God Slaying Blade Works

Fanfic by Marcus Galen Sands

The Age of Gods has long since ended, magic and mystery have receded from the world with the few groups of mages remaining resorting to increasingly depraved means in their pursuit of one of the few sources of power that remains undiminished. True Magics, and the Root of all things which they're derived from or reach into, allow for things vastly beyond the common sense of mankind; Denial of Nonexistence, Operation of Parallel Worlds, Materialization of the Soul, and other stranger foundations serve as the core principles in branches of magecraft which fundamentally violate all rules in favor of allowing the user vast power beyond what any mortal has touched since the days when the Hindu and Babylonian gods directly intervened with mankind. The barest scraps or tenuous connections to such power are guarded jealously and fought over viciously, with one such conflict having just concluded. A ritual conflict in pursuit of a Wish granted by combing aspects of the Kaleidoscope and Heaven's Feel has managed to just barely not create a massive disaster or allow the manifestation of a spiteful evil god bent on enacting revenge upon human civilization. An exceptional success given how badly these things can go even when the Grail part of a Holy Grail War isn't corrupted by All the World's Evils.

Shirou Emiya and his recently discovered sister Illya found themselves facing down the monster in the Grail and the unstable construct incorporating True Magic caused the three to end up tossed to a fully different World, a World in which the Age of Gods never truly ended. Despite the change in battlefield the would be Hero still only had one option to resolve the situation, unleashing the powerful Noble Phantasm he conjured at the cost of his life. In his prior World this could've been the end of his story, saving his World and those he loved being well worth his life to his mind. But the Slaying of a god has a far greater meaning in this new World than his old one and while the context of his victory was strange so have been the initial victories of some of his other new siblings. Shirou Emiya was reborn and restored as the 8th Campione of the current age, who may in the near future be titled the King of Steel.

Over the past week Shirou has made quite a mess, slaying two more gods as a result of suspicious events that perhaps aren't entirely a coincidence and moving toward Japan where the 7th Campione lives; much to the chagrin and terror of anyone who knows how meetings between Devil Kings tend to go for a populated urban nation such as Japan. It is this world, shifted by the intervention of a foreign king seeking to return home, to which you will enter and experience the coming decade.

Take this **+1000CP** to help find your place in this world.

A Campione - a Godslayer - is a supreme ruler.

Since he can kill a celestial being, he can therefore call on the sacrosanct, divine powers wielded by the gods.

A Campione - a Godslayer - is a lord.

Since the power to kill a deity is in his hands, he therefore looms over all mortals on Earth.

A Campione - a Godslayer - is a devil.

Since of all mortals who live in the world, none can assume a power to match his!

Age & Gender: You may choose your age freely within reason, your gender remains the same but you may pay 50CP to change it.

Location: Naturally you enter the Earth of Campione, the same one which Shirou just arrived at about one week ago; you may choose to begin in a location upon it freely at your preference.

Origins: Your starting position within this world.

Drop-In (Free): Simply appearing out of nowhere is certainly going to raise some eyebrows around here if you happen to be powerful or possess anything 'unusual', but things like isolated mages aren't the weirdest things around and the locals are very well versed in the sit down and shut up method of dealing with very powerful beings who don't like answering questions. Optionally you may have a 'history' of a sort, though it'll be one of you appearing mysteriously before quickly gaining what you've chosen here.

Former Normal (Free): There are plenty of different ways that someone could stumble into the world of magic and Gods around here (preferably the former more than the latter if you want to survive very long) but you've managed to exit your normal, boring, and likely rather comfortable life to get your start into all the magic hidden from the rest of the world. Whether you want to be involved with any of it or not.

Local Mage (Free): Naturally this world has its own magical organizations; the cults dedicated to the gods, scholarly groups seeking ever more knowledge, and those dedicated to protecting the world from its many threats as abysmal as their odds often are. As you know quite well as someone part of this world, the Gods and Campione are simply beyond the means of ordinary mortals to contend.

Displaced Magus (Free): Traversal between worlds has long been possible, the most reliable method being the Second Magic, but whether you've gotten caught up with Zelretch or experienced some other unusual phenomenon you've found yourself moved from the land of Mystery, Grail Wars, and the Clocktower Elite being enormously sketchy assholes to one of fights between Gods and Kings.

Perks: Discounted 50% for the relevant origin, except those at 100CP which instead become free.

Undiscountable:

Sacred Visage (Free): Mighty goddesses of love and beauty, fair lady knights of noble stature, an immortal Ruler of the Martial Realm, and a few heroes who women just can't seem to get enough of; everyone here worth mentioning tends to be rather attractive in their own way. As to avoid breaking the theme you carry looks worthy of a suitably heroic figure, the sort of visage that one might make a statue of or prompt a bit of an overly eager and non-consensual response from certain gods and/or goddesses. How precisely such looks manifest on you may vary but it will likely involve outrageous curves, chiseled abs, refined grace, or some combination of them depending upon your sex and preferences.

Privilege of Power (100): Gods and Campiones, those with real power in this world, possess a power past what they directly wield in the form of their unusual social standing; a status brought about by a long and poorly thought-out history of people learning exactly why challenging or trying to control them is a rather bad idea. Carrying such a position of being able to get away with acting like a God or King into other worlds is likely to have some issues even if you have the strength to enforce it, as such this will allow you to make use of your strength as a source of social standing in much the same way; merely requiring a simple proof of power rather than bloody subjugation. Though do remember that some are brave or foolish enough to try their hand against you anyway, even if they lack the personal strength to do so directly.

A Hero's Faded Spirit (300): Through some means or another you've gained the essence of a Heroic Spirit within yourself; perhaps you had some kind of connection to them, they tried to incarnate by taking your body, or you were a failed(?) attempt to create some kind of demi-servant. Regardless of the reasons and method their power lies within you, with certain unfortunate caveats which preclude it from being a truly complete success. While you possess their powers and can even call upon their skills as well as knowledge in their use you do not gain the raw energy to fuel those powers to their fullest or the body to match your inherited skills properly to a Servant's standard. Unless you can somehow gain the mana capacity to wield their powers fully and a body that can handle doing so this will only make you a pale imitation of the spirit whose heart has been fused with your soul. Of course there are those in this World whose raw power can dwarf that of a mere Heroic Spirit, and what a sight it would be if that might could be put behind the great mysteries forged by the Legends of another World? Sadly the mightiest of Heroes and those with Divinity, often one and the same, are unavailable through this but if you can support them properly the less famed Heroes could still surpass the strongest of them all.

God Slaying Devil King (500): For a mere Mortal to defeat a Divine Being is impossible nonsense; to wholly defy the natural order, overcome the shackles of fate, and just cheat your way past the nonsensical power that's inherent to the grandeur of a God. Despite this you have indeed achieved it one way or another and been recognized and adopted by Pandora as one of her illegitimate children, being elevated upon the fall of a divine foe beyond mortal potential. Your form is extraordinarily durable, highly resistant to all external magic, filled with more raw magic power than any mortal magician could dream of, blessed with instincts for conflict surpassing the efforts of mankind, and bearing the love as well as submission of fate to provide extraordinary luck along with the power to simply overturn destiny by your will. These benefits along with other notable tricks such as an incredible gift for language and extended lifespan would make a Campione stand above every mortal in this world with ease yet they aren't the true boon, merely the transformation needed to carry it despite their humble birth relative to their prey. For every God slain by a Campione they receive an Authority, a divine power usurped from their beaten foes including the first made their own, taking this grants access to the Authorities section below with the associated discount and stipend to select your first Authority and any others you might have already acquired.

Legend of Divinity (600, Mutually Exclusive with God Slaying Devil King): The Gods of this World are often changed by their own Legends, at times they are even created by their own stories such as with King Arthur being formed from a distorted version of feats performed by the Strongest Steel. By taking this your entry into this World changes; rather than being a mere mortal you are a Heretic God, descended into this World in the full glory of Divinity with all the power it entails. Which God you happen to be is your choice, perhaps one of the famous Gods such as one of the Greek Olympians or one less well known; regardless your power will not be greater than the mightier among your peers such as Verethragna, Sun Wukong, or others found among the strongest of Heretic Deities. Most likely you are a God of Steel made up of Heroic warrior Gods, a God of Earth the oldest and often draconic deities, or one of the Sun who are a bit obviously Gods of the Sun and what it represents. As a full Divinity your Authorities are generally stronger and more numerous than a Campione's, not including particularly old and experienced ones, however don't think that actually gives you an advantage; the Devil Kings are by their nature able to overcome longer odds than what your edge in these areas may offer. Furthermore your Authorities while likely more varied are limited to your own Legend, this means they likely work well together but may not have answers to problems outside of your nature as a God and could potentially be countered more easily than those of your natural foes; any powers which target your Divinity itself would work on all your Authorities at once for instance.

Origin Perks:

Drop-In:

Drama is a Free Action (100): Much of the magic in this world and others comes with incantations: often they can be shortened or eschewed entirely but usually with some cost in reduced effectiveness, a higher cost, or increased difficulty in casting. More important than all that however is simply that when you have to ditch the dramatic incantation to save time you don't get to have fun with it, fortunately you've gotten a bit of a work around for this little problem. Whether it's the words of an incantation, a scathing one liner, some piece of information to share, or just a little playful banter you can fit quite a bit of talking into mere moments; meaning you could spout off the full incantation to your big powerful spell such that your foe is hearing it in full without actually getting any extra time to avoid it while you speak.

Will of Steel (100): Strength is important in this World, as clearly evidenced by the way the strongest can stand at the top challenged only by their peers, but unless you come into existence so mighty you'll never reach such power without another less obvious kind. You possess great mental strength and fortitude; the sort of willpower that would let you both challenge the mightiest in the World is common to the strong so in this you're in good company but you also have it in you to overcome yourself, something some mighty Kings who can easily defy external pressure fail at when it counts. Simply put you have both a will to face down the World while pushing past the impossible and to temper what drives such actions when goals no longer make sense or different paths to them become preferable, without needing things to first blow up spectacularly in your face first to calm the stubbornness which so often comes with such a will and which many less tempered potential heroes fail because of.

Overcoming Impairment (200): Often when a Campione claims an especially large or powerful Authority from a God it may initially be more limited than the God's version or hold additional restrictions for making use of it, this is often not a long-term problem as unlike Gods their slayers can have their Authorities grow with time and experience. Much like a Campione's Authorities your own powers will grow with experience in using them, this will include some degree of increased strength but more significantly they will become more flexible and see restrictions or requirements steadily loosen to the point they'd potentially disappear entirely after enough time working with them. Powers with a cooldown will have it steadily shorten, those that initially require an elaborate ritual to activate can see it simplified, a power with a very narrow scope can applied to other things with practice, and if a multifaceted power only lets you use one part at a time that will grow to two before continuing to increase. This takes a great deal of time and experience, months or years to see a meaningful change and longer for such issues to be resolved entirely, but in a pinch you can force the issue and bypass them early at the cost of exhaustion and considerable pain.

Loosened Rituals (200): In this world there are a variety of important rites and rituals, the one that creates Campiones in particular among them, and these rituals usually have fairly serious requirements to actually complete them. For any ritual you engage in you can substitute in components or requirements with some sufficiently comparable alternative, the power of what's used will still often be key but when you need to use the heart of a dragon the heart of a powerful serpent could be used instead. This may be a particularly relevant advantage to a Campione, as it would be possible to claim an Authority from the defeat of Divinely powerful foes rather than only from proper Gods; so long as they aren't just 'mortals' who somehow hold Divine strength such as fellow Campiones of course.

Critical World Transposition (400): There comes a time when your best efforts fail, when an enemy is too strong, or you just run into too large a run of bad luck. Eventually even the greatest heroes and mightiest of monsters fall, but there's always a chance is there not and for many doing the impossible is the core of their nature in the first place. Once every jump or decade when you'd otherwise experience death or some other catastrophic failure you'll instead find yourself waking up in a whole other World, often with a brand-new ability or thematic enhancement to an existing one and possibly bringing along anyone close to you who'd have normally fallen alongside you. A chance for a fresh start with a bit of a leg up, and possibly to find your way back and regain what was lost after having yourself an adventure.

Stealing Opportunities (400): When entering a World as an outsider you'll find that the numerous chances for power, wealth, love, and more are fated to someone else; leaving scarce rewards for those who don't fit into things. Of course fate is not an absolute force and you hold a trait that overcomes it in certain ways to make things more *fair*, or rather more favorable to yourself. Opportunities of all sorts which would end up in the hands of someone else in the 'natural' flow of events without your interference are far easier for you to claim for yourself than normal, more than just being easier they at times just fall into your hands in cases where you happen to be in the right place alongside or instead of the originally 'intended' owner to pick them up instead. Normally you'd think that taking resources from a fated Hero would screw everyone over but when you do it such Heroes will *usually* work around the loss or otherwise compensate, assuming you don't also claim their quest for yourself alongside it. Keep in mind that while this does include chances to romance or seduce appealing individuals it can also include any enemies whom a valuable opportunity may be found within their defeat, a dangerous prospect in the case of beings like Heretic Gods should you pursue them or find yourself in their path.

Link to the Hero's Throne (600): Upon leaving the World she knew Illya found that she was unable to truly reach out to the repository of heroic spirits needed to summon her precious Berserker, as such her replica is ultimately flawed and unable to live up to the glory of her Servant despite the otherwise beneficial mana of the World she found herself in. You however appear to have a special connection to the Throne through which you can avoid that problem, along with intimate knowledge of the magics involved in summoning a Heroic Spirit to your side as a familiar. Just a singular Servant would be taxing on a mortal without the Grail to support them even if they refrained from using their powers but upon your hand are three Command Seals that in addition to allowing you to give commands to any Servants summoned contain enough mana to allow them to act more freely for a time or utilize a powerful Noble Phantasm when invoked. One used seal will restore itself each day so long as you aren't in truly pitiful shape. While maintaining multiple active powerful servants is likely to test the limits of even a Campione it's not impossible, more over once you've managed to summon a servant once resummoning them again if they're slain or dismissed will be fairly easy (aside from the mana costs) with them even maintaining a persistent 'Self' between summonings so you won't truly lose any friends, lovers, or surrogate family. Methods to grant them self-sufficiency or just providing an external source of mana might be advisable, should you have the means, but could result in them being severed from the Throne as separate instances depending on the method.

