy that'll suck all the hope from your heart. You will be spending at least ten years in this land and shall take 1000 Choice Points (CP) to supply you with the tools to survive.

Location

Erin, Eire, one day known as Ireland. A great green land, one to which warriors and war are well known, as are monsters, gods and spirits of all different kinds. This land, despite it's relatively small size, has quite the storied history, with century after century of great and poor kings battling against each other in the hopes of one day totally controlling the island. You may begin in any open and public location in this land, though you likely start in some place important to your origin. Your isolated home as a hermit, your castle as a Lord or your Lord's castle as a warrior. Perhaps even an open battlefield.

While this island remains your physical location, you have two times to choose from as to when you enter and spend your days here. The first is the Ulster Cycle, featuring Cu Chulainn's adventures among many others, beginning in the early First Century. The second is the Fenian Cycle, covering the journey of Diarmuid and his contemporaries, taking place a few decades later in the Second Cycle. Either way, you will begin at roughly the start of Cu Chulainn or Diarmuid's tales, respectively.

You will spend at least ten years here but may stay in this world for up to 200 extra years, regardless of which point you choose to begin at. If you choose to extend your stay, you will find yourself redirected back to Ireland should you leave in order for you to take part in notable events every few years if not more often, even if as just an observer.

Origins

Warrior

One of the many and the brave. You were born to battle and battle you have done, proving yourself more than worthy of the title of a warrior. From the wild barbarians that roam the wilderness and raid good folk to the honourable knights that serve wise lords to rogues and hunters that make their fortune through means dark and foul, there are many breeds of fighter in this land. You are a skilled one, trained in battle and with good instincts, but the path to the top of the world is a long one yet.

Lord

Fighting was in your blood but what was in your mind? The nature of a leader. You have the red blood of any Irish man but you sought to gather warriors beneath you and make a real mark on the land, instead of whiling away your days in the mess of conflict you seek to turn the land to your will entirely. You are a minor noble of the land, owing a bond of fealty and loyalty towards one of the kings or greater rulers of Ireland who gave you your lands and castle, as well as having more than a few loyal men that call you their lord. Legends are still to be made and you will progress nowhere by sitting satisfied with what little you have now.

Hermit

The world, as bountiful as it may be, was not for you. You retreated from it, searching for greater meaning to life than battle, pleasure and power. Perhaps you found it, perhaps you still search for it, but you do so in solitude as a wanderer across this green land. A hermit is one with a smattering of learning across many disciplines and you are no stranger to battle or tricks or spells, though you have only a little skill yourself in each. The stories of this land could be altered greatly with a stranger such as yourself. This origin also serves as the Drop In origin if that be your tastes, removing any history or memories you may have gained from an origin in this world.

As a Warrior or Lord, your age is 16+1d8. As a Hermit, it is 20+4d8. your gender remains the same as it was before, though either of these may be changed for 50CP a piece.

Perks

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

Green Life- Free

The Age of Gods may be over but humanity is still far from what it becomes in the modern day. As a human in these times, you have abilities quite beyond the ordinary man of the later years. Your body is physically at the peak of human capability, even without training, and your magical potential sees you with around 50 magical circuits of a very high quality. Not quite enough that you'd outmatch most modern magus without effort but enough that you'd be a notable prodigy in those times. Now though? You're rather ordinary for a warrior or wizard, perhaps a little beyond the average.

Celtic Thighs- 50

Legs that drive men to madness or eyes that look like living rainbows, people here don't seem to settle for less then the most outrageous bodies they can think of. There are great slabs of muscle walking around as warriors, lithe young maidens performing magic as witches or perfectly proportioned, divinely gorgeous young women teaching the arts of combat and dark magics to warriors that can manage to find them. Just like all these characters, taking this option ensures you have quite the wild and fantastic body to look at. This can be as simple as being very handsome or beautiful or take a more classic look at things, adding many varied colours, new features and fantastical traits, though none can be more than cosmetic.

Warrior

Life of a Knight- 100
To thrive in these times, a warrior must be quite the complete package. You rarely disappoint those who challenge you to a battle, on the battlefield or one between your minds. You have excellent skills in combat with a weapon of your choice, enough to prove yourself well against most other knights or warriors, and are familiar with the range of skills a knight is expected to be well learned at. Tactics in battle, acting with honour towards others and even the matters of politics and ruling a small domain of your own. Particularly, you are also able to keep a cool head in conflict situations. Perhaps it's the enormous amount of good cheer and vitality you have within you?

Puppy Love- 100
Wild little thing, weren't you? Growing up with the dogs as more like siblings, you learned to hold a close connection to the animals of the world. More than what any man could learn to do by training as a hound master or similar ilk, you have a natural affinity with animals that allows you to treat all but the most hostile and loyal to your enemy animals as if they were already tamed pets of your own. Wild dogs lick your palms for treats, a strange horse would let you ride it without being broken or tamed, even the birds of the sky sometimes bring you berries in your travels. Monsters or magical beasts have a much lesser effect from this, though you will find that you have the potential to train animals to become supernaturally powerful, such as raising dogs to be ten times as strong as any normal hound. This does take work and time however.

Love Spot- 200
There is a mark somewhere on your face, a spot or perhaps a small sigil or tattoo-like symbol. It doesn't mar your features at all, maybe even enhancing them some small amount. But this mark has great magic within it, one that might normally curse you to an ill fate in regards to romance. This Love Spot causes anyone of a different gender to you to, upon looking at this spot or symbol, instantly and very deeply fall in love with you. They might not acknowledge these feelings at first or may try to resist for the sake of an existing partner but these feelings will only grow stronger if such things occur, till they can do nothing but admit their true and eternal love for you. It is possible to resist this ability should one have a high degree of magical resistance, something that many powerful beings in this world have innately, but without such a thing there is little defence. Beyond lacking the means to feel love, terrible as that may be. You are able to control your Love Spot, deactivating it entirely or freeing those affected by it from the grasp of love as you wish.