Former Normal:

Hobby Talent (100): Magic is great and all but there's more to life than casting spells or knowledge of the occult, no matter what certain stuff mages might say about the issue. Fortunately you seem to get out far more than those nerds and have picked up several rather practical hobbies, ranging from stuff like cooking and repair work to perhaps a martial art or some historical weapon skills; regardless you're very talented with these hobbies to the point you could easily turn them into a career and given some time and training to really master them perhaps become a proper master of these skills. While these are all things that most magi would consider beneath their serious interest, beyond as tools to equip a servant with, your skills in them may one day make you worthy of being called a hero because of them, albeit a minor one.

Visage of a False King (100): Fake it till you make it, not always the best course of action but when you're needing to project a sense of strength and are completely out of your depth it's probably a good path for any aspiring king who has yet to fully figure out what's going on. Regardless you're quite a talented actor, able to seamlessly step into any role you care to fulfill as long as you've got what it takes to fill it, even for roles you can't already fill the shoes of you can fake it like few others and doing so seems to help in learning whatever might be required to do the job properly. Should you find yourself pressed into the role of a King as a relatively 'normal' person with no experience or skills in that role you could fake it pretty well just by following the example of a few others you've seen before, keep it up for long enough and you'll find that you're no longer just winging it when it comes to actually filling those shoes. Try not to dig yourself a deep hole while you're still finding your footing though,

Second Helping (200): Most of the time when a Godslayer kills a Heretic God they gain a single authority taken from that God, on occasion however they'll get a second or even third Authority while in weird cases they might find a sizable number of that God's Authorities bundled together into one in exchange for some manageable downsides they can eventually grow beyond regardless. Generally speaking all three are quite rare but for you getting a second Authority will be the norm while a third won't be at all unusual; if you're not fortunate enough to be a Godslayer (actually even if you are) any individualized or just random powers will usually give you at least two, potentially instead just packaging them together into one if that's not an actual possibility. Getting multiple such powers in quick succession makes this less reliable but at least one of those will get lucky like that and honestly you're getting quite a feast at that point regardless.

Natural Enemy of Women (200): There's a certain something which some people have; a natural charm, demeanor, and instinct which makes the seduction of beautiful women not simply easy but just a natural byproduct of their normal behavior. Like the two most recent Campione you have this trait in spades, truly it's difficult for you to have meaningful interactions with the fairer sex without seducing them even if you had no intention to do so whatsoever. Just that would be a bit unusual but in addition to that it seems like those around you are in full support of this, especially the women you've seduced; while they may at times compete for your affections it seems like your lovers are actively trying to hook you up with other eligible women they might know, not to mention how you seem to encounter such individuals on an unusual basis even when it makes frighteningly little sense. Even your most dire foes may find themselves making up all manner of excuses to justify helping and getting close to you should they simply happen to be women who fall within your strike zone.

Power of Love (400): Love is a powerful force, known to bring out the best and the worst in men, and you may well enjoy more if it than most so why not turn it your advantage. Whenever you fight for those whom you hold dear you'll find your efforts become significantly greater, not just increasing your abilities but also seeing things line up to work out better for you when love is involved or on the line. If you were set apart from your love by the space between Worlds seemingly only bridgeable by True Magic either you, they, or both will find a way back together anyway. Should you somehow be controlled by another and set against those you care for you'll find that your friends guarded from your most deadly powers by your own inner will while the light of your truest loves will see you simply break free as if divine bondage of your mind by a God breaks apart like so much tissue paper when put against your heart's Truths.

Complementary Acquisitions (400): Whether you're summoning a Servant, usurping an Authority, or seek another source of often random power it can be disappointing not to get what you sought, something that works poorly with what you've already got, or otherwise having an expected windfall of power just not be what you needed from it. Much like how Servants can be summoned based on compatibility with you and how Authorities are often personalized for those who claim them you'll find when you gain individualized or random sources of new power they will almost always work well with your existing abilities and hold an increased chance for being exactly what you wanted assuming it was actually possible. This won't actually provide you with any greater powers than what was possible to begin with but it will ensure that what you do get generally fits your needs, existing powers, and of course desires; for the most part anyway.

Jumperwank (600): In many respects the Campione are the true protagonists of this world, mortals who've overcome the impossibility of challenging a God and won would most assuredly fit the bill would you not think? But as exceptional as the current roster of Godslayers might be they would inevitably pale if forced to compete with one who isn't merely a conqueror of fate but was favored by reality itself, as if there was a design deeper than mere destiny intent on presenting them as just better than everybody else despite a 'meager' difference such as hundreds of years of experience and power. Much like how some might view a certain King of Steel you are now one such figure, able to not merely overcome impossible odds but see the World make those odds less impossible in the first place. Not simple luck as held by a Campione but a starting role as the protagonist in your own story, one that often overshadows any rival stars and oft raises you above them as they flounder within the shadow of your story. At times it appears like your powers are outright stronger than they should be or that your foes are just perfectly suited to being shown up by you and in others those who under any normal logic outmatch you greatly will be inclined to fight in ways that lead to seemingly inevitably towards your victory. From the inside these may look and feel similar to what the Godslayers enjoy and could even hide behind them, but know that these advantages work their magic even against the Kings while their own uncanny luck tends to fail at just the right time for you to overturn fate against them just as they often do against the Gods. The natural flow of events usually seems to flow toward your benefit, with adventures and problems you face including yet more opportunities to grow or gain rather than merely reducing losses or holding steady. For all your blessings remember three key things above all else; the Hero of a story must still find his fangs or claws to slay the dragon, at times truth is even stronger than a story forged atop it, and a glorious death can be just as epic of a climax to any Hero's story as their ultimate victory above the challenge of a quest.

Local Mage:

Theo-Magical Training (100): Magic in this world is very different to many others, aside from the Campione who rely on their own Authority mages here tap into the powers and stories of Gods to support their own magics; perhaps more similar to the mortal magics of the Age of Gods than the modern magecraft found within the world of the Grail Wars. You've been trained in this field of magic, invoking the powers and the legends of the Gods to achieve various magical effects through your spells. Due to being derived from just the impressions left upon the World by Gods and their Legends it's rather unusual to attain powers with such magics able to threated even the least of the Gods, at least not without the direct assistance of some Divine force to empower them, but even so this is the magical orthodox found here. In addition to starting out trained and talented in an area of magic of your choosing you'll find that such magics based upon the local Powers can be created in much the same way as in this World, further they will continue to function even in distant Worlds where those powers don't exist at all.

Neck Covered (100): One of the most important skills anyone in this world could have is how to deal with powerful beings without getting blown up, it's rarely relevant but when you meet a Campione you'll really be happy to know how to properly ~~manage~~ placate them. You are an expert in the art of placating powerful crazy people, minimizing the collateral damage of their actions, and even gently maneuvering them into a vague direction without pissing them off. You would be the first choice of many people to be the one with any direct contact with a God or Campione for whatever cult or organization is working for them, it's highly recommended to avoid such roles for many reasons but should you find yourself in one you'll at least have a good shot at surviving and even benefiting from such a position.

Hime-Miko Talent (200): Thanks to decent from a Divine Ancestor you possess an innate magical ability, one that while likely needing practice or study to make the most out of is a part of you rather than a more typical learned spell. While such powers can't contest or compare to the Authorities of Gods or Campione they remain useful abilities that such figures would find useful in their closest followers. Examples include Sprit Vision to gain information from the Memories of the Void, Divine Possession to channel the might of a favorable God, Prophesy to predict future events, Purification to remove dark influences, Dragon's Roar to release powerful blasts of magic, and more besides them. As some Hime-Miko can possess multiple of these special powers you may gain a second such talent for a further 50 CP undiscounted, taking this perk also does not require that you be female as the name implies is typical for Hime-Miko.

King of Roaches (200): Campiones and those with the potential to become one are all outrageously lucky, this is particularly notable in battle as many gods have come to learn after a seemingly certain victory they have it stolen from them by a Godslayer's innate nature to claim victory. This is something else, while this fortune is unlikely to help you win you are almost peerless in your ability to survive a brutal defeat; simply escaping to fight another day, your enemy failing to confirm the kill, or even having your stronger foe just keep on trying to spare you even after you've spat on their terms for you to part peacefully repeatedly to the point you're being repeatedly drowned by the time you accept. It would take a determined and careful foe to ensure your death, which your luck nudging them against makes that much rarer; do keep in mind however that much like Gods dealing with Campione after you've survived absurd odds a few times there are going to be those who insist on paranoid levels of making sure you're dead.

Plots and Scheming (400): While Gods and Kings hold the power to face the world and demand it bows a majority of everyone else can't get much done with just brute force, fortunately you're rather good in the 'noble' arts of planning, politics, and manipulation. Maneuvering multiple groups and independents to act in support for your goals without even realizing it or tricking your foes into acting to your benefit even as they believe themselves victorious would be the bread and butter of your activities. For the vast majority of people trying to control or use a Godslayer for your own ends would be outright suicidal, with numerous examples of that exact result, but thanks to your skills in the fine art of control such a thing would only be rather reckless and dangerous since you're good enough to actually make it work. Naturally when it comes to directing powerful beings some things are harder than others, getting a Campione to take care of some monster or Heretic God would be *relatively* simple but trying to get them to serve as your personal muscle is far more likely to get you killed for the attempt. Naturally there's a lot of space in between the two and you can't get killed for being a manipulative asshole if no one realizes you were being one; having a good bit of power of your own would also go a long way to helping as a number of Divine Ancestors might attest, even if they're still taking significant risks when doing such things despite having magics which are at least relevant to the Divine if not quite on that level in their diminished state.

Demigod (400): When Gods enter the world they often do so with vigor and many seeds are sown amongst their followers, you are the product of such a union and while your Divine parentage has left this World in one way or the other their legacy continues on in you. Despite lacking the full power of a God you remain stronger than any mere mortal could be, holding strength and powers akin to a user of Divine Possession but reliant on your own inherited strength rather than channeling it from another. Directly contesting the Kings of the World or one of your Parent's peers would often be beyond your means but while lacking true Divine strength like a full Authority your powers are varied and might outstrip a young King's in breadth if not truly in depth. As one who stands along the line between the Mortal and the Divine you are similar in many ways to the Divine Ancestors, though you are likely somewhat stronger (if less experienced) and not as firmly placed within the role of a magician for your powers as they often are.

Mystery Surpassing Divinity (600): The Mortal cannot surpass the Divine, this is a fairly firm rule that few are able to overcome even briefly and then even the vaunted Devil Kings rely on their usurped divine magic to repeat such victories after the first one. You know better than to just lie down and accept the superiority of the Gods however; given enough time and effort you may create new spells, techniques, and other such advancements on your abilities which can match or even surpass vast forces such as the Authorities of the Gods or a Campione. Normally this will require an extraordinary amount of work to achieve but alongside this you gain a talent for one field in particular which you hold monstrous talent for akin to the martial gift held by the likes of Luo Hao or Salvator Doni, enabling you to vastly reduce the time needed to attain this order shattering result. Perhaps you're even the sort of genius who could not only reach the Root but gain proper Magic from it rather than simply having your mind shatter like glass? Though that one is going to be an extraordinary task no matter how much of a genius you happen to be, many who'd look down on a God still struggle with such dangerous and ambitious things.

Displaced Magus:

Basics of the Magi (100): As a Magus with at least some proper training you are versed in Reinforcement, Projection, Hypnosis, Formalcraft, and the construction of Bounded Fields. The first three are the basics of magecraft that while useful on their own are primarily learning tools and foundational elements to further more advanced forms. Formalcraft allows you to do some actual versatile magic but involves a great deal of ritual and sacrifice, most often used to enhance other magecraft beyond what the magus can really do on their own with their modern mortal limitations. Bounded Fields are spells covering an area to defend or alter the field in question in a variety of ways. Actually being truly good with these fundamentals does properly make you somewhat strong, at least by any mortal magus standards, but in the absence of more storied and deep forms of magecraft you'd still be looked down on by weaker mages for lack of background even if you could rip their heads off with a well-placed punch. Comes with fifty high quality magical circuits to gather, convert, store, and utilize Prana for your magecraft and other magical needs.

The Basics of Self Defense (100): In the old days when magic was stronger mages could afford to rely on a large, versatile, and/or powerful selection of magic to solve all their problems. You however grew up under less ideal circumstances however, and thus needed to train to fight and defend yourself with your body in cases when your spells are unsuitable or conserving energy is important. As a result you are skilled in the use of some form of martial art as well as adapting it for superhuman feats of strength and agility possible when enhancing yourself with Reinforcement or anything similar. Incidentally this most definitely includes the footwork and mobility required to get the hell away from an area that may or may not have just been introduced to several extra cracks and craters which theoretically may not have been there before you had an 'energetic sparring session' in the area.

Superior "Air" (200): One thing quickly noticed by the smarter of the other magi to have been stranded in this world is that the air is better, or rather the magical energy. The world of the Grail Wars is not entirely friendly to mages, steadily eroding their works and subjecting them to all manner of other problems which get in their way or make magecraft more dangerous, unpleasant, and difficult to practice than it would be to begin with. The environment, magical energy, and so on are far more favorable in this world, causing all of your powers to easier to use while the world noticeably supports your work rather than corroding it to remove 'unnatural' changes made by mages. You'll now carry this advantage with you, with the World not only failing to inhibit your powers but even supporting them to a small but noticeable degree; this will at the very least ensure that the rules of the World won't cause your work to deteriorate and that your energy won't hurt you just from straining it.

Natural Born [Element] (200): Within everyone is an Origin, a core quality of themselves from which many aspects of their life and personality follow. For most this is just one of many factors shaping who they are while determining part of what they might be talented with if they were to learn magic, for others though it provides a fair bit more to work with. Your origin provides you with a more distinct advantage with your magic than for most, providing you with a greater boost than normal in magics associated with your origin and even allowing you to use it as a basis to break certain rules regarding magic to a limited degree; more importantly perhaps if your origin is tied to something like the Sun, Earth, or Steel you'll find this works to an especially fine degree with the local magic in this world compared to magecraft. The local Gods may be rather interested in how a mortal might have something resembling the nature of a God whose foundation lies along those elements, there is a reason as to they the King of Steel is seen so strangely by the Heretic Gods he encounters and why some of his authorities work better than they should.

Inner World Manifestation (400): Among the different forms of magecraft existing in the world of the Grail Wars there are some which get closer to True Magic than others, one of the closest and thus mightiest are the Reality Marbles; inner worlds which some powerful magi and a few other beings can use to wield very powerful magecraft and even bring it out to overwrite reality with their own World. On a more basic level this will allow you to use the environment and/or contents of your inner world as the basis for a powerful form of magecraft, even turning normally basic and inefficient forms of magecraft into powers relevant to Servant level combat as a mere human. More powerfully you could fully paint over the local reality using your Reality Marble; manifesting an extremely powerful mystery which could provide you an instant army, vast numbers of powerful weapons under your control, an environment stacking everything in your favor to the detriment of your foes, or a wide variety of other possible effects depending on how your own inner nature and preference for magic. It's entirely possible that the magic offered by your Reality Marble goes beyond what a mortal (or even a Servant) could be capable of when its full potential is revealed; you won't have this strength without the mana to fuel it, but such power will be waiting once you do.

Lesser Grail Vessel (400): It would seem that you're not an ordinary human at all, being artificially created or modified to maximize your use as a component in a Holy Grail War. Normally this would have crippling side effects which would kill you within a year of the time you were meant to be sacrificed for you intended role by your 'creators'. Fortunately however you've managed to be healed of these problems and can just enjoy the benefits without any further troubles. You have a truly vast number of magical circuits such that your magical power approaches the level of a Divine Ancestor, such that you could be a worthy rival to the fallen Earth Goddesses and warrant being taken seriously by the Gods and Campione despite still falling a great deal behind the truly Divine. Additionally you have a copy of a noteworthy mage family's magic crest containing a great deal of magecraft and access to the extremely precious Wishcraft trait, allowing you to substitute magical energy for skill and knowledge with magic to cover gaps or achieve things which are on the theoretical end of possible rather than the practical. May optionally turn your hair white and eyes red, similar to many other homunculi created by certain magi responsible for a Holy Grail War.

Student of the Kaleidoscope (600): Meddling with True Magic without proper preparation and study is an extremely bad idea, fortunately you studied under the Wizard Marshal himself and despite his sometimes whimsical or annoying nature the lessons stuck. While reliably traveling between different worlds isn't yet something you've mastered you can technically do it, with a greater mastery of less intensive applications and the potential to someday master it in its full entirety. Much like his other students you've got one area in which you particularly excel when using the Second Magic; this might be accessing the mana from other dimensions, harvesting material resources from them, viewing the future through parallel timelines, using skills possessed by other versions of you, or perhaps even accurately moving between different universes among other potential possibilities. In addition to the Second Magic this comes with a high level of mastery when it comes to Jewel Magecraft, a specialty created by the Wizard Marshal with a considerable amount of synergy with Kaleidoscope, and could match his two other notable apprentices who use it in skill.

Authorities: Only Campiones may access this section and they gain +200 CP for it as well as two discounts for Authorities of their choice; at least one Authority is mandatory for a Campione. Existing items may be imported into Authorities which manifest as items of a similar nature (such as your favored weapon into a weapon Authority), pets may also be imported into Authorities which summon a Divine Beast as well.

Custom Authority (200/400/600): The authorities wielded by a God Slayer are as varied as the gods they might slay, perhaps even more so as the Campione themselves also influence the nature of the power they win from their defeated foe. For 200 you may obtain a, relatively speaking, minor authority; still far beyond mortal magic but likely lacking in the raw might or having too many limitations compared to the strongest authorities of a veteran God Slayer. For 400 you'd instead gain the sort of authority that provides a serious core strength to a Campione's abilities or perhaps a trump card that's difficult to use because of costs or a restriction but is extremely powerful when unleashed fully. Lastly for 600 you can gain the kind of Authority which is just not fair, abilities that even your peers with their many powers would struggle greatly against most of the time; though Campiones are rather good at overcoming such challenges.

[Monster] Slaying Hero (200): Rather simple, by the standards of a Divine power, this was claimed from a heroic God of Steel famed for the slaying of some great monster. You possess truly divine physical prowess that while not reaching the level of Godspeed or the scaling might of the Bull allows you to face Gods with just your strength and swiftness in battle. Beyond this you also carry a potent type advantage against one kind of monster such as dragons, the undead, or whichever other sort of monster the Hero God this comes from was famous for besting; this advantage makes overcoming such foes much easier and provides an extreme level of protection against powers used by or derived from them.

Proud Monstrous Steed (200): For defeating a Heretic God with power over beasts you've gained a Divine Beast of your own, a powerful creature well suited to riding into battle. Your very own noble horse, savage gryphon, regal dragon, or other great beast empowered to serve as a worthy steed for a god slaying King of the world. This creature cannot truly be slain, simply fading into the ether if defeated or unsummoned, and can match or far more often surpass any vehicle created by modern man in speed. In addition to being a powerful Divine Beast and excellent mode of transportation this creature may sacrifice itself to fully heal you and restore your strength, potentially allowing an extra use of otherwise one-off Authorities that may need a day or more to be used again. If sacrificed or struck down your mount will require a week before it can be resummoned; remember to always treat your beast well, loyalty should always be rewarded.

Bewitching Qualities (200): A subtler and in a way more practical way to ensnare the hearts and minds of others than more obviously powerful mental magics, there is some group for whom you hold a great deal of affinity such that they have a difficult time going against you and could be very easily brought over into your camp. This can be any group of people you prefer, though likely influenced by your own nature along with whatever God you claimed it from, with some notable examples being priestesses, maidens you have in some way saved, and heroes of mighty deed. While seemingly far milder than other powers over minds this remains a truly divine power; meaning that it can affect Gods, Campione, and other beings of powerful magical resistance while its subtlety does more to lessen outrage than weaken its potency. Additionally by spending time around those affected by this authority they'll be steadily healed from any lasting afflictions they might be suffering, while it won't help much for any injuries fatal in the short term they will recover from pretty much anything else without issue even if they were outright created to be disposable with far too short of a lifespan to really live for themselves or for you.

Swiftness of Thieves (200): Hermes is most often viewed as a God of Messengers which is true; but he is also a God with dominion over many other things, including Swiftness. . . and Thieves. Perhaps fitting for one who usurps the Authority of the Gods it is these aspects which form the basis of the power you have claimed upon slaying him. When it comes to the powers of a God or Campione one of the most desired is Godspeed, letting one move and fight at speeds so far beyond mortal comprehension they can only view it as teleportation. Naturally this is a massive advantage during fights which only other Gods and Campione can hope to overcome using Divine magics similar or otherwise. . . however you'll quickly notice that this rather pure form of Godspeed is best suited to something else entirely. Something of the smooth, silent, and acrobatic grace it lends to your movements hints that as helpful as it is in battle it's truly meant for an entirely different pursuit; namely supporting the other aspect of this Authority, a truly Divine gift for most kinds of physical larceny. From picking locks and pockets to penetrating the best traps and security systems magical or otherwise you'll find no difficulty absconding with treasures guarded by the best guards, wards, locks, traps, and alarms a mage association's vault might have before anyone even notices. Do remember however that in this world there are things that thieves would be better off leaving alone, as rare as such dangers may be for a proper God Slayer.

All Wielding Knight (200): Within you lies power claimed from a great warrior, a well-rounded knight, and many might say a thief. This is not the power of the knight who protects the Queen of the Divine Ancestors but rather an echo of another great knight, yet one carrying an oddly similar Legend and even name while granting three blessings. First is that any weapon you take up will treat you as if you're its ideal and rightful owner, allowing you full use of it with no trials or loyalty to another regardless of what magic it may have to ensure either. Second is that you gain immediate mastery of all weaponry, while not yet matching the most skilled of warrior Gods or Campione to start you'll surpass all beneath them with any tool of violence and war upon first encountering it. Third is that any weaponry you wield is granted additional strength and magics based upon their nature, while this may not raise up a mortal blade to the might of a true weapon Authority it will make simple humble steel worthy of Divine hands and can provide greater boons to yet greater weapons should you wield them.

Golden Arrow of the Sun (200): Taken from a Sun God this Divine bow is able to conjure its own arrows as you need them from solar flames, able to burn through targets or simply explode on impact depending on the target and your preference. As a Divine weapon even Gods may be slain with these arrows however it won't be able to deal decisive blows against especially durable deities or those protected by any defensive Authorities, at least not with its normal arrows. While it comes at the cost of burning out the Bow entirely for several hours you may fire one singularly powerful arrow, a bolt of shining solar fire which would strike down your foes with similar power to the fully unleashed lightning from the Black Prince; a powerful attack to overcome defenses and bring down Divine foes in a single blow. While you're unlikely to get any second chance with it in the same fight very few foes, even if they're a God or Campione, could withstand a direct hit from this Authority in its fully unleashed form. Aside from just a single strike there is one other way to make use of the maximum strength of this Divine weapon, when the sun is high in the sky firing the same unleashed solar bolt towards it will unleash a rain of its normal arrows upon your foes in a broad area.

Insight into the Void (200): Perhaps the greatest power wielded by Gods of Knowledge would be the sort of omniscience they may seem to have, being essentially all knowing, albeit with certain limitations; upon slaying such a God you've stolen this power for yourself. With a simple thought you could learn essentially anything you'd want to know, from history lost to time to spells hidden by magical societies taken directly from the Memories of the Void; though it does not grant you any skills needed to make proper use of this divinely sought knowledge. Generally your acquisition of all this information is a sort of steady flow, much akin to reading a book about whatever subjects you seek, but by invoking the Authority in full by speaking its spell words you may deposit an entire field of learning into your mind as if you learned it properly over time through study. Sadly despite its value this Authority has a number of rather obvious issues, naturally this power has no real direct combat applications; it could provide useful knowledge to plan a battle or to discover a foe's abilities and weaknesses but can't offer a way to capitalize on them by itself. Second would be the simple matter that while a superior ability overall it could be mostly substituted by seeking out the services of a Hime Miko with the gift of Prophecy or Spirit Vision instead; making this power vastly easier to replace with mortal methods than most other Authorities. Last and perhaps most importantly there are a number of cases where this power is simply insufficient, as useful as it might seem limited omniscience is as the name implies very limited; there are numerous powers held by Gods or ancient pieces of magical power able to shield information from the eye of such a power and, particularly notable in this World, the honest fact is that it can't help with things from outside the World you're in. Learning about a mighty tool wielded by the King of Steel could tell you about the item now that it has entered the World but it will lack much context unless you go to its World of origin and can even give you incorrect context telling you about the local version instead; not to mention the incoherent static trying to learn of True Magic would offer.

Mysterious Challenger's Plate (200): From a god formed from the Legend of a kingly God of Steel you've claimed this set of armor summoned onto your body when called. In his Legend this king disguised himself as an unknown knight to aid and compete against his followers, from that story was this Authority created and bestowed upon you as the victor in your challenge. By donning this armor you receive several benefits through taking on the role of a mysterious unknown knight. First and most obvious is that the armor is full plate armor of Divine quality meant to protect a King as he enters battle, enabling your armor to withstand most attacks even from Divine weapons; a direct hit from an attack such as the Stallion could shatter it yet the armor would keep you standing even if injured. Second is a disguise of your identity, donning it in the midst of a battle would have observers believe you'd left and had a Mysterious Knight take your place even if they know of the Authority and watched you don it; this isn't the dirty sneaking of a Black Knight however and doesn't aid your stealth beyond concealing your identity, in fact the finely wrought armor would be a difficult sight to miss in most circumstances. Lastly as an old King may show seemingly lost vigor as he dons unmarked plates you'll find yourself strengthened wearing it, enhancing your physical and magical might by a significant margin while wearing it to ensure you can fight at your best. Despite these advantages the role of a Mysterious Challenger comes with significant drawbacks which hold this Authority back, most of all is that any iconic or notable abilities of yours including most Authorities will be weakened substantially even after accounting for the increased strength offered by the armor. Using these abilities will not reveal your identity but only powers or aspects of them which are subtle or easily confused with other things can be used at full strength while wearing your armor. The other major downside is that should the armor be broken by force then in addition to any injuries you sustain your identity will be revealed and a large chunk of your mana will be lost beyond what was used to call forth the armor, simply dismissing the armor would have others view you as arriving to replace the Mysterious Knight but if it's actually broken you and all that you may've done since last donning it will be removed from this protection.

Twelve Lives Manifested (400): The prize for defeating Heracles, the Greek God of Strength is the trials he endured during his life manifested as this powerful defense against all things. It is commonly known that Gods and Campione cannot be defeated by mortal means, an idea that you embody much more literally than your siblings as nothing without sufficient metaphysical weight is able to harm you in the slightest; a divine Authority or similarly mighty work of magic could manage it but anything of lesser significance could never hope to do you harm even if it possessed far greater raw strength. Even when something is able to harm you a form of adaptive regeneration will restore you to full strength in short order while providing a resistance to whatever managed to wound you, this regeneration is however limited and after it has healed enough damage to kill you twelve times it will weaken considerably allowing you to be killed by any blow able to bring down one such as you and requiring twelve days rest to fully recover if exhausted thusly.

Myriad Hands of Love (400): Claimed from a powerful love goddess who may have perhaps been a bit too confident in just how fast she could overcome the magic resistances of a Campione, this Authority gifts its bearer several additional spectral limbs which cannot be seen unless you allow it or the viewer has divinely potent senses with which to do so. By sinking the spectral limbs into a target you will steadily cause them to increasingly favor you, with mere mortal targets this should cause them to rapidly fall under your sway within moments using just one of your many ghostly hands while a God or Campione might instead require you to secretly invade them with all these limbs at once over a lengthy period. What makes this Authority truly insidious however is that once the changes have been made there is nothing to be removed or cured by those seeking to undo it. The target of your induced love might fall out of love with you once the hands are no longer enforcing it but that will have to happen the hard way rather than just breaking the spell you have ensnared them with.