Striking A Deal- 200
The Geas is a magical contract made between two people of whom possess magic themselves, holding each person party to the Geas bound to the contract, else they face some terrible punishment. You are well aware of how to cast such things, with the agreement of the other parties, without the need for anything but magical energy. The Geas must be made willingly and knowingly by all parties, though they need not fully understand the implications of what they are agreeing to or be aware of how you plan to take advantage of it. A Geas can even be laid on yourself, by yourself, to enhance your overall power at the cost of burdening you with various harsh restrictions. Breaking a Geas inflicts a punishment decided at the time of the deal being struck, often a terrible injury, disease, binding or even death. You cannot free yourself of your own Geas and even managing to do so will discorporate the deal entirely, for all sides of the deal. However, you do find yourself with unnatural skill in wording these deals to your advantage, leaving and finding loopholes in them and in manipulating people into being willing to take on these deals.

Riastrad- 400
A legendary fury that only the greatest and most naturally inclined warriors can enter. The Riastrad, known as the Warp Spasm, is a transformative state that you have now discovered the ability to trigger within yourself. Trigger it and your body will begin to change. Your muscles will bulge and your stature grow far beyond any mans. Your bones will twist and warp, yet not hinder you at all. Even your hair will become a deadly weapon, turned into sharp spikes that stand on end. In every way, you will become an ungodly beast. Yet this hideous form comes with immense power, greatly magnifying your physical abilities. Few warriors could resist your blows in this form or keep up with the speed of your mad charges, even should you be a mediocre warrior in your own right. The transformation may grant you tens as times as much power as before but it drives you into a near mindless frenzy, robbing you of the use of much of your skill in combat and other intelligence, though you can still distinguish friend from foe in a vague sense. You are also able to reform from this transformation at will.

Lord of the Spear- 400
Great men come in abundance in these times, especially in these manly lands. The way you handle your spear is most important, as they are an exceedingly common weapon amongst men. A man with a weak thrust will be treated as a laughingstock and someone who accidentally breaks his spear? Shamed forever. A god amongst men, some have taken to calling you, for your spearmanship leaves little other possibility. Whether it be a hundred knights or a thousand archers, you can effortlessly slay anything short of a demigod should you have a good spear in hand and easily deflect most ranged attacks with the use of your weapon, even somehow many area of effect blasts. Your skills are breathtaking and your body has become much stronger to suit it, equal to one of the Knights of the Red Branch, like the famous Diarmuid. Due to your experience, you have a very high degree of skill in small scale battle tactics and know when and how to retreat from a battle. If you're a terrible bore, you can choose another weapon type such as swords or clubs.

Hound- 600
Born to be a beast, you're descended from one of the Divine Spirits of the Irish Pantheon and it's done your body well. You've got the speed to fight entire armies at once, cleaving through hundreds or thousands of men each second, and the strength to pick up and throw a hill over the horizon to wipe the smirk off that smug bitch's face. Even those fancy pant's guys over at Britain would find you a tough opponent just based on your physical might but given just how long your stamina lasts, that might be the scarier part. You could fight without sleep for seven years straight, fighting hours and hours each day and eating as you go. Even if an enemy does manage to hurt you, short of ripping apart all your muscles and grinding your bones to dust and pulping your organs, it won't stop you from continuing to swing your blade at them. Lastly, as a bit of a blessing from whoever your parent might have been since they didn't leave you with anything else, you'll find your body is perfectly suited for fighting inhuman monsters. The energy that pumps through your veins sings at the chance to carve up some beasts, driving you to much greater heights of strength and speed when you pit yourself against creatures of the night and of evil.

Runelord- 600
The most iconic of magics for this place it seems, though what you are taking hold of here isn't from Ireland at all. With the purchase of this, you have become a master of Rune Magic, which utilises magical energy drawn in set forms to create powerful spells. It takes more time to perform then many other kinds of magic but is exceptionally powerful. Of course, you know all the normal Norse runes and much of your spells come from combining them in different orders to create magic. But

what makes you special is that you are aware of the Primordial Runes, the same ones that Odin himself used. Even just using two or three at once can accomplish things like rewriting a Servant's saint graph, grant sapience to mere animals, bring terrible monsters to life from nothing or harm even a divine spirit. Of course, you'll need a lot of energy to equal the sort of stuff someone like Odin might have done but you'll now find yourself overflowing with more than enough magical power to destroy a mountain or three. Maybe even crack a big island into itty bitty pieces with the right rune combination.

Lord

Lead The Way- 100
A lord that can't lead is about as useful as a bloodhound with no nose for blood. You don't break the mould here, since you're quite the outstanding leader of men yourself. You have quite a bit of talent and skill in ruling, both as a governor and through military command, given how closely the two are linked in these times. You also have a fair amount of combat skill, not the match of any experienced knight but more than enough to hold your own against the rank and file should things go sour. Your real talent is for bonding directly with your subjects, as you find it abnormally easy to befriend and gain the true loyalty of anyone under your command, either as a lord or as a commander.

Uisce Beatha- 100
Your hands have a special property, one of quite a great value to a warrior culture. Any liquid that you scoop up in your hands is granted great healing properties, able to heal any wound of the body or spirit in just seconds of contact, save for the greatest of cursed wounds. Your healing waters can be spread even on spiritual bodies to heal them and the liquids will cleanse away any poison or disease in the area it touches. The closer to pure water the liquid you hold is, the better the effect will be. Trying to use polluted river muck might only clean a few nasty scratches. You can also, should you have the need, prevent liquids you hold from gaining these properties.

Husband, My Love- 200
Marriage means you own all your hubby's stuff, right? Of course, that was why they married you in the first place. They loved you so much, they wanted you to have everything they could give. Hoho, what a clever girl you are. Why, you figure that a special power is just as much yours as all your partner's wealth and lands. You'd not be wrong either, since you now have the ability to borrow a single ability or item from any past spouse or long term intimate lover you have had in the past for your own uses. Spent a few months married to a precognitive King? Just take that power for your own when you need to check the future. One of your more cherished boytoy's had an excellent sword you could really use in the current fight? Drop that future sight and the sword can appear in your hands, ready for use.