Tower of the World's Veil (400): The Legend of King Arthur is naught but a shadow of the King of the End, a ploy to strengthen his Legend and hasten his revival, but in this World Legends have power and in others they were never just stories to begin with. This spear claimed from King Arthur and influenced by his fairer counterpart in another world is at first glance merely a divinely powerful implement of destruction readily able to tear apart some of the strongest defenses held by Gods or Campione, but it's true power is another thing entirely. Holding this spear grants you the right to strengthen or weaken the veil between the magical and the mundane; by tightening this veil you could snuff out the supernatural in a wide range such that all beneath the Divine are rendered mundane while other Divine beings are weakened, conversely you could make an area more mystical raising a land and its inhabitants beyond modern man. . . at the potential risk of monsters appearing as well. Should the spear be broken this veil will be flung open to its widest and an abundance of monsters akin to divine beasts are sure to appear while heroes able to slay them will merely become more of a possibility, this state of affairs will persist until the spear has fully recovered as well as having it returned to that area to re-shut the door again.

Divine Manifestation (400): Obtained from a God who once splintered itself into others or was broken off from such a being you've gained the power to break off pieces of your own strength into Subordinate Gods possessing the powers you detach from yourself. While you lose access to your abilities while they're split off into such beings this allows them to act independently, spreading out your strength and allowing these abilities to be used without expending much of your own energy. When this is used with other Authorities it will often create a clone of the God it was claimed from, albeit altered to fit your preferences in a number of ways, such as always leaning toward being attractive members of the opposite sex; perhaps instead of mainly collecting Authorities from your foes you'll be taking on new wives?

Universal Vessel (400): Claimed from a famed Adventurer and Seafarer is this mighty vessel can be called to your side at will and can change its form to suit your needs and desires in the moment, from just a small sea vessel to travel the waves to a mighty divine warship able to cross the void and sky while striking your foes with the wrath of the Heavens. In a sense this ship is more of a Subordinate God than a mere summon and can function under its own power, though infusing it with your own magical power will bolster it when added strength is needed. The ship makes for an excellent boat for adventure, luxury, and warfare but the size of any weapons it could form which would decisively strike a Campione's peers are too cumbersome for use except against the largest of foes; for now at least. The final perhaps greatest gift of this authority is its capacity to grow, by using an existing vessel you can rightfully claim as your own as a medium to call upon it the Universal Vessel may absorb that ship into itself; which also allows you to bring your ship back into the world should it be fully destroyed. First things first however, every true ship needs a name worthy of its grandeur, purpose, and the storied voyages it will carry you into.

Ride of the Valkyries (400): For defeating one of the Valkyries of the Norse Pantheon, one of the sisters to Jord's 'lesser' incarnation as the 'minor' goddess Brynhildr, you've gained the Authority to claim others as your Einherjar. You may turn anyone who pledges themselves to you or whom you slay into summons who sleep within this Authority should they fall or be recalled within it, potentially allowing you to carry entire armies of empowered allies within yourself. These Einherjar are empowered by a sliver of divinity to help them grow strong, placing the might of a Divine Ancestor entirely within reach and allowing even a modern mortal to gain the strength to surpass Servants given time and effort. While these Einherjar can't truly be lost death will require them to rest within the Authority, usually taking a week to recover enough for them to be summoned and potentially longer if they fell to 'deeper' means such as attacks on the soul or being properly erased. While it's possible to claim even your peers as your Einherjar slain Gods will be weakened due to the Authority you usurp from them, though the sliver of your strength granted to them will make regaining that lost power easier than for typical Divine Ancestors; further claiming any dead who you didn't personally slay will require further development and most likely a connection to them. Perhaps due to the beautiful Warrior Goddess this was won from, or just your own nature, those you claim as yours using this Authority are almost universally made into beautiful women if they weren't already.

Passage Between Worlds (400): Upon your victory over a liminal deity you've gained the power to create portals across vast distances, even allowing passage to entirely new Worlds. For a negligible cost of mana, for a Godslayer at least, you may open a portal to anywhere you're familiar with such that you could reach it with naught but a single step. When you seek to open a door to a more vague location however is when things get a bit more interesting, by seeking out somewhere fitting with your desires or to fit a criteria you will instead open a passage to an entirely different World where your requirements would be met. Opening up a path to a new World is more taxing, leaving this Authority spent for between a week to a month that you won't have access to it, but after it's recovered you'll be able to come and go from that World and any others you've discovered by using it as normal. Reaching any specific target Worlds which you know of or reaching more vague locations within your current World will require considerable additional training with this Authority, you may find that when trying to reach somewhere such as the King of Steel's homeworld you end up entering a different parallel within the World Lines of Gaia and Alaya if it's attempted without sufficient experience with its usage as well.

Impenetrable Kingdom of Glory (400): To be a King is to be the protector of their subjects, much like a proper man must protect his family and home. Thus, this is a passive Authority that does just that. As long as the user truly considers someone part of their entourage, be as family or as a vassal, they obtain several benefits: protecting them from curses or sickness, making them stronger, more durable, granting greatly improved healing, and bolstering their longevity. This empowerment depends on how important and close the user considers them, with members of their immediate household or closest allies perhaps having the strength and resilience to join them in battles with fellow Divinities while those further away gain weaker boons and protections the more distant their connection. One may activate this Authority in full with its chant to instead transfer all of the empowerment to the user, perfect for when the King takes the lead to battle in order to protect his country and men.

Great Sea of Life (400): If this was your first Authority Pandora must've been confused, there's no way in hell even with the fate defying luck of a potential Campione that you did this alone and honestly probably just got really lucky to deal the final blow. Even so she couldn't help but approve of how utterly ridiculous this fight was no matter how far outside her normal standards it must've been. While this world's Tiamat is far from weak what you slew was Beast II, this fact alone regardless of what help you must've had or the reduction in strength she must've been dealing with at the time merits a worthy kill. Your prize for such a feat is a power akin to her own Sea of Life, allowing you to command and call forth water on a wide scale, it's unsuited to personal scale fights most of the time but simply crushing your foes or their works beneath tidal waves is well within your power. Far more important than simply sweeping aside your lesser foes with the sea however is the ability to create Divine Beasts within the waters you control, with time to prepare and sufficient mana you could bring forth an army of such creatures to lay waste to all who oppose you while even worthy enemies may suddenly find themselves suddenly flanked, ambushed, and mauled by a group of these usually serpentine creatures you bring forth on the spot.

The Mother of All Life (400): Tiamat, the Primordial Mother who reins over the Sea of Life, never wanted to become a Beast; she loves humanity and wishes only to be close to her children. Upon her fall as Beast II she was truly grateful to you, such that your prize for this victory is Tiamat as herself; she is weakened a great deal, more resembling a Servant than a Goddess most of the time, and even when invoking this fully to temporarily restore her to being a full Divinity she's still substantially weaker than she was when bearing the title of Beast II, but regardless she is not one to be underestimated. While extremely costly even for a God Slayer's mana reserves properly unleashing her grants her the power to fire off intense energy blasts, spread the sea of life to corrupt the land while producing monsters, alter her own abilities, and just ignore most attacks unless they exploit certain weaknesses. Despite being freed from her role as a Beast she can't return to the purer goddess she once was and remains somewhat twisted, reacting. . . poorly if humanity or especially you suffer serious harm; her standards for what qualifies is (thankfully?) a bit warped by her being a Divinely powerful monster but when met she will forcibly release her strength at the cost of being lost within a berserker rage toward the cause and being unavailable for a month afterward. Tiamat could eventually regain her strength despite being held as a Campione's Authority, given enough time and usage of this Authority, however that is quite a distant matter.

Blessing of Fated Victory (400): Campiones are loved by fate, or perhaps it might be better to say that they conquer it, but to have slain a God of Fortune, Fate, and Victory can offer more. This Authority guards you against hostile workings of fate, while any Campione can overcome such things you're simply immune to bad luck and can safely ignore attempts to preordain your defeat or failure. The exceptional luck enjoyed by your fellow God Slayers is more blatant in you than them, allowing you to overturn seemingly hopeless defeats even more reliably than the uncanny ~~plot armor~~ fortune your siblings enjoy. That is just the boon from having this power however; invoking the true strength of this Authority is only possible once per day but it allows you to see and pursue a clear path to whatever immediate goal you may have, this won't be able to help much with anything broader or less immediate than a fight you're about to get into but when used it guides you to *almost* certain victory in such a challenge. *Almost* is unfortunately key here as there is a single critical weakness to this Authority which may have been involved in you being able to claim this power in the first place, not only can your 'siblings' (and other naturally fate defying individuals) overcome this Authority but it's outright weaker against them. While this may deliver a near certain victory over any enemy God whom you have the means to defeat in an immediate battle it's. . . unreliable at best against your fellow Kings and not to be relied upon in any conflicts against them.

Right Hand of God (400): Claimed from slaying Metatron, the Scribe of Heaven and Executor of God's Will, this is naturally one of the most powerful Authorities possible; unfortunately she's more than a little lazy so that power is not always very apparent. Upon your defeat of the Archangel you gained their counterpart from another world as Subordinate God taking the form of an ideal host from that world, a young beautiful blonde woman who is in a sense the source of the troubles. Normally speaking she's about as powerful as an extremely strong Servant, acting much as a serious reliable young woman with a healthy appreciation for passive forms of recreation when she has the time. As she accesses more of her Divine powers however a growing slothfulness builds within her, as once she finishes exerting herself she quickly finds herself full of laziness and unwillingness to get out of her. . . gaming throne. . . which can leave her largely out of the picture for hours or even days at a time depending on how much she exerted herself. As one might expect from the one titled Little God in Abrahamic sense she possesses a vast array of powers including powerful beams of holy light, imprisoning foes in her 'womb', summoning other angels under her command, and a vastly increased stature such that she could touch the heavens from the earth at her biggest. As she moves toward her full strength and unleashes her full glory as a Divinity the problem of laziness and video game addiction (mostly) fades away; replaced with an obsessively Ordered and Perfect observer and judge over humanity, the world, and even reality itself; often leading to aggressive attempts at "bringing reality into compliance with the proper way of things". Which seems to involve a great deal of apparent autism and can lead to her going off on tangents or getting derailed away from your objectives. As a Subordinate God and one of your authorities she's very loyal to you however her mentality becomes alien when employing her true strength and an effective immunity against most mental effects prevents more forcible methods to command this angel even by her very own King and Master.

High Speed Divine Words (400): This Divine magical language was created by the Greek goddess of Magic Hecate; for slaying her you've gained it for yourself which allows you to weave a wide variety of powerful magic based on the Legends and Mystery of the Greco-Roman pantheon, much faster than would normally be possible without it. While less powerful than individually focused Authorities it's extremely efficient to use and provides the versatility and power of a Divine magician. More than just a Goddess of Magic Hecate was also a teacher of magic and due to this you may intuitively teach others this language despite it being an unnatural tongue mortals could not otherwise learn, while mortal students are unlikely to hold the raw power or mana capacity to use magic of a Divine level the efficiency of these spells will grant them greater strength with them than is normally accessible by mortal mages. Initially limited to magics based upon the Greco-Roman pantheon it's possible to expand this to include the magics based upon other gods you have claimed Authorities from, expanding not only your spells but also those of your students.

Lævateinn (400): Claimed for the slaying of Surtr, king of the Fire Giants, and in so doing possibly delaying a Divine war from devastating humanity during their clash for at least hundred years before he could have the chance to descend again, you've gained his sword. Regardless of its original form Lævateinn has turned into your preferred form of sword when you usurped it, but just fitting nicely in your hand is rather minor compared to its real power over a special flame which is especially damaging to Gods in particular; simply engulfing the blade in the flames or sending forth large waves of destructive Anti-Divine fire to blast and burn away your foes. While this added effectiveness won't work on mortals simply wielding divine powers, such as a user of Divine Possession or fellow Campione, it will affect the divine powers themselves such as burning through their Authorities and other divine powers even more easily than the sheer power of these flames would to begin with. As a powerful Authority of fire your sword can unleash as much firepower as you have energy to fuel, potentially just blasting away your foes en masse repeatedly or firing off a more focused blast repeatedly until it lands where you need it. It's worth noting that while this sword is quite a mana hog when wielded freely just calling the blade to your costs very little and it remains and extremely fine sword even if you aren't blasting away with huge waves of divine god killing fire.

Blessings Without End (400): From a Goddess of purity, bounty, and innumerable blessings you've won a potent Authority which allows you to grant blessings of all kinds. The variety of boons you can grant is vast including things such as luck, strength, health, victory, wisdom, speed, bravery, and so much more should you desire it and offer them in several different forms. Most obviously you could apply your blessings onto someone or something directly to just grant them without much fuss, alternatively you can apply it to an item which blesses those who touch, use, or spend time around it (even making potions by giving blessings to them) should you wish to spread them further afield. The sheer breadth of these blessings could provide a great deal of support for any individual or organization you choose to aid, though when trying to bless a being with great magical resistance you may need to apply the blessing from within such as with a kiss or blessed 'potion' of some kind. Perhaps the most potent and intensive application of this power would be to apply your blessings would be the creation of a sort of guardian spirit, by investing considerable magical power into a certain blessing you can form around it a semi-intelligent spirit from it which you could attach to those you wish to bless. Such spirits can provide continuous powerful blessings to whoever they are set upon to empower and protect, all but ensuring that they succeed in their endeavors and enjoy prosperity depending on the type and purpose of the blessings in question. Naturally you can also stack your blessings on yourself, to assist you in battles against Heretic Gods, your fellow Kings, and those few others who may have the power to challenge you.

Consorts of the Destroyer (400): The Destroyer God Shiva had three wives who are in fact different facets of the same Goddess; the gentle Goddess of Beauty and Harmony Parvati, the mighty Goddess of War and Protection Durga, and the terrifying Goddess of Death and Destruction Kali. Claiming this goddess as both your new wife and Subordinate Deity is your prize for a great battle, while reduced to a mere Servant most of the time she is able to freely switch between each aspect of herself and will eventually recover back to her full power given enough time active as your Authority. Each aspect is powerful in her own way; Parvati carries notable magics and possesses her ex-husband's favored treasure Trishula Shakti, Durga wields an array of weapons given to her by other Hindu gods as projectiles, but it's Kali who is most fearsome as she uses the same weapons she holds as Durga in an obscenely bloody dancing slaughter. Should you provide sufficient magical energy by invoking this Authority in full you may allow her to reach her full power within one of her facets without the many years needed to gain it as a Subordinate God, at a higher cost you may even be able to manifest all three in their full divine glory; Kali carving a cruel slaughter through your foes with Durga's barrage aiding her from behind and Parvati supporting both in her role as a far more nurturing goddess. Manifesting three goddesses from one is a dreadfully costly maneuver but one very few can stand against even for the relatively brief time a Godslayer could sustain them, as one of your siblings can attest it's the sort of trump card that decisively ends even a Divine conflict.

King's Order: Twelve Glories (400): Another Authority usurped from the God of Strength, manifesting as twelve different powers based on the twelve trials of Heracles; much like the Ten Incarnations claimed by Godou from Verethragna these powers have certain limitations, unable to be used simultaneously as well as only working once per day to begin with. Most of the powers also come with a specific requirement for their use, which range from trivially simple to noticeable obstacles for making use of them.

The Nemean Lion: The First Labor grants you the pelt of the divine beast that Heracles fought, killed, and skinned in the form of a grand lionskin cloak. Once summoned whoever wears this cloak will be impervious to weapons made by civilized men; requiring the use of things such as fists, claws, and stranger powers to harm the wearer. The pelt is extremely durable such that it could provide some defense against any natural attacks too however it can only be called upon when faced by foes wielding purpose made weapons.

Hydra Venom: In the Second Labor Heracles slew a many headed hydra and claimed its venom, which you can summon onto your own weapons. This poison is among the most terrible sorts and can lay low Divine foes despite their oft great resistance to such maladies. This venom may only be summoned onto weapons and requires you to be facing a foe of great fortitude whom mortal toxins would do nothing to.

Ceryneian Hind: For capture of a deer sacred to Artemis the Third Labor allows you to call upon its famed qualities, granting you Godspeed when using it along with command over fire. This Authority is one of the easier ones to call upon with no special requirements, however while the flames it offers are powerful by mortal standards they are too weak to serve as a reliable weapon against most Gods.

Immortality: During his Fourth Labor Heracles accidentally struck his mentor with one of his arrows coated in hydra venom, unable to die but wracked in agony by the poison Chiron gave up his immortality and the power passed to Heracles which you now gain in a sense; upon your death this will restore you to fighting strength once per day, naturally the requirement to use this is simply to die whereupon this facet activates itself automatically to restore your strength and vitality.

Cleaning of the Stables: The Fifth Labor in which Heracles rerouted a river to cleanse the Audean Stables gives you the power to conjure pure cleansing waters, these waters can purify horrifically vile and tainted substances and be released in quantities to match a great river. While it's possible to use these waters to wash away foes with a river's surge it can only be used when faced with sources of filth or taint.

Stymphalian Birds: With the driving off of these monstrous birds the Sixth Labor lets you transform your own arrows when fired from a bow into the very same beasts, giant bronze coated birds ready to strike at your foes with vicious bloodlust. These birds can only be summoned with access to a bow and well-made arrows of exceptional and preferably magical quality, also some minimum skill for archery will be needed if you want the birds to appear where you want them to.

The Cretan Bull: Capturing the bull of Crete who sired the legendary Minotaur was the Seventh Labor and it grants you a measure of the magic placed upon the bull by Poseidon. Granting you supernatural skill in the seduction and a presence that women find nigh irresistible. This power can only be utilized when faced with the desire to claim a woman who already belongs to another; it also may fail in the face of truly deep-seated love, especially once its power ends and only its lingering influence remains.

Mares of Diomedes: For stealing these famed horses from their owner the Eighth Labor allows you to call on up to four of these great mounts for your own use, they make impressive mounts and while not among the strongest Divine Beasts they are still powerful creatures and fond of eating the flesh of their foes; their summoning requires an offering of meat, it may be raw or cooked but must be of high quality.

Goddess of War: The Ninth Labor was the retrieval of an artifact of power from the Amazon Queen, which you may now call to your side when needed. It may take the form of a belt or sash at your pleasure and it will empower you akin to a Body of Steel Authority or focus that power into a weapon depending on if it's tied around your waist or arm and may even be shared with another. This is among the easiest powers to use as it both has no special requirements to call on and is easy to maintain alongside other powers; aside from other aspects of this Authority of course.

Feast of Sacrifice: Gathering the Cattle of Geryon was the Tenth Labor and for it you may call forth a feast all of which is delicious but especially the extraordinary beef. Any who partake in the food from the great table you call forth will be more open to parley and can greatly sooth the anger of anyone it's dedicated to, such as a God seeking your death. This grand feast may only be summoned with the presence of close companions or someone who you intend to appease in some fashion.

Golden Apples: Claiming the Applies of the Hesperides was the Eleventh Labor thus for it you can summon three such apples each day; each one able to fully restore the health, strength, and prime of youth for any who consume one. While these apples may be saved for later once summoned you may only do so when in the presence of one in need of one such as the injured, weakened, or decrepit.

Watchdog of Hell: For the final Twelfth Labor Heracles faced, defeated, and captured Cerberus; from that feat you gain the power to summon the massive three headed Divine Beast. The hound can directly contest the monstrous transformations of certain gods with its strength, weight, and flames but it lacks any proper divine magics beyond sheer power. You may only summon Cerberus to face a foe who has wronged you in some way, though their reasons or justifications for doing so don't actually matter.

Sublimation of Wishcraft (600): The granting of mortal wishes is found within the domains of many Gods in a variety of forms but with this Authority you've won the manifesting of desires in its truest form, able to grant nearly any wish you might desire. Sadly however even Gods and Campione aren't all powerful, a fact made especially true by the existence of your peers and rivals. While your power to bring to life wishes made by yourself or others is truly Divine in scope and scale it cannot contest more focused Authorities or directly affect others in the same metaphysical weight class as yourself to any significant degree, even the weakest amongst Heretic Gods or Campione is unlikely to be affected more than mildly by changes you'd make to the world they live in. Beyond this limit the biggest concern for using this power would be a huge cost in energy to enact the wishes you grant, the creation of any treasure of note by the standards of the Divine would leave a fully rested Godslayer exhausted as would any noteworthy change to the world on any larger scale than a city and its surrounding area. Truly world-changing wishes could require vast rituals, sacrifices, or other accumulations of power even for a Godslayer as the cost would surpass what any single divine being can bring to bear by themselves.

Gate of the King's Key (600): Claimed from Gilgamesh, or perhaps Enki, you have gained the vast vaults of Uruk for your very own; a pocket dimension containing his incalculable material wealth and innumerable treasures each possessing considerable powers in their own right. The vault itself can be accessed via the opening of golden portals out from which the contents can be fired with the force of artillery strikes before even considering whatever individual powers each treasure might have; unfortunately your unfamiliarity with the Gate brings forth an additional limitation beyond the often-massive energy costs to the mightiest of the treasures, you won't truly 'know' them until drawn. Even if you were to *know* certain powerful and useful treasures are somewhere inside it you can't call forward specific individual treasures without having already drawn it before when semi-randomly drawing (or firing off) the contents, in fact several especially powerful treasures you *know* are present from the God you claimed this from seem remarkably deep and annoyingly elusive even when actively trying to shake empty the vault. Times of actual need seem to make the Gate more cooperative however, as you are far more likely to get what you need out of it in any serious battle than simply firing off treasures at random, so true tests against worthy opponents could be the key to seeking your best tools. When it comes to more mundane wealth the vault truly never runs dry and the more significant treasures will eventually restore themselves if damaged, destroyed, or consumed and can be simply recalled to the vault at your leisure if otherwise 'misplaced'.

Heart of a Blackened Grail (600): Within you lies a bottomlessly deep well of power, while this won't make your powers any more potent it does mean you will never run out of mana to fuel them and can thus use them freely with no concern for efficiency or conservation. Pure power is not the only thing found within this well however, the dark nature of this power is made evident when you try to actively pull from it and receive a dark mud like substance seemingly made of concentrated curses and corruption. With control of this cursed mud you could infect, corrupt, and defile even examples of extreme holiness and purity in short order; turning the purest of hearts or holiest of relics into far darker versions of themselves. If you're able to fully corrupt a being and then subsume them within your mud you may pull them into the well, feeding them to it and allowing you to call them back up from it. Summoning up the victims of your mud gives you an excellent way to amass loyal followers, especially as their link to your well supplies them with as much mana as they can use just as it does for you. While this power renders the energy costs of summoning up your servants irrelevant, it still takes a considerable amount of time to do so; making this aspect unsuitable for use in an active running battle. Should one of your mud servants fall they will return to the well, ready to be resummoned when you're able; already a certain King of Knights awaits your call within the mud.

Items: You may choose one 100 CP item for free and one item of each price tier to buy at a discount, you may import existing items into those of similar nature (melee weapons into melee weapon, organizations into organizations, etc.) to combine them and/or give the former a new alt-form.

Green and Gold (Free): Mundane wealth is not too hard to get for a mage, if you have magic and have any real troubles with cash then you're probably either really bad with money or practice some magecraft that burns through funds at an outrageous speed. Or both. Fortunately you've got a reserve of funds sufficient to support a comfortable lifestyle for a few years at least, perhaps longer if you're frugal and likely shorter if you spend frivolously or need to support some expensive magical research. Should this be insufficient it is alternatively possible to get a significantly greater sum, sufficient to mark you as truly rich just from what treasure you hold in your possession, at the relatively minor cost of having it come in the form of gold and gemstones which lack any documentation or source which you can use to explain where you got any of it from to the authorities or potential buyers. Such an obstacle shouldn't be a huge problem to anyone with a proper foot in the moonlit side of the world or just a good shady money manager but could definitely be something of an issue if you happen to be new at this or need your cash quickly.

Miniaturized Living Map (100): Upon a first look this device is a diorama of your starting location, or some other location of your preference such as a major city, but upon further examination it acts as a tool that tracks powerful magical signatures within the area it represents. Should a God, Campione, or other potent source of mana appear without somehow hiding their presence this magical device will reveal where they are within the area covered so that you can keep track of them, whether you prefer to evade them or just rush over to try to manage the problems such beings tend to cause when they show up. While this map is set to a specific location you can change it at the start of each jump going forward or if you've got the right skillset manually change it yourself with some effort, additionally it comes with the research notes which could perhaps allow you to create more such maps for yourself.

Lavish Mansion (100): Whether in a classic Japanese style, a western mansion, or something else entirely you've acquired a large luxurious residence in your preferred region. The house holds space for hosting an important event, rooms for servants, offices for running a complex household, areas for sports/training, a state-of-the-art kitchen to cook meals, multiple guestrooms, spaces suitable to create a mage's workshop, and various other well-furnished rooms to take advantage of. In addition to just being large and very nice your new mansion possesses numerous forms of magical security already prepared; these include a wide variety of warded fields which will alert you to intruders, measures to block supernatural surveillance such as scrying, traps to incapacitate or kill intruders, and assorted other relatively 'basic' defenses expected in any mage's residence and workshop to keep out unwanted interlopers. Alongside just protection your new property also uses magic to ensure continuous access to utilities, even if power fails or you bring this over to a World which lacks such infrastructure in the first place you'll still have the comforts of modern society availible to enjoy. Unfortunately the defenses of the mansion, while sufficient to stop or at least detect the likes of a Divine Ancestor seeking to infiltrate your home, are far from enough for any meaningful effect if the likes of a Campione or God trying to sneak or force their way in. Perhaps this might seem like a problem but honestly any static defense which works to prevent such figures is overly optimistic, as they more often than not simply appear behind any such defenses or casually bulldoze through them while leaving mocking messages about lacking hospitality when said defenses detonate pointlessly on against their resistance to any spells intended to protect against or dispose of intruders.

Nameless Divine Sword (100): By the standards of divine weapons wielded by the Gods this blade is a bit of a disappointment, though in that way it perhaps offers immense potential. Taking the form of your own preferred style of sword, or perhaps another melee weapon if you'd prefer, this is a weapon sufficient for use by the divine but lacking any ingrained authorities or special powers. Merely a work of craftsmanship sufficient in quality and material to be wielded by divine hands, nothing more or less. This emptiness has a benefit of its own however as it is an exceptional vessel for any powers able to be infused into a weapon whether divine authorities, meager mortal magic, or something else entirely. Without such powers it's just an outstandingly exceptional example of craftsmanship, though certainly a worthy weapon for nearly any hand that might lift it no matter how grand.

Weirdly Specific Sword (100): There are many magical swords in this World and beyond, from truly grand and powerful to the strange and weirdly situational. You've managed to get your hands on the latter, with a magical sword which does something truly unusual rather than the more traditional or practical things to enchant a weapon with. A sword that only causes clothing damage, a sword that fires off grand shows of power that don't actually do anything, a sword that reveals supplies hidden behind any wall its stabbed into, a sword that everyone 'thinks' is powerful despite being largely normal, or even a sword that provides infinite soda (and often a very large mess) to its wielder.

Heroic Puppet Familiar (200): Although reachable via sufficiently potent magic this world is far from those where the Throne of Heroes holds sway, as such utilizing it to summon Heroic Spirits recorded in it has a number of problems to overcome. A, relatively speaking, 'simple' way to bypass this would be to not do it at all and simply create a replica bearing a sizable portion of their strength. Weakened and with no true mind of its own as well as lacking at least one of their template's notable powers or Noble Phantasms, this puppet in the image of a Servant is a fairly good imitation none the less. Depending on the Servant it was built to imitate it can likely take on most Divine Beasts with a significant advantage; though it'll need to be directly controlled and fueled by yourself, likely requiring it to remain in its dormant spiritual form during most of the time when you don't need its strength.