Lustful Thought- 200
What evil queen would be such if they didn't have mastery of certain skills and traits? Which ones? The ones to drive men and women both to a madness of pleasure, where they can revel and indulge in the lust and sin that comes from defeat at your hands. Your body has taken on an irresistable form to most others, with charms and features that cloud the minds' of others on mere sight with intense lust, making even great warrior's fumble with their blades against you, both the metal one and the other one! Actually putting effort towards attaining someone you desire is simple, as your lustful visage becomes far more intense when you apply your extensive skills in seduction alongside them. And should you get them into your bedroom, or just behind some bush somewhere or out in the open, you can drive quite literally anyone capable of feeling physical pleasure to temporary madness and defeat solely through the thorough, skillful and very enjoyable…application of your body to their body. As long as they don't physically fight you off, at least. As a useful extension of your lust-infused body, you are also able to create a golden 'mead', through apparently unknown processes. This mead is the liquid form of your lust powers and drinking from it can instantly bind those of less than iron-clad wills to your commands, at least for a time.

Druid- 400
The magic of the wilds runs deeply in this land, such that a druid is perhaps better known than an ordinary magus. The druidic magecrafts involve dealing with nature, the spirits and beasts of the land, even the creation and summoning of avatars of the divine beings found in this natural expanse. From your childhood, you had an innate connection to the natural world around you that allowed you to easily bond with beasts and spirits, which has been further supported by an extensive education as a Druid. You are the match of a exceptional druid magic user like Fionn mac Cumhaill or Cu Chulainn, possessing a very large amount of magical energy and a great deal of knowledge to put it to use. Summoning hordes of relatively strong creatures to support you, turning a forest against your enemies trapped within, creating something as magnificent as the great Wickerman. You won't have the power nor breadth of a master of Runes but you are notable in your own right and you'll find that barring rituals to communicate with and obtain the alliance of major natural spirits or forces, your spells are much faster than what a Rune Magic user might normally use.

Motherhood- 400
All things in this world come from a mother, be it an animal mother or mother Earth. With your long and storied history with motherhood, you thought to take things to a bit more of an exceptional level. You have the ability to create life and nature, so long as you have taken in the right information to do so. By taking a living being or part of nature within you, through consumption of a part of it or some other method of receiving genetic information from a living being within your body, you're able to imprint that information inside you and create new life based on it. Taking a human in this way would allow you to create humans, as infants or fully grown adults, with a small expenditure of mana, enough for even a normal person to make two or three adults this way. Take in a dog's information as well and you could even mix the two, creating dog-men. You can even pass down information you know and wish into them, moulding their personalities, skills and memories. Enough energy and you could birth entire armies. Not that you need to literally give birth to them. It is possible for you to simply create this new life in front of you from your energy. And as mentioned before, this also applies to any part of the natural world. Sip from a river and with enough mana spent, you could create an entirely new river.

Fish Oil- 600
Through a miracle of breaking the rules, Fionn was not the only boy to get the first bite of the legendary Salmon of Knowledge, the fish that contained all the world's wisdom. You found yourself with a replica of the fish and ate it whole, from head to toe for yourself too. Thus, you gained all the wisdom of the world, even if it is concentrated in your thumb. By biting your thumb, you are able to connect your mind to a seemingly endless repository of knowledge, containing all the information that exists in this world. Like a mental library, you can search through it just by thinking but also like a library, it takes time to find information and time to read through it as well, plus you will not automatically memorize what you see there. But with the patience of a good lord, you can find out anything you wish, within the limits of this world.

Small Divinity- 600
Most holy of holies, what queen is more deserving of the right to rule then one that is literally divine? A minor divine spirit you may be but to the mortals around you, the distinction is often hard to see. As a Divine Spirit, you receive numerous benefits. Your body is significantly greater than that of any normal humans, so you should have no issue splattering them about with your fists, but you are not so strong that a capable warrior like the Knights of the Red Branch include cannot harm or beat you. Your magical essence is much greater however, matching the magical energy stores of someone who

became a Runelord with that preceding perk. What makes you unique is your Authorities however, three domains over which Gaia has given you a fair degree of control over. By utilising these Authorities, you are able to command and control expressions and instances of the things within that Domain, at a scale of a mountain range or significant section of Ireland. A Domain of War would enable you to incite battles and warlust, exert influence over how battles and wars play out such that it would take mythic heroes to turn the tide against your wishes or summon forth soldiers and weapons to do war with. Your domains are not without limit and the broader the domain, the less control you will be able to exert. While you are not subject to being changed by the worship of mortals by default, you will find that your divine spirit nature may have strange reactions with the world around you. You are now a being of magical/spiritual energy and divine belief, after all.

Look to the end of the jump for a section detailing Authorities in great detail.

Hermit

Hermit On The Move- 100
A life alone doesn't need to be a life of greater danger. So long as you have the right skills and knowledge of where you travel, a lonely life can be quite pleasant. You've been travelling around Ireland for many years now, becoming quite skilled at making your way across long distance quickly, safely and without making much fuss. It's also given you a pretty extensive knowledge of Ireland, or the country you find yourself in in the future, such that you're aware of everything from the local politics to where many of the less well hidden supernatural factions, creatures and locations can be found. And this life has also led you to take on quite the mysterious vibe yourself, people often find themselves interested in you for no other reason then that you are you. A question for others to hopelessly try to unravel.

Not So Lonely- 100
Yet that lonely life will eventually become too bitter to stand alone. You cannot solve solitude by yourself, it's quite contrary to the very idea. But you of all people find that you are never isolated for too long, not if you want otherwise. When you begin to have a need, you will find that those with the potential to save you from yourself will appear to you. This saviour may be someone that might one day awaken true love in you and reignite your passion for life. They might be someone that merely has the potential to kill you once and for all, ending your miserable existence and giving you peace. Depending on your power, they may require years of training yet to reach the needed level but they are capable and willing students. There's nothing quite like raising your students to be your own perfect murderer and lover.