Oath Sealing Altar (200): Created from dragon bones and the lingering power of a God this alter possesses the ability to seal binding oaths, ensuring people follow through on any agreements made using its power and in the case of any oaths of loyalty or obedience provides the mechanism to ensure control over those bound by them to the point that commands can force any minions to do things such as immediately falling unconscious or other tasks beyond conscious obedience. Due to the origins of this object being found with the Divine it allows the enforcement of Oaths and promises even upon a Campione or the Gods themselves should the situation allow for it, though trying to do so as a mortal comes with obvious problems which a prospective user would do themselves a service by remembering. Incidentally despite its grand materials and the status of anything containing divine power as an artifact to revere this alter can easily just be taken apart and put back together whenever needed, meaning that despite its large size there is no real problem with transporting it large distances or even across nations so long as you can hypnotize any customs agents who might see the attempt as an effort to smuggle antiques or take issue with the exotic bones.

Bait of Divine Essence (200): Most people would rather that Gods stayed in their legend, others find that the opportunities brought by the decent of a Heretic God is well worth the danger and destruction brought by their actions. Campiones in particular seem to enjoy shaking that hornet's nest just to get a chance for a good fight or new Authority to usurp, whether you're one of them or merely a reckless opportunist you now possess an artifact which serves to trigger the descent of a Heretic God to your location. Upon using it you'll find that the environment shifts in strange ways, often relevant to the god in question, such as the weather changing, the world seeming to hold its breath, or other strange phenomenon signaling imminent supernatural significance. What God appears will depend on a number of factors such as the area you use this in, the local environment, and your own intentions (causing a mess, getting a good fight, etc.) but the God that arrives will 'usually' be one suitable in some way for what you've called on them for; this artifact takes a year and a day to recharge after calling down a Heretic God.

Designation Company (400): There are many magical organizations in this world, and the strongest all hold one thing in common, they work for and have support from one of the major players in this world; at times their position as one of the strongest is by default as a result of being gophers or cultists to a Campione or Heretic God who'd step on anyone who touches their servants but power is power. This group is a magical organization of similar size and influence to those like the Royal Arsenal, Witengamot, or other such major magical cabals ready to do your bidding; fortunately these mages are not merely fair weather friends who only listen so you won't step on them or so that you will step on someone else, being loyal enough to take a doomed stand against a Campione to protect your interests. While skilled and knowledgeable mages this group is hardly going to be able to stand up against the Divine, however they are extremely skilled in how to get whatever silly thing you want done handled; often with their considerable wealth and connections more so than magic but if you turn paper into a car is that not magic too?

Ancient Grimoire (400): Hanging from a steel chain which was almost certainly made long after the amulet itself is this oval of mildly tarnished and decorated silver rimming a blank center that yet shines as if it was recently polished, in truth this is not due to inconsistent care but the nature of this Grimoire which carries power from a long-lost God. This relic holds within it a Divine power of defense able reliably and repeatedly defend even against attacks from a God, not full strikes from their Authorities and causing serious harm to a mortal using it just from the strain anyway but not being crushed like a bug is a valuable thing and lesser attacks would do little to nothing against this shield. At the cost of burning out the amulet for a few hours, and almost certainly killing any mortal using it this way, this can not only block attacks up to the level of a powerful directly offensive Authority but turn the strike back on the one attacking its wielder. Alternatively should you prefer another such treasure you may pick one up of your own preference, with a caveat that it's a divine relic that could be used to strike at a God by a mortal at the cost of their life; a frankly irrelevant cost if they gamble on becoming a Campione and win.

Artificial Holy Grail (400): While this magical construct doesn't need to be in the form of a goblet, a large sword shape chunk of gemstone being more likely than you might think, it serves a similar purpose to the many magical repositories referred to as Holy Grails. This device can store as much mana as you decide to pour into it, allowing you to access it later to restore your reserves or use it to power costly rituals or other energy intensive projects. Unless their energy is similar to your own others cannot access the contents of this vessel in any meaningful way, unlike a certain other grail replica it won't explode with a city shattering boom if such individuals mess with it either fortunately enough. It also stores energy more efficiently than a certain other more clumsily made mystic code, storing over 95% of the energy poured into it.

Aurea Poculum (600): Between the 'Grail' of the Holy Grail Wars, the shoddy but still powerful 'Grail' that may soon be crafted by the King of Steel, and the Grail held by the Queen of the Divine Ancestors it seems like there are a great many powerful repositories of magic power around here. Why not obtain one you're able to abuse for yourself here? This ornate jewel encrusted golden cup is actually rather tasteful looking, by the standards of ostentatious goblets, but even so it feels more sinful and profane than if another such cup was filled with blood. Fulfilling a certain pattern here it possesses the power to grant wishes of those who bear it using the magical power accumulated and stored within, being filled by both those seeking to use it from their own strength and gathering the selfish thoughts of those nearby to turn into more fuel it can burn for its 'blessings'. Granting wishes does take a considerable amount of mana to be certain but as long as it can be fed sufficiently the possibilities are almost endless, with one minor catch that's really not worth mentioning. You see the grail can only grant wishes that are selfish in nature, with anything altruistic requiring a deeply warped personality or at least a firm fixation on some attached personal benefit to work its magics. Additionally possession of this artifact makes one significantly more. . . free with their desires, infecting them with a greater greed and selfishness than normal which grows stronger the more power is stored in the Grail; thus requiring great willpower, magical resistance, or preferably both to have a chance of wielding its power responsibly. It was very clearly not intended to be used responsibly. Additionally the energy of the grail can simply be cast upon your foes as a liquid, this poisoned 'water' washes away most blessings or beneficial magics enjoyed by those touched by it and inflicts truly horrifying injuries in a much more efficient fashion than something like wishing your foes became pigs or the like.

Blade of Realized Legend (600): There are many Divine Authorities which take the form of powerful divine weapons, while matching such an implement in power this artifact (likely but not necessarily a sword) is a Noble Phantasm from another world entirely. Despite not necessarily being divine at all this tool can match or in some cases surpass the power of a God's Authority its capabilities, normally this would be a difference without much distinction as the energy cost would be just as lethal to a mortal wielder as the strain from trying to use a God's Authority but something unusual has occurred. Resonance between yourself and this implement together with the Legend matching its bearer's local counterpart has allowed it to truly bond with you. This connection allows you to summon it to you at will and massively reduces the cost to wielding its powers, allowing even a mortal to activate its full powers not just once but multiple times while keeping the effort of doing so from having any greater consequences than mere exhaustion. This can hold the form and powers of an existing Noble Phantasm/Weapon Authority, an alternative version of one, or something entirely new perhaps even founded in a hero/god from another world; regardless it can be summoned to your hand and dismissed into ether as needed as well as slowly repairing itself if damaged.

Barrel Variant (600): In another World Line, parallel but not symmetrical to the King of Steel's home, there was found a weapon along with a replica created based upon it. These weapons were specially suited for killing the magical and the immortal, an interesting feature to be sure and one that would be quite valued here as well. You've obtained your own weapon in much the same line as those, a blocky looking handgun which very clearly is not a normal firearm. As a rule this black boxy device can fire off a beam which could bore meters wide holes in any mundane materials and vaporize human torsos in passing, truly a stronger weapon than mortals have created without resorting to exceptionally large bombs, however this isn't the device's true function. The energy beams fired become more dangerous the more magical, and especially more divine, their target is; all but ensuring a kill on any who can't recover from simply being disintegrated or don't possess 'normal' durability vastly surpassing any unnatural qualities they possess; it holds eight shots which replenish once per day but sufficient mana would let you 'reload' it yourself.

Companions: Allies to fight alongside you, have +200 for Companions only.

A King's Retinue (50-300): For 50 CP each, or 300 for eight, you can import and/or create companions with 600 CP availible to obtain new advantages and a history in this world. Newly created individuals may start with a relationship to you of your preference whether that's a friend, rival, lover, servant, some mixture of them, or something entirely different. They can't purchase the God Slaying Devil King or Legend of Divinity perks with this budget, but they may receive one of those perks for 'free' if you pay 200 CP to import them instead of 50 or having them be part of the group purchase. You may also gain Canon characters for similar prices, 50/300 for mortals or even Divine Ancestors while Gods or Campione cost 200 each.

A King's Servants (50): Every King needs servants to take care of things, so naturally you'll be able to pick some up for yourself. Purchasing this offers you up two extremely loyal servants who are outrageously fine examples of their respective professions; such as an accountant fully able to handle your affairs including money laundering and other blatantly criminal finances, a maid ready to not only keep your house in order but do so flawlessly and cook meals to make a Campione jealous, or any other such role so long as they're merely extraordinarily excellent examples of mundane professions. Unlike many of the other companions availible here, this option can be purchased repeatedly if you seek a larger retinue of servants to staff your burgeoning household.

Knights and Priestesses (50): Among the upper levels of typical mortal prowess can be found a number of beautiful lady knights and holy priestesses fighting the good fight or keeping the shrines protected and in good order. You've picked up two such lovely ladies for yourself. First would be a rather stacked woman of Japanese descent and who holds a deep fascination with various different noble warrior cultures, including the samurai who she models herself after and knights who she's quite a fan of. She's an exceptional magical warrior possessed of a powerful magical sword of similar potency to those wielded by the knights serving the Seventh Campione and a Hime-Miko with great mastery of Spirit Vision and Spirit Sensing, letting her divine information from the Memories of the Void as well as to see without her eyes. Your other follower is a seemingly modest western priestess with a considerable mastery over magics of healing, purification, and enhancement; while not an accomplished warrior applying some of her strengthening spells to herself allows her to be a very strong blunt instrument, by mortal standards at least. Despite her quiet demeanor she can be extremely bold at times, namely when motivated by what she sees via her gift of prophecy.

Magnificent Tigress (50): Fujimura Taiga. . . probably shouldn't be here, no one knows exactly how she got here and she's probably the only one who'd look into it; if she was more responsible but she very much is not even if there was a chance she could figure it out. Despite being extremely out of place in the magical community she discovered a rather special talent, namely that she's compatible with Divine Possession as well as holding a special bond with a Mesoamerican Jaguar deity whose identity is unknown. Channeling this God provides her a host of powers including a magical spear, at the price of becoming simultaneously lazier and more energetic; this changes absolutely nothing for reference. Taking on the Jaguar's powers is prone to turning her into a cool beauty, though she actively chooses to don a big cat onesie and cover her spear with a cat paw decoration most of the time which goes in the compete opposite direction; for some reason. Despite her form when channeling her God being stronger than nearly everyone else in the world that does not include Gods and Campione, whom she merely loses to less instantly than the majority of the world does; not that it stops her from being a reckless idiot when either shows up mind you. Both her and her God tend to get really annoyed when referred to as a Tiger, as she's clearly a Jaguar, but this often comes off as rather cute unless she's transformed and has her God's spear on hand.

Lost Mashu (50): Following the destruction of her native World Line this young lady was dying, the potent spirit providing her his powers being extremely unhelpful as usual. Through luck or perhaps fate she found herself in this world and encountered the God of Steel who served as this world's version of her extremely unhelpful power source. While none can say for certain it seems rather likely that the God Galahad was so disgusted with the stain upon his honorable Legend refusing to help save her world he shattered the Heroic Spirit residing inside her into something that together with his own power would make her a worthy Hero to wield the essence of his legend in this world. In truth she's not yet a match for the God who blessed her but the combination of his power and the Saint Graph of her former passenger(?) is a source of incredible potential, a knight who might guard her lord against almost any threat. Upon meeting you a resemblance to someone close to her, or perhaps their resemblance to you strangely enough, has caused her to choose you as her new lord; swearing to defend you as she wished to protect her lost world.

Emiya Shiro (100): In another world, another "line", this young woman participated in the Fifth Holy Grail War; facing numerous battles including another version of herself. Ultimately she faced the King of Heroes in single combat; a fight she had no real chance of winning yet due to his lacking mana supply, her powers being an exceptional counter to his own, and his powerful determination to do absolutely nothing until he was already moments away from being cut down she was able to narrowly emerge victorious against one of the mightiest heroes to ever live. After this victory she became the student and lover of her friend and ally during the War; seeking to fully live up to the potential she saw in that other EMIYA while her Tohsaka heiress sought the Kaleidoscope she learned and trained as a Magus, not yet reaching the full might of her other yet still becoming far stronger than most modern Magi think achievable. Currently she's more than a little lost, less so due to taking a wrong turn and more due to her girlfriend getting a bit too excited with making some progress with the Second Magic which cast Shiro into not just another timeline but a wholly different Earth until Rin can (hopefully) figure that part out properly and retrieve her. In the meantime she appears to have gotten attached to you; though a larger portion of that than she'd like to admit involves a (correct) assumption that her girlfriend would very much be interested in you as well, who'll be happy to come with you into future worlds as well.

Knightly Hound (100): Due to brief connection between worlds this towering armored woman introducing herself as the Knight Gawain entered into your life, declaring herself to be your knight and mate soon after your first meeting. While she does carry the Saint Graph of the Servant Gawain she's a fair bit weaker than the original due to a conflict with her own true nature, that being the monstrous fairy Barghest; a calamity destined to destroy Britain. This however is not her world, and the Britain found here is not the one she's been holding herself back from bringing to ultimate ruin, as such the seals on her worst nature are working far better than they otherwise would. Even so her inner self does shine through her noble exterior in her being a bit gluttonous and periodically trying to force herself on you for starters, but when letting her inner beast out more and loosening her seals she gets both stronger as well as increasingly. . . feral. At her most powerful between all of her seals breaking and fully returning to her beastly nature Barghest would be the sort of calamity that a Campione would be needed to face, and while less apocalyptic her form when fully feral could still lay waste to a country. Unfortunately your knight cannot control herself fully when in either of those states, at best leaving her as a particularly vicious and predatory hound only leaving 'those who've fed her' unharmed from her inevitable rampage. If defeated, or just allowed to tire herself out, her more functional seals will eventually be restored and bring back her nobler side; though she's likely to be hungry when she wakes up, but what else is new?

Knightly Dragon (100): This young silver haired woman with princely demeanor entered your life relatively recently, despite her attachment to the image of a knight and warrior Melusine quickly turns into a more typical (if a bit lonely and scatterbrained) girl in her more private moments. This attachment to knighthood is not just some passing fancy however, in her World she was known as the Knight Lancelot and she carries the power to match that famed name. Rather than brute strength like certain others Melusine relies on a frankly incredible level of speed and her particular skill with arial combat, moving at a blistering pace that some might mistake for a lesser form of Godspeed as she can strike other exceptional warriors many times without giving them a chance to respond. For all of her strength and the sharpness of her sword this is as much of an act as it is for Barghest, in truth Melusine is a broken off piece of the dragon Albion and while she plays the part of the noble knight well she is largely alien to humans. While she prefers to stay within the form she's known for as a Fairy Knight using an imitation of Lancelot's Arondight but when needed she can shed this guise to retake a more blatantly Draconic appearance with her wings and twin blades which would most assuredly not be usable if they were not both truly and magically part of her own body, in this form she's significantly stronger but in truth this is merely the smaller of the steps toward her full might as a dragon. While costly and will leave her incapacitated for a hours at least and likely days Melusine can fully transform into a dragon, far from the full size and power of the original Albion she makes up for this difference with even greater speed than either of her more human-like forms and possesses the power to unleash dragon breath that would be classified not as a mere attack to kill enemies but an Anti-World type of weapon which few powers in this world or any other could contend with. Should both of them be with you you'll find that while Gawain is still unlikely to actually like her the past hostility has reduced, perhaps due to sensing their priorities are now more aligned in you. This however could become a new potential source of rivalry, despite her confidence in her strength Melu might find a true source of jealousy should you pay over much attention to a certain "fat dog" instead of her.

Prisma Trio (100): The King of Steel's 'younger' sister is an interesting individual, granted the power to be a rival to Divine Ancestors by means that in another life would've spelled her end. However this is not the only way for her story to follow a brighter path, wielding an artifact powered by the Second Magic instead of the Third this Illya has landed within your group along with her best friend and 'sister'. Illya herself and her friend Miyu possess the Kaleidosticks Ruby and Sapphire respectively, granting them powerful magical abilities through transformation into magical girls; her 'sister' Chloe on the other hand holds demi-servant powers matching those of the Counter Guardian EMIYA. These three girls have been fighting the good fight and using the power of friendship for several years now, getting older and stronger since they first started out as young girls such that they're each more than a match for most servants with their Kaleidosticks and Chloe's versatile selection of Noble Phantasms in Unlimited Blade Works. While Miyu is *generally* a rather good responsible girl Illya and Chloe are prone to causing trouble, with Illya's suppressed desires coming out in embarrassing ways (often spurred on or outright dragged out by Ruby) and Chloe being 'just a little' perverse almost constantly. By using both her own and her friend's Kaleidosticks at once Illya can attain a more powerful form, both her and Miyu have slightly lesser boosted forms they can reach side by side as well; though Illya has very conflicting feelings about Ruby's influence on her Testament form.

Fuuma Kotarou (100): The fifth to claim the name which is held by the leader of the Fuuma clan of shinobi, as one might suspect this makes your Servant one of the greatest masters of the ninja arts to have graced the shores of the Land of the Rising Sun. While surprisingly compassionate given his profession at the end of the day he will accept any and every kind of order, anything and everything is permissible when it comes to his duty as an elite shinobi. Despite incarnating costing him the phantasmal body that allows a Servant the stealth of a spirit this is hardly a limit to a ninja, easily able to suppress his presence to the point that few could even hope to detect him until just before he moves for an attack. Alongside outrageous mastery of the ninja arts he also possesses two special abilities, his Noble Phantasms formed from the legends and truths of his history as the leader of the Fuuma Clan. First is that he may summon additional shinobi which can fight alongside him or engage in other tactics, the widespread harassment of enemy troops is a bit of a specialty for them, with potentially 200 such additional ninjas at any given time. His other power comes in the form of his monstrous ancestry, by tapping into this heritage he can gain considerable strength and an almost tireless endurance at the cost of steadily damaging himself with strength that his mostly human body cannot handle without issue. As his master Kotarou will fulfill any orders you might have whether for good or evil without complaint, and when he says any order he really means it. Murder, torture, sabotage, and more for sure but given his slender build and fair visage it wouldn't be difficult for him to take on the role of a kunoichi given a ninja's mastery of disguise would include certain skills.

Demigod of Debauchery (100): Resembling an unusually fair visage atop a body seemingly built to rapidly grind stone to dust is this son of the Greek God of Wine Dionysus, a seemingly endlessly upbeat man with no real sense of seriousness even after dealing with the death of his father to the Italian King; it's not like he won't come back eventually. Thanks to the power inherited from the God of partying this young looking man possesses superhuman strength and stamina along with superlative skill in all things found within the domains governed by his father, naturally this means he's quite good at making wine but also perhaps one of the best throwers of parties currently residing on Earth. While he might be a tad nervous about a certain sword obsessive he could certainly throw together festivities worthy of Kings and Gods only with minimal resources and on short notice should that be needed of him; conjuring feasts and refreshments from sheer divine power should he need to, though such things so callously made would be a far cry from what he'd be able to make with his own hands they'd remain exceptional by mortal standards. When actually working his craft the libations at his celebrations are genuinely magical; providing a wide variety of benefits to any who partake in the food, festivities, and most of all drink he offers. Even he isn't a warrior at heart, by the divine standards of his bloodline anyway, more blatantly magical applications of his heritage can disorient others quite easily along with a number of other magics to inflict the less pleasant effects of celebrations upon those who threaten or interrupt his. His lack of martial prowess is also by the standards of the Greek divinities, so his great strength is often a lot more skillfully applied than it might look at first glance when he's beating down the Divine Beast that smashed the drinks table with whatever he happened to have in hand upon its interruption. Despite his significant and well-defined muscles his pretty face, preference for Grecian robes, and general mannerisms can easily result in him being mistaken for a woman especially on the (frequent) occasions when he's dealing with a bunch of drunks, though often flustered by those kinds of misunderstandings he's certainly not above taking advantage of them to gather up what he needs for a party or make one already going more interesting.

Lady of Fluff (100): This lovely young blonde woman is a consummate housewife, an expert in all things a household needs to be cozy and well kept. Though her looks, wiles, and perhaps a bit of magic she's taken up a place in your household intent on claiming the position of your wife for herself. Were you to see past any illusions, or simply get her too excited, you'd notice that her ears are quite a bit larger and fluffier than most in addition to an even fluffier tail behind her. Despite acting much like an especially domestic modern woman she is in fact a kitsune demigoddess, with powers of fire and illusions that while not quite matching a God's Authorities remain strong enough to be relevant to such beings. She's not without skill in a number of other kinds of magic too, though those lack the sheer power of those stemming from her heritage as a Goddess's daughter she rarely has much need for raw strength in her preferred lifestyle; housework along with some occasional pranks don't demand much firepower after all. Despite normally seeming confident and proud due to her talent as a homemaker she's easily flustered, but rather than from any more typical she gets red faced and embarrassed when you give special attention to her ears and tail; something which despite enjoying it greatly in the moment often leaves her pouting and nonplussed afterwards.

Tsundere Huntress (200): Some time ago the Goddess Sekhmet descended to the world as a Heretic, like many of her ilk she caused a massive mess relatively quickly after her arrival. She didn't however die to a Campione or any rival Gods, instead calming down quite a bit after getting used to things and having a fun chance to 'blow off some steam'; meaning that the issues of a Heretic God are significantly milder than in the majority of others. After wandering the World for a bit this Goddess of War and Medicine has stumbled upon you, taking a bit of an interest in you which she insists is one of a predator taking interest in prey not anything less dignified for a goddess of her stature. The fact that she seems to watch you quite a bit while never actually attacking even at opportune moments, even helping you out when she thinks you're in any real danger, is just making sure nobody else steals her prey rather than any *other* reason. Truly Sekhmet is a regal noble goddess who'd never get drunk and garble out something about being conquered or tamed and being treated as the beloved pet/wife of anyone like you.

Beast of Love (200): Once upon a time a Goddess was summoned into a young woman to serve as a host for her manifestation in the World, unfortunately there was a darkness within the host and it led to much more significant results than anyone was expecting. The rise of Beast III an evil Goddess of love who would drown all of mankind in her affection as they would be reduced to helpless livestock existing only to receive her endless, all-consuming, and peerlessly debased love. Fortunately she was defeated and lost her status as a Beast upon her fall, but now she has returned and while no longer a destroyer of humanity she's still quite the debased creature regardless. Kama is a sadistic Goddess looking down on and mocking everyone, hating everyone but herself, yet at the same time she's ultimately a being of love who seeks affection from someone she actually takes a real interest in; or to put it simply she often acts like a brat looking for some attention from you with an earnest maiden sleeping deep inside. . . everything else. In terms of her abilities she mainly fights using a bow and a Vajra taken from Indra when she interrupted his meditation, in truth using her incredibly powerful blue flames would be much more effective but she's often lazy and wielding these weapons conserves her energy. As a Goddess of Love she can also act as a sort of cupid using arrows from her bow to induce love in others and despite already being divinely beautiful she possesses the power to change into whatever you as the subject of her affections might desire. Her greatest power however is most likely based upon the story of her being burned away to become one with the universe, allowing her to meld with reality itself and then focus her vastly expanded influence onto her chosen target.

Would Be Queen (200): The loving sister, the distant fairy, and the wicked witch; Morgan has been these things and more for Artoria but that story has passed on a largely unsatisfying note for everyone involved with the tales of Camelot. The would be queen of Camelot and mother of Mordred incarnated fully much to the worry of those who know of her, she possesses magic comparable to the Magus of Flowers himself who trained her in the clever craft so long ago; she has even managed to get one over on him properly so it's not even a hollow boast. Despite being a single person she has three personalities who each wield her vast magical prowess in different ways to different ends; Morgan is Artoria's loving sister from before she descended into darkness, while not known for any great works she can be expected to use the power her other sides gained in. . . blunter manners than they're each known for. Next is the far more famous Morgan la Fey; who plotted, schemed and cursed her sister as well as those who served her including planting the seeds that would eventually lead to Camelot's downfall. Lastly born from the contradictions within her is the Lady of the Lake Vivian; who bestowed all manner of relics, protections, and blessings upon the knights of the Round Table as well as Artoria especially. This woman is all three incarnated at once, switching back and fourth between these personalities depending on the situation and her whims; she has also staked a claim upon you not entirely dissimilar to what she once had on Britain, which is surely nothing to be truly worried about given her history. Naturally la Fey is going to be a dangerous figure should you spurn her in any way but do keep in mind that despite her fundamentally good nature Vivian has a bit of a track record when it comes to rejection, the more sisterly personality would *probably* respond less poorly but perhaps for everyone's sanity don't reject her at all, just to be safe.

His Chosen Rider (200): This devoted Servant of God, the big Christian one rather than a typical god found in this world, resembles a fair lithe young man in frilled open chested robes with long pale hair and calm pale eyes. As one of His most elevated chosen the Oldest Survivor possesses considerable Divinity, even if he was not truly a god in life his arrival into this World has caused him to transform from 'merely' a hugely powerful Servant into something akin to a Heretic God, though lacking much of the mental volatility found within the local incarnated deities. As a farmer, shepherd, and survivor he is not much of a warrior but still holds those who are in a significant degree of regard; perhaps being somewhat of a fan of those who serve as adventurous seafaring warriors in particular. Despite his lack of a warriors role the sheer power of those gifts bestowed upon him by God make him a significant force, most usually and obviously he possesses an incredibly powerful sword which can strike out on its own power and could be considered a cousin to the Sword of Rupture wielded by the Golden Archer; said Archer would be quick to claim it to be a lesser copy but in truth the version he wielded in the King of Steel's home world was hardly living up to its full potential for a number of reasons anyway so that distinction might not be clear. Far more famously however would be his Ark, the vast ship which he used to survive the biblical flood while carrying the chosen survivors and pairs of animals needed to repopulate the world at the disaster's conclusion. This ship possesses a variety of magical qualities including the power to reenact the great flood as a weapon and far more strangely the ability to somehow transform into a giant robot, as absolutely absurd as that latter ability appears given it is normally a large wooden ship. Despite his great power and the treasures bestowed upon him by God as well as his own story Noah is ultimately a good Christian man, a farmer who enjoys a good day's work, and a cheerful optimist who looks up to others with more 'vigorous' stories than his own. He also has a minor drinking problem, tendency to remove his clothes a bit too easily, could feasibly pass as a fair maiden, ends up surrounded by cute animals, and sleeps in a way that seems to be asking for things he would never put to words; the way he blushes when mentioning your resemblance to one of his son when drinking feels at least a little bit suspicious as well.

Prototypical Hero (200): In another World similar to but different from that of the King of Steel there was a great hero king who would lead Britan together with his Knights of the Round Table. Here he should just be a story derived from Artus while in the King of Steel's home he was just a cover story for Artoria's true identity as a woman; in another land though he's a figure in his own right who holds his own World's Sword of Salvation, as similar as it might be to Artoria's outside of its appearance. How he arrived here is actually quite sensible, if somewhat distressing; he came to this world chasing down Beast VI, the biblical monster which sought to destroy mankind. As unfortunate as the arrival of such a creature might be Arthur has put it into the ground, it's not the first time he's killed it and he is rather *pessimistic* about it being the last but for the time being his foe is defeated so there's an opportunity to rest. He's also stranded, as this has taken him outside the portion of the multiverse where ~~that bitch~~ Merlin could help him chase the Beast through up until this point. Fortunately his arrival here has resulted in a bit of resonance with the Legend of Arthur and while not quite incarnating him fully in flesh has left him independent of outside mana from any Grail, Master, or sketchy wizard in a manner that might resemble a Heretic God. Though his lack of any apparent Divinity might confuse some his strength is certainly not less than the mightiest of the heroic warrior Gods of Steel found in this World. Whatever he might lack in variety of Authorities he makes up for in the sheer unadulterated power expected from a hero king and slayer of Beasts, what need does he have for a width of Divine magics when he has Excalibur? It's unknown just how well his blade may fare against that of his counterparts when each is fully unleashed, but Arthur seems far more readily able to unlock the full might of his blade than his 'sister' and few things which threaten the World or Humanity can withstand it.