Dark Teacher- 200
Teachers have a great deal of power, given they are the source of each proceeding generation's greatest warriors, magicians and leaders. Rarely is this more true than it is for you. A teacher like few others, those who study under you find that they learn as if they had enormous talent for anything you teach them, picking up everything from the combat arts to the spells of the far off Norse with lightning speed. Even faster this grows should you welcome them into your bedchambers and give them the gift of your thighs. You are particularly charming to any student you have in that manner indeed, and find that even those not yet your student will feel a growing desire to become such as your own fame for great skill and power grows.

Always Learning- 200
The immortal life is one of long years and a constant struggle for meaning as everything around you has begun to fade. You are somewhat familiar with this, as you age at just a fifth the rate other humans do and have already lived for many years. Of course, unlike many immortal beings, you found a great spring of motivation within you. You have apparently endless patience and focus, no matter how boring the task at hand is, and that is coupled with a terrific propensity for learning new information, as if you were still a child-like blank slate to stamp new knowledge onto. If anything, the more you know, the easier you find it to learn new things, as you apply the lessons, principles and data from past subjects to anything even remotely similar to what you have learned before. The final aspect to your lifelong task of endless improvement is that you find you do not technically need a teacher, even for things that normally need such a thing, so long as you work at your task many times longer than normal. Even the strangest of magic can be figured out eventually, given you have centuries of isolation to do so.

Fangs of the Beast- 400
The greatest of warriors only become such with the greatest of tools, which themselves must be made from the greatest of materials. What greater materials could there be than those legendary finds at the end of quests, the mythical beasts that heroes slay or even the bodies of the hero himself? You are a master at the creation of all kinds of magical weapons, armour and items, capable of crafting even things like some of the magical spears wielded by the Knights of the Red Branch. Your proper talents come to the fore when making items from the body parts of slain monsters or magical beings, allowing you to not only create results of far higher quality than normal but also to retain some or all of the magical powers inherent to the being you are using as materials.

Wisdom of the Haunting Ground- 400
These long, long centuries have not been idly spent by you. You devoted yourself in your life until now to mastering all that you could get your hands on. And master you did, for you possess seemingly supernatural ability in hundreds, if not thousands of different skills and fields of knowledge. So long as the skill or knowledge existed before the first or second century AD, you have already learned it to the point that you can pull off supernatural feats with it. Your skills with horse riding, for example, are such that horses are driven to move at speeds far greater than physically possible and become able to ride up walls as if they were flat land. You could create poultices from plants that heal with magical efficiency. However, while your wisdom is vast, it is limited in the fields of combat or magic. Perhaps you neglected those areas of study in your long life, for you have no more skill in things relating to those fields than any other person.

Immortal- 600
A goal of so very many, yet you appear to have simply stumbled into attaining it in the course of your other adventures, perhaps even in an unwelcome manner. Immortality has been attained for you, the seemingly perfect immunity to time, weakness and even death itself, preventing you from being aged or erased from time, from having your body degraded or weakened and from being slain, even from powerful conceptual weapons or abilities. Any wounds dealt to you heal in moments. This is due to your own connection to the world that you call home. Through your deeds, you have become such an integral part of the world, even against the wishes of the world, that your life will exist so long as it does. The planet you begin on, in each universe you find yourself in, will maintain this lack of frailty or death, provided it has not been made inaccessible totally to any enemies you might have. Hiding away your home world somehow, even behind nearly impregnable defences, would still see you retain your immortality but making it completely impossible to reach or harm would sever your own connection for a time. If your home world should be hostile to you in some manner, it will be unable to remove your link to it, even if it wants so very much to do so.

Godslayer- 600
The gods of this world seem to be mighty but only to those who do not realise the potential within their own forms. The gods are far from the invincible overlords they once came close to being and these days, are indeed just another mountain for a hero to conquer. You've been training yourself for this feat and have already slain many minor divine spirits, which has embedded a curious aspect of power in your spirit. Your actions have a far greater effect against any divine being, even just things that call themselves divine to a lesser extent, such that your blows that might normally only bruise or scratch will deliver actual wounds instead. You can easily sense the presence of any divine being or their servants within a vast area around yourself, enabling for the easy hunting of such arrogant creatures, and you possess an immense degree of resistance to their powers of Authority, allowing any divine being to use a tenth of their domain-based powers at most. Of course, you have

prepared yourself as even with this, a god is no easy prey. While you do not have the skill or abilities that other perks earlier may give, you find yourself a incredibly accomplished combatant with a enormous variety of weapons. You won't fight any Gods of the Spear to a stand still but anything much less is easy hunting. Your raw physical and magical abilities are quite astonishing, only being a few steps below that of a proper demigod, though as yet you seem to lack any magical training.

Items

All 100CP items are free for their origins and other items are discounted for associated origins. All items below can be imported into should you already have a very similar item, such as a spear into Jumper's Gae or a armour into Rune Suit or a sword into Caladbolg.

Jumpers' Gae- 200

The ever present weapon of choice in these lands. The spear stands out as the perfect choice, with similarly perfect balance between offense, defense and evasion. No wonder all the great heroes make use of one or more. Now you get the chance to buy your own magical spear as well. Each purchase of this option allows you to design for yourself a spear of great magical potency. Examples of the spears you can create would be things such as the legendary Gae Bolg, a cursed spear which reverses cause and effect to strike it's target through the heart regardless of their actions or abilities, or the Gae Dearg, a spear that severs all magical energy it touches, even breaking contracts and mighty artefacts below a certain level. You can't have a spear that goes beyond the relative power of these but if you buy one, you can buy extra copies of the spear you have had created for you at 100CP, half the normal price. You can also spend the full price again to create an entirely new second spear instead of an extra copy.

War Paint- 50

A tightly lidded bucket of paint, seemingly in whatever colour you need at the time. Doesn't look like it runs out either. This paint bucket is filled with paint that appears to channel magical energy quite well, making for a particularly efficient way to paint Runes and other forms of magic that require sigils or signs. It makes for a pretty fantastic body paint as well, easily letting you breathe naturally through it and providing a potent way to stock Runes up on your body. You cannot import into this.

Irish Feast- 50

A night is not good without a grand feast to celebrate the victories of the day. Like any great fighter, you adore such a celebration and now you'll always be sure to have the materials available to you. With a click of the fingers, you can summon dozens of long tables, each piled high with apparently endless amounts of Irish food and drink, all not only fresh from the kitchens but also of the highest quality. You cannot import into this.

Warrior

Hounds of Culann- 100
A pack of wild beasts, almost like monsters, runs around you as you wake up. You'd be forgiven for thinking they were monsters, as these are the Hounds of Culann. Each enormous, pony sized dog has ten times the strength of any normal war dog, able to tear through steel armour with their jaws and outrace any horse. You have an entire pack of these loyal beasts with you, numbering 8 brothers and sisters in total, having raised them since they were puppies to serve and fight alongside you. Plus having a puppy puddle to melt into at night really helps keep the cold away. Thankfully, the little doggers come back to life right as rain shortly after being hurt, just a day or two later.

Surge of a Warrior- 200
The legendary drink of the Red Branch knights, squirreled away in a barrel for some secret and against the rules late night partying, as the rowdy knights do. You've got one of these barrels of brilliant red liquid, one that never seems to run out either. Beyond being a drink of exceptional good taste, and exceptional ability to get all but the hardiest warriors roaring drunk, the Surge also restores the stamina of anyone who takes so much as a sip to full, even if they've been fighting for days, and can actually heal the physical wounds of those who start to gulp it down. Those who haven't trained their bodies, such as ordinary people, can cause serious damage to their bodies which cannot handle the revitalising process of the drink but any proper knight could down a mug with ease.

Caladbolg- 400
An exceptional sword is rare in the land of spears but hardly unheard of. Particularly when it comes to the blade now resting in your hands. Caladbolg, legendary sword of Fergus MacRoich and the prototype weapon for many of the most famous blades in history, such as both Caliburn and Excalibur. This drill shaped sword meets little resistance even against powerful magical armour or spells and when it's true power is released by it's wielder, it can unleash enormous blasts of light that can wipe out entire armies. Caladbolg however, excels at the destruction of the landscape and when used to destroy the environment, it can even render a mountain to slag or shatter whole islands, much more than it normally can do.

Curruid Coinchenn- 600
The dreaded body of the beast from which Gae Bolg, the thorny spear of death, was made has now been harvested and reformed into a strange but very powerful suit of armour. Covering most of your body but leaving the chest and face bare, though it does include a hood, Curruid Coinchenn is a partially living armour that wards away even the blows of magical spears like Gae Bolg, while also massively magnifying the strength and endurance of the one who wields it, such that they would be at least ten times as strong as they originally were. It even heals the wearer at a significant pace of any injuries they take on. The armour is covered in cursed spikes, similar to Gae Bolg itself, which deliver wounds that will not heal naturally or through weaker magical means. Finally, when activated in full, the armour will fully cover your body and turn you into a rampaging beast, amplifying your physical abilities even further and letting you extend and fire off the spear-like implements in your body, though they do not have the strange powers Gae Bolg has.

Lord

A Kingdom Is My Horse- 100
Snap and slash! A fancy little riding crop for a fancy little queen. While clearly of the highest make and easy to use to spur on a horse or cause a bit of pain to a unruly subject, the crop is actually enchanted for some additional uses. When intended as a weapon, the crop will strike with enough weight to break bone or even split a thick tree in two, or when intended to cause pain it can cause convulsions strong enough to cause paralysis in less sturdy types without leaving any actual wounds at all! Plus when you use it on a loyal subject, they won't even protest as long as you don't cause them serious harm or pain with it. Unless they want to. Lots of your subjects probably want to if it's you.

Lord's Home- 200
A proper lord now, aren't you just? You're still far from claiming the title of a king but now no one will doubt your place, as you've received a fairly significant noble title in your kingdom, such as that of an important lord or duke, and also a very large and well fortified fortress from which to rule your new territory. It's tough enough that it could stand a siege from the Red Branch Knights themselves for at least a few days, even with their magical powers, and the castle has a close connection with the nature spirits of the land, not only ensuring any druid magic is significantly stronger than normal but sometimes even bringing those spirits out of nature to assist you directly. Be it in battle or everyday life. Both title and castle, along with the surrounding territory and towns, will follow you to future worlds.

Lover's Chariot- 400
The chariot of the fearsome Queen Medb herself or at least a fanciful imitation of it. This large and luxurious chariot is a sight to see from the outside but entering the curtain covered doorway towards the interior reveals a home far too enormous to possibly fit within the chariot. A home fit for a Queen even. The chariot is pulled by two magical bulls, each capable of flight and of running at speeds great enough to reduce most foes that get in the way of their charge to a red mushy splat on the ground. It is near impossible for any male, or female if that be your preferred gender, to dodge or block the chariot's charge as well and the chariot portrays even more power than normal when used as a weapon against a poor male, or female as before. While this makes for a useful tool for mowing down lines of the enemy, if used on a single target, it can forcefully bring them inside the home of the chariot, revealing it's true nature as a Reality Marble. Yours, in fact, as you gain quite the boost in power while within this area with another person and find that your skills and abilities related to certain bedroom activities are magnified many times over in potency. No man brought in here can leave until you die, destroying the Reality Marble, or you allow them to leave after satisfying you, though a voluntary release is also possible. No doubt many wish they could get a voluntary release whenever they want too.

Knights of the Red Branch- 600
A legendary retinue if there ever was one. Like the original Red Branch knights or even the knights of Fionn of later years, the order that now follows you is one of great military strength. Hundreds of knights pledge their loyalty to you, such that they would ride into battle against an army that outnumbered them a hundred to one without hesitation or doubt. They're also skilled enough that a battle of one hundred to one is about the least they'd expect for a challenge, as each man in the order is a powerful warrior who can kill an ordinary man with a single blow, while also being highly skilled and educated in a number of disciplines, including poetry. Each man a leader in his own right,

it is truly a company of heroes, and the commander of the order truly proves such, being a hero on par with the likes of Cu Chulainn in his younger days, Fergus Mac Roich at his peak and similar Irish personages. Despite their education beyond common bruisers, they're still a rowdy bunch and they love it when you reward them with good drink, good partners and good music. This cannot be imported into but these knights will follow you as followers to future worlds.

Hermit

Loner's Wand- 100
It's no big thing but gosh if it doesn't look shiny. This softly glowing wand is quite the magical implement, along and thin tool that acts as a excellent focus for magical energy to improve both control greatly and power somewhat, though it's probably not too useful for one that isn't a mage themselves. Surprisingly, the wand is incredibly sturdy and can absolutely be used to stab someone in the gut like a very short spear or long knife.

Rune Suit- 200
There's no reason to not show off as you fight, is there? Your enemies can appreciate a glance or two at you as you carve your way through them, especially with this suit stretched so tightly over your body. This bodysuit, made of a tough but terribly comfortable material, and with a few pieces of thicker armour on it to your liking, may not seem like great armour at first. Certainly, it'll inflame the passions of those that look at you but it is only the strange, softly glowing markings that can be seen when looking closely at the bodysuit that ones finds the real power. This suit is engraved with countless runes, turning it from a piece of seeming fetish wear into a veritable walking fortress. A chariot smashing into you would not even be felt whilst even lower end magical spears will shatter on contact with you. Magical spells from those less than an expert will harmlessly wash over your body and even the threats of nature itself are largely calmed and left to not affect you, allowing you to walk through heavy storms without wavering or getting wet. Self-cleaning, self repairing and strangely, even able to shapeshift itself to fit any particular kind of clothing you'd like without losing effectiveness. A beach-wear bikini that still protects all the skin that appears to be exposed perhaps.

Fragarach- 400
The sword of retrograde, a divine weapon that can counter only the greatest of attacks. Fragarach is the weapon of Lugh, the War God, who has gifted it to the bloodline he most favours, which would happen to be your own. Now flowing through your blood, you have the ability to create Fragarach with a short ritual, taking the form of simple orbs after you have poured your blood onto a sphere made of a hard material, from metal to lead. These orbs allow you to use the full power of Fragarach. Ordinarily, they will simply produce short blades and fly around at immense speeds at your mental command, like lasers that attack your enemy from afar. There is no limit to how many you can control this way at once, save your mental coordination. The true power of the blade is only shown when an enemy utilises their strongest attack, as this allows you to activate the main ability of one of your orbs. Should an enemy use their strongest attack and you have the time to call the name of Fragarach in return, along with access to at least one orb near you, time will be rewritten. Fragarach will tear through time and space to unleash an immensely powerful laser blast directly into the heart of the enemy, before they used their ultimate attack. This blast could leave a hole the size of a pebble or obliterate someone's entire torso, either way it leaves few survivors and prevents the enemy from using their attack. Those who can survive such wounds will be unaffected however. It is possible with more training that you could unlock more powerful or unique usages of this weapon but only time would tell what those are. This cannot be imported into.

Dun Scaith- 600
A dark land, one where monsters roam and the great hermits that grew beyond the mortal world have come to call home. The Land of Shadows has granted access to you and unlike many of it's inhabitants, you may come and go as you please. You posses an enormous castle in this sunless dimension, one the size of a small city in the world of mortals. Not that anyone else lives there but it

makes for an impressive home. There are many strange beings in this land that unlike normal, avoid you unless you go looking for them. Mighty beasts with which to hone your skills and power against, ancient and immortal hermits with almost no end to the skills and knowledge they could dispense should you prove an interesting disciple. Perhaps even a travelling partner could be found here, a woman who seeks something to spice up her life after so many years of only wanting it all to end. For a supposedly dead land, there are many great resources to be found. Additionally, you also have the ability to summon the Gate of Skye, a massive ghostly projection that leads to and from the Land of Shadows. Unless they come with your permission, being in the presence of this Gate when it opens is a terrible idea, as it sucks away the life force of those caught in it's vicinity in just seconds, requiring immense magical energy reserves or supernatural luck to avoid such a thing happening. This cannot be imported into. The occupants, monsters and people, of this land are new in each world, fitting to where you find yourself.

Companions

Import- 50

For every 50CP spent on this option, you may choose to import an existing companion or to create a new original companion in this world. Either way, they get a free origin, all connected freebies and discounts as well as 600CP to spend on perks and items that they wish to have.

Canon- 50

Each purchase of this 50CP option gives you the chance to recruit one character present in the Irish Legends period of Fate to come with you as a companion. You must choose now who this is focused on, though you will be assured to meet them several times in your period here and be seen in a favourable light by them in those times as well.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

Diamond Code- +100

Knight's choose to live a certain way, even at the cost of their own freedom in many respects. A true knight follows his lord's word, honors his people and follows the general code that would come to be called Chivalrous in time. But most knights are also aware of when this code must be broken for common sense, in battle or in life, which is something you have failed to learn. You have taken up the knightly vows and must live an honourable life, refusing to take unworthy actions of your station or betraying your lord or oaths. With great power, it could be a life with only small challenges due to this but that power may also draw foes that wish to test the limits of your honourable will.

Queen of 'Fairies'- +100

Hard muscles, soft curves, plush boys and iron ladies, it's all too much. Ireland is nothing but an endless garden of earthly delights for a mind like yours, a mind that wishes beyond all else to indulge in the pleasures of the pulsing flesh. Lewdness is in your very being now, invading each action and thought you take. Not so much that you cannot pursue other goals but your mind almost always turns in a rather more dirty direction, distracting you and perverting many of your aims. It's quite noticeable to others as well, though hopefully you have enough power that they keep their thoughts to themselves or enough beauty that they are rather happy to see you this way.

Scatty2Hatty- +100

There's something to be said for attracting the eyes of the powerful to mentor you. But maybe just not someone quite this powerful. Scathach, the lady of the Land of Shadows, has seen you and decided you would be perfectly suited for what she's been searching for in a man for so long. Just not yet. She's decided you're going to be one of her students, like it or not, and emerged from her shadow fortress to train you by force. Learning from one of the greatest heroes of all time might be appealing but even for her brutal reputation, she really does seem to be trying to kill you. Throwing you against grand monsters with little preparation, spars with way too much force and way too sharp 'sparring weapons', magical lessons that feel a bit too close to magical duels. Has she just lost her patience waiting for you to get to your potential? At least she's teaching you. Survive and doubtless you'd be a great warrior yourself but…surviving might be the main issue here. Still, she might not be opposed to coming along with you if you can manage to survive her many lessons and satisfy whatever goal she had in mind for you. This cannot be taken with the Queen of Darkness Challenge.

Ingrainned In My Heart- +200

A time of knightly bravery it is but of knightly romance? Might try elsewhere if I were you. But if you're determined, you won't be stopped from a bad idea. You've been caught up in a romance for the ages here, bound through the feelings of your heart and a rather nasty geas to a certain paramour of yours. They're certainly a person you could fall in love with genuinely but fate has ill fortune in place for you in this relationship, forcing you to go through terrible luck, face powerful enemies and traumatic times, so long as you are in this romance. And even should you survive the heartbreak, perhaps even literal should you be unlucky with that magical contract that binds you two together, you'll find yourself entering a similar relationship not too long after. Should you survive with one of these partners till the end of your time here, they can come along with you as a companion.

Jealous Lord- +200
A warrior must trust their lord, for he holds their lives in the palm of his hand. A displeased lord would not find it difficult to dispose of a subject that threatened him, at least should he be in power still. You have sworn a binding oath of fealty to a ill-natured lord in this land, one who at best sees you as a tool to be used in the pursuit of power and his own desires, at worst looking upon you as a potential enemy, to be thrown into the grinder to serve his goals or perish, never able to prove your true loyalty. Either way, this nasty man will treat you poorly and put you in danger often and you'll be forced to bow to each whim. He is not stupid enough to sacrifice you or send you on missions that are complete suicide, even should he suspect you. He does want some use out of you after all. But should you be needing vital treatment and he be the only one able to provide it…don't expect to find help there.

Broken Bonds- +200
Bonds of brotherhood bind tighter than even that between two lovers in this land, with many great heroes thinking more fondly of their brothers in arms than of their family or their wives. But just as these bonds connect people so very tightly, they will also tear apart with ferocity unlike anything else. For your time in this world, you will find yourself fated to continually be involved in or start serious arguments and outright physical conflicts with those you care for. Loved ones, family, friends are all affected but those you hold most closely, the ones you'd trust your back in a fight, are the ones you find yourselves inevitably facing in serious battle. Fate is not so certain that you would kill them but the emotions in you and your friends may make it difficult for anything but just that to occur.

Rage of a Divine Queen- +300
How temperamental can these ladies get? There's some crazy, minor deity queen out there that wants your guts served to her on a gold platter, fresh and still warm from the disemboweling. She's a real strong queen too, the sort that has the personal power and massive army needed to have a real chance at conquering the entire island. No idea why she's so focused on you though. Maybe you pissed her off in the past or you have something she wants? Killing her might be the most straightforward path, though accomplishing the task would be a feat worthy of legends on it's own, but perhaps if you could discover what is driving her to such a mad pursuit, you could make a friend and companion of her.

Lancer Life- +300
A bad dog's life for you. You have just the worst luck in the world, don't you? Not the everyday luck, the sort of thing that makes you stub your toe when you get up in the morning or get a not as good slab of meat at dinner in the hall. The sort of bad luck that ends with you in multiple magical contracts at once that can be easily used against you to severely harm or hurt you, the sort of misfortune that leads to your grand magical weapon shattering mid fight against your nemesis, the sort of miserable day that sees you naked, unarmed, unprepared and exhausted against a small army of warriors. It's like fate itself is trying to get you killed for the sake of some tragic story, so hopefully you prove to be a bigger hero than the world expects you could be.

Lost In Shadow- +300
The Land of Shadows is a dangerous place and not one welcoming to you. You've been trapped in this sealed dimensions, unable to exit even from the Gate of Sky, and unlike a certain earlier purchase, you have no unnatural protection from the things present in this world. Indeed, the monsters, wanderers and stranger things that roam this dark world have a particular enmity for you.

For some, such as the witch Scathach, it simply manifests in a dislike and refusal to aid you. For others, such as the numerous immense beasts that stalk the night, it means the hunt for you is on. You'll need to survive ten years in this dark world. Should you take other drawbacks that enforce interactions with beings outside of the Land of Shadows, they will still have ways to threaten or interact with you, though you will be unable to exit through those ways. This cannot be taken with the Queen of Darkness Challenge.

Challenges

Challenges are short scenarios which alter the jump in some manner, changing the setting and providing you with a challenge and reward to match. They may be massive alterations that can only be taken alone or small ones, just enough to place a challenge in your path, and can be taken alongside others, both of which will be noted. Challenges which greatly change the setting and must be taken alone will be called Major Challenges, while small tasks that can be taken together are known as Minor Challenges. Minor and Major Challenges cannot be taken together. These will be updated as more challenges are created.

The Demon King
Major Challenge

The demon tyrant which rules over the Fomorians, the vile creatures that once ruled this land, is known as Balor. The grandfather of Lugh, who would eventually slay the demon king and make way for the Tuatha De Danann, this world did not follow that path. Instead, Balor slew his grandson as a child and crushed, in will or in life, all those who might have opposed him, though some that opposed him remain in hiding. Now, centuries later, the monstrous tyrant still rules over Ireland and spends his time assaulting neighbouring Britain, unaware that a new hope of revolution has just appeared.

Your task is to overthrow Balor, slaying him and exterminating or driving out the Fomorian hordes. Whether you bring back the Irish Gods to rule in his stead, place a mortal kingdom at the head of this island or rule yourself does not matter, only that the one-eyed devil who slays with a glance ceases to be. It is no easy task, given that Balor is a powerful Divine Spirit and has an army of monsters, lesser divine spirits, enslaved warriors and more. Perhaps by taking advantage of his current desires to expand, you could catch him off guard or force him to fight on two fronts.

Your reward for the task is to gain the eyes of Balor, the prototype of what would eventually be called the Mystic Eyes of Death Perception used by Shiki Tohno. These eyes, being the divine originator, do not strain the mind of those that use it and can see the lines and dots of death on all but the very greatest of beings, the ones that entirely lack a concept of death at all. The eyes are also able to slice along these lines or dots simply by gazing along their path, allowing the user to kill almost anything with a glance.

Queen of Darkness
Major Challenge

Scathach is one of the greatest and most powerful heroines of history. She has mastered almost every skill, weapon and magic known to exist. While not on the level of those beings that threaten the entire world, in her true form she is not all that far off either. It was after all, she who slew so many Divine Spirits that the World itself made her an immortal fact in return.

Ordinarily, Scathach would lose hope in her immortal life and be moved to the Land of Shadows, spending her time training warriors in hope that they may one day grow strong enough to either slay her or show her a new path in life. This challenge changes that. In this timeline of the world, Scathach did not take the path of a hermit training the individual. Becoming far more resolute in her ambition to die, she decided to treat all of Ireland as a weapon to be forged against her. But

Scathach's training methods are considered hellish even by the likes of Cu Chulainn, how well would this poor island fare under her rule?

Not well, it appears. The Land of Shadows has been forcibly fused over the top of Ireland itself, bringing forth a great many monsters and cruel weathers onto this land. Scathach, taking the title of Queen of Ireland, has forced this kingdom to grow stronger or die out. Lost in pursuit of her own desires, she pays no attention to morality and forces along her program to strength the heroes of this land by force.

What is worse is that her plan, guided by her experience and unnatural skill in all things, is working. Heroes, the men and women of exceptional ability and talent, are springing up in vast numbers and being forced to grow at terrific paces. Yet this comes at the cost of thousands of lives, as Scathach's monsters terrorise the land and she personally brings out the potential in promising subjects with violent force. Those few students that show true promise, such as the Hound of Culann, have turned into warlords that keep the peace in their lands by force, as little else is effective.

Despite all this, those who rise against the dark queen have little hope. Scathach's power is immense and her pride is such that she cannot weaken herself to die. She wishes a warrior's death that is suited to her life and forcibly ignores how her way of life has only sharpened her skills further. The warlords that desperately protect their people are forced to battle against each other, for resources, for survival and at times by the decree and force of the Queen herself.

Should the warlords unite their forces, they could perhaps manage to slay Scathach. Should a miracle occur and a great warrior appear to duel Scathach to the death, that would also satisfy the Queen. Perhaps another path might open to one who could open the path to the suicidal godslayer's heart, even in the midst of a battlefield. Whatever the path, it is your role to walk it, as this land will not succeed in removing Scathach without your aid.

Your reward depends on whether Scathach has died or has willingly given up her role and believes that she can find worth in continuing her immortal life besides you. The former will see her reward you for your feat, gifting you with the knowledge of the haunting grounds that she called her palace. Perhaps you would find better use of such unnatural skill in all things of this time, from horsemanship to Ancient Runes to almost any skill not unique to certain beings or individuals. Should the woman survive, she will come along with you as a companion, willing to teach you if you wish or simply provide company until she finds what you have revealed to her.

Lusty Hearts
Minor Challenge

The lustful Queen Medb is well known for her promiscuity. Countless husbands, endless trysts with her soldiers, even the birthing of entire rivers! No wonder she so often gets called a….well, some rather nasty words. Still, one cannot doubt her self determination. She gets what she wants and never shows loyalty for very long to one partner, man or woman.

Perhaps that is to be taken as your challenge? To charm the heart of a woman so lost in lust, such that she would not only desire to be with you but lose the deep desires she feels towards so many others, past and future partners included. The task is to romance the one who treats romance as

empty foreplay for her favourite acts, bringing out true love in her for you, whether you feel it in return to her or not.

The reward? Well, to take along your blushing bride to be is the obvious first answer. Medb would surely be quite furious should you do all this only to abandon her. The other part of your reward though, is….cheese? A lot of cheese appears at your whim it seems. Cheese triangles, cheese squares, aged cheese, new cheese, even cheese wheels. What dangerous things. Apparently, you can summon unlimited amounts of cheese. What on Earth has Medb been up to?

The Great Hunt
Minor Challenge

A local lord has asked you to ride with him soon into your time here, believing that you have the look of a man who can aid him in his quest. A demonic beast has been terrorising his fiefdom lately, slaughtering peasants, obliterating crops and burning down entire forests. The last hunt he sent was destroyed, killed or fleeing before the mighty beast. Now the lone lord hopes to face the creature himself and with whoever he can convince to assist him. Poor man has only found you however, should you be willing.

The beast is an enormous demonic boar, larger than a full grown elephant and with a body powerful enough to charge through a castle like it was a rotting pile of twigs. It has the strength to gore a man even through magically enhanced armour, hide that can turn aside anything short of a legendary magical spear and speed to outpace any horse with ease. Magic works ill on the creature, anything short of powerful runes failing to affect the beast and perhaps only making it stronger as it devours the magical energy. It is cunning, with a mind on the level of any man's, and seeks to hunt those who would hunt it.

Your task is to assist the brave but ordinary lord beside you in slaying this beast. The lord can assist you with the lay of the land and in tracking but will prove little use in a fight. The battle would be a worthy one even for a great hero and the rewards should you succeed are much more than a fantastic trophy head and enough boar meat to last a great hall an entire week of feasting.

Succeeding in killing the beast will reveal that in truth, it was no demon. It was a man who had been twisted into a monster and that ability has now passed to you. You gain the ability to transform into a demonic animal of immense size, power and with the same abilities as the demon boar you just slew, though you may choose a mundane animal more fitting to you than a boar. This transform is simple, requiring a mere flex of the muscle to activate or revert.

Ending

And it all winds down. Your time here has come to an end without you kicking the bucket. Good for you. You've got a choice to make now.

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 another world?

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

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