Queen of Shadows (200): Once upon a time there was a woman who mastered and achieved just about all there was for her to learn, somewhere along her adventures she was blessed (or perhaps cursed) with immortality which she sought to end. Several students she raised with the goal of killing her failed, and so she faded into the hidden world with the rest of the magic to wait out the end of the World that sustained her existence. By the time everything ended she was at peace with things, neither celebrating nor fearing an end to her life, but as it turns out the end isn't always the end. Reincarnated into a new World with far too many new things to see and learn she enjoys a vibrancy and fulfillment not experienced since her early adventures, and when a Heretic Goddess descended to ruin things she stood against it. Despite the loss of her power in her new life the onetime Godslayer defeated herself, an unusual prospect to be sure but the Mother of Hope has seen stranger; her prize being a rather ironic one, the fall of one brought fourth a full restoration of another and thus Scáthach walks this new World with her strength returned. With a pair of Authorities claimed from killing herself the Queen of Shadows has not just her former powers but also the ability to teach them to others, even those who should not be able to learn the arts she holds; true most will not be able to reach her level unless they were already powerful beings or unusual talents to start but turning a modern man into a Hero is well within her powers given time. Second and more bittersweet is a personal pocket realm, taking the form of an island full of monsters for her to hunt in search of 'parts' for her crafts and a castle for her to practice them and relax within; a place that serves as the new anchor that sustains her immortality. Only by destroying this place utterly and then killing her before her Authority can restore it will its Queen truly fall, or suffer any lasting harm for that matter. While she has mixed feelings on that one it's far less of a prison that what she had in her last life, and there is far more for her to see in this new life than a mortal could hope to experience. Now she has set her eyes on someone new; whether as a student, lover, or just a friend to take her to see endless new adventures she has attached herself to you at the hip; be careful though, she can be 'energetic' with her fresh leash on life and her past students could attest that her lessons are not for the faint of heart.

A Tempered Goddess (200): Thanks to the efforts of her mortal worshipers preparing an ideal vessel for her power the great and magnanimous Ishtar has entered the world without descending as a heretic with the natural problem of 'Suddenly Campione' such a decent tends to cause. You may applaud her strength and beauty as appropriate, she insists. Being incarnated through a human vessel has weakened her a little more than she'd like but she remains hilariously strong compared to many other deities, at least in terms of raw strength; comments about her use of that strength are best kept to one's self. She has a tendency to swagger into a fight with a snake-headed mace wearing golden armor which while fine treasures, make absolutely no sense given how much better she is blasting her foes from a distance; something she knows but seems happy to ignore the vast majority of the time. Sheer power can win her the day in most battles yet any time it doesn't work out she tends not to take it well, which is when the real problems start arising for pretty much everyone who isn't her. For all her power Ishtar just isn't truly great as a fighter, she holds her own well enough and has enough power to bulldoze her foes but in truth she's largely a Divine princess more suited to blasting from afar or letting other people fix her mistakes; this is best exemplified with truly one of the Authorities of all time, Gugalanna: The Bull of Heaven. Perhaps the ultimate expression of sheer brute force one cannot deny this Divine beast is a fitting answer to most problems for someone like Ishtar, in fact one could say that her 'not' immediately resorting to this country shattering monster the moment anything bothers her in any way is an uncharacteristic act of restraint. Fortunately the Vessel the goddess has been summoned into appears to temper her tyrannical side that would otherwise just be worse than most outright Heretic Gods, so the bar for summoning this cow shaped catastrophe is merely irresponsible rather than apocalyptic but even so she's going to need to be. . . managed. Luckily her interest in you has made this considerably easier than logic dictates it should be, just to try to keep your new mandatory wife from shattering the local region under her monster's hooves over someone bothering either of you.

Lesser Key (300): This rather. . . precocious and uncouth young lady with a pleasant but slightly unnatural visage is typically found holding a rather special book which appears to be her real body, this would be an unusual yet not especially concerning fact to most local mages except those able to read the title and thus realize she's the Lesser Key of Solomon. As her new master you are tasked with the vital mission of learning to summon each of the 72 Demon Gods bound to serve the owner of the book, summoning even one such demon in full would cost vast amounts of mana but lesser forms or just using the book as a medium for a wide variety of magics possessed by the demons is far more manageable. Unfortunately each demon you obtain access to requires you to satisfy a challenge or task set by the Lesser Key herself, these quests tend to grow increasingly difficult the more you've completed so while the initial ones may seem easy compared with the results they'll eventually surpass the challenge of becoming a Campione. Before attempting true full summonings of any of the demons bound to the Lesser Key do remember that these are demon Gods, while they aren't full Heretics they are still likely prone to stirring up a lot of trouble and able to take some 'interesting' interpretations of their 'service' despite their binding. As a result of recent trends relating to their stories, and certainly not because of any mischief on the part of the Lesser Key, each of the demons tied to the book has become an extraordinarily beautiful woman; something that much like their bindings they make many rather hollow complaints about on the regular. Interestingly one way to reduce the costs of summoning the demons properly would be for them to partly possess a compatible host, granting that host part of their powers and allowing them to temporarily become a full vessel to them with rituals much more manageable that summoning their true forms; such vessels are conveniently often involved with the tasks needed to unlock the relevant demon goddess in the first place. . . The book is in the room because that's where you left her, not for any other sordid reason as she very clearly explained several times.

Scenarios:

Ordeal of Pandora (Free, Mutually Exclusive with God Slaying Devil King and Legend of Divinity): There's a single way for a mortal to claim the throne of this world, to reach the peak of strength otherwise exclusive to the Divine. You head into this World alone amidst the activities of a Heretic God, perhaps the worst kind of situation this world has to offer, and more over there's no Campione coming any time soon, unless you slay the God to become one yourself. By taking this scenario you lose your out-of-context abilities, reducing you down to your Body Mod and whatever you pick up here. In return for this loss you get. . . that special something; the mix of luck, cunning, and audacity needed to face a God as a mortal not merely expecting to survive but to slay the God by your own mortal hand. This is not a task for anyone normal, sane, or even most of the exceptional but you can be certain that the means to succeed are present and you have a real chance however small; though potentially a bit bigger depending on what you've picked up here to grant you better odds in this task. Your companions are elsewhere, your powers are limited, and your foe stands as an example of this world's peak of power; but if you succeed in this task you will be rewarded the same way as the other mortals who have done this before you. You'll gain the same benefits offered by the **God Slaying Devil King** perk for free, though in place of the Authorities you might've been able to pick up if you started as a Campione you'll instead get the power usurped from your hard-won battle. The grand tales of God Slaying Kings start in exactly this way, so why not claim the heights of power with your own hands this time; it would certainly make for one hell of a story would it not?

Usurping the Strongest Steel (Free, requires Legend of Divinity): There are those in this world who intend to rouse the Strongest Steel from his slumber, a foolish task in the eyes of many who know the reasons for his sleep but foolishness is often the first step to greatness is it not? Much like how the Heretic God known as Mordred seeks to do the same your quest is to allow or assist in the rise of the King of the End and then defeat him yourself, to slay the Strongest Steel and thus claim that title for your own. Should you manage this legendary feat you'll gain two Authorities which exemplify the position of the King of the End added on top of those which are formed from your Legend. The Divine Sword of Salvation is an incredibly potent weapon which is particularly damaging to Godslayers or any other mortal bearing Divine powers gifted to or stolen by them; it can unleash powerful barrages of lightning, a miniature sun dwarfing the power of many other powerful offensive authorities, and manifest numerous other weapons to rain down on your foes (an oddly popular trick among the Divine it would seem). Next is the Great Ritual of the Old Covenant which provides you with a vast increase in power proportional to how many divinely empowered mortals currently exist in the world, as you are their natural predator. Normally this second power would require the death of a God as a sacrifice to wield this power but you may use it once in every decade without that cost and its might should carry you through a campaign of extermination against a host formed from an Era's Godslayers along with all of their followers. Unlike other Gods tasked with the role of the King of the End you may choose whether you want to wage a war of extermination against every modern Campione, retire to the Netherworld with these prizes, or pretty much whatever else you might want to do with this great power you've earned. In the 'theft' of these powers you've broken the cycle, you may continue it at your discretion should you desire but never will you be trapped as the World's most violent janitor.

Drawbacks: Additional challenges for further rewards.

Savage Nature (+100): While some insist on their own heroic, civilized, or 'normal' natures the Godslayers of this world all hold a deep-seated enjoyment of battle and conflict, beyond just their innate talent for it as Campione they actively enjoy risky battles which put their gifts to the test. Some might consider this to be reckless. . . and they'd be exactly right, recklessness and a lust for battle are traits all but ubiquitous for someone who'd slay a God. Much like many of the God Slayers you hold a similar lust for conflict, not just enjoying conflict but subconsciously seeking it out, acting in a manner that provokes others without much thought and making your attempts to avoid fights less effective than they should be. This isn't to say you'd eagerly rush into a fight you can't win but unless you're clearly outmatched you have little restraint from picking or taking any potential fights, the restraint you have even in those cases is still less than most would consider wise. Resisting the impulse to start a fight the moment you have a reason requires self-awareness and some discipline, things that are often lacking among the ambitious or powerful.

Personalized Lunacy (+100): Every single Campione, no matter how normal and rational some claim to be, is at least a little bit crazy. Voban is a predator with barely a thin veil of civility, Luo Hao is a narcissist, Black Prince Alec is a delusional kleptomaniac, John Pluto Smith goes around dressed like a super hero complete with flamboyant costume, Doni is always looking to pick a fight with something, Godou seems unable to not destroy important monuments or seduce women despite insisting he's just normal, and Emiya Shirou seems to be putting on this odd 'Fake King' persona despite the reason for it being proven false fairly soon after he started it. Whether or not you're a Campione you share in this propensity from being crazy wierdos with your own brand of issues which will baffle others and make them seriously worried about the fallout if you are or spend time around anyone truly strong in this World.

Back to School (+100): Naturally as someone involved in the magical community going to mundane school sounds like a boring waste of time, why would you try to get a normal education when you flat out know that a lot of what they have to teach is just hiding more fantastical truths? Your starting age is now capped to at most 16 years old and will find yourself insisting on attending school properly whenever feasible even if the situation is so strange as in an entirely different world while engaging in battles with Gods; this does not actually increase your motivation to succeed in school so you may very well be completely wasting all of this time rather than just practically. Even after you finish what the west and civilized east consider as a full mandatory education you'll also want to continue this on into a proper degree and thus be stuck with at least half of the next decade spent engaged with mundane education and likely a great deal more should your studies get too heavily interrupted by important things like attempts to kill you by heretic Gods.

Despicable Reputation (+100): Tyrant, womanizer, reckless fool, or whatever else they may call you but in some way you've managed to garner a nasty image that never fails to be brought up. No matter what you do this unsavory image of yours will find a way to be relevant from others knowing you as a brutal warlord to the default assumption when you're around a girl be that you want to ravish her. Even your allies often play into this both legitimately and as a joke, although they often at least make you sound bad in a rather impressive way if they can; only jumper could cause a massive clusterfuck, blow up a national monument, and seduce his girlfriend's younger sister all within the same day; or Godou. It would seem your image in the world is rather similar to his own, or just paralleling it in a different way if something else would fit you better than his own reputation as an absolutely peerless lecher unable to spend more than a moment with a fair maiden without seducing and defiling her within mere moments of meeting her.

Maid Syndrome (+100): Within you sleeps a terrible predatory beast, a dark part of yourself which needs significant willpower to control when it's roused. This creature is your hunger for sexually harassing maids in cute outfits, when faced with such a girl it requires a continued force of will to resist the urge to feed it by groping, molesting and even outright pouncing on them in a rather shameful manner. Even when you're able to suppress the urge inside you'll find that any girl in a maid uniform will be able to sense your nature, feeling the hunger you have for her by instinct alone. The only way you're going to be able to get much of anything productive done when you know there's a maid nearby is through sheer force of will or satisfying the beast by fulfilling its desires, fortunately at least one other person shares this odd disease with you so perhaps it won't seem too strange as long as you yourself keep sufficiently strange company.

World Crossed Lovers (+100): Someone dear to you, perhaps even a companion, is stuck in another world you cannot currently reach; any powers you have which could cross worlds unable to target it for unknown reasons. This separation will be a major source of worry during your initial time here but eventually events will bring you back together, just in time for you to get dragged into some serious troubles they'll get into during the time you're separated. Naturally this is going to be a great big mess demanding your very urgent assistance; numerous people targeting them, getting caught up in some major conflict, and/or other things of this nature. Fortunately once that mess is settled you can reunite and enjoy the rest of your time here together without too much worry, about this unfortunate separation at least, but in the meantime finding a way to reunite will overshadow your other interests and direct your overall path.

Man of Peace (+100): There are many advantages to the more peaceful modern day world that exists here; generally there's no need for most people to fight for survival, fear starvation, or suffer most of the issues which more primitive societies have to fear in most of the civilized world. Unfortunately there is a cost for this, something noted by those who've lived through turbulent times or the earlier periods of history when resources were less plentiful. As a product of modern society you are somewhat weak to the softer ideals of the modern world, and while some may easily discard them when needed you very much aren't among their number. You shy away from conflict and bloodshed, finding yourself unwilling to employ them unless forced and often eager to show mercy any time it's not blatantly idiotic to do so. This will be an especially troublesome problem if you're the type to get into a lot of fights, as you're liable to stack up a long list of grudges that won't be resolved unless your enemies get so dirty, cruel, or vicious that even you put them down; or of course you die because they come back and win the next time.

Learning the Hard Way (+100): Different people learn at different rates and in different ways, some do the best with carefully guided and gentle study, others need to be subject to harsh grueling practice by a highly aggressive task master. Much like a certain budding "Harem King" you'll find anything of a more combative nature you try to learn just won't work out unless you're subjected to harsh grueling training more fitting for an ascetic kung fu monastery by someone treating you like a maggot, this isn't to say you're definitely bad at *fighting* without such a brutal honing but that's just due to there being more to a fight than pure technical skill over everything else. If you want to actually get good at the proper practice of wielding your sword, fists, or other weapons of choice you'll need to get through such a regime. Finding a suitable trainer may also be a problem, for different reasons depending on your standing, and before you consider trying to rely on your already developed skills know that you'll enter this world almost cripplingly rusty with their use and in dire need of a similarly grueling refresh. Naturally just having the skill imparted by an Authority or Heroic Spirit's lingering echo will not be especially helpful for getting past this either.

Did I Just do That? (+100): Occasionally you're going to find yourself with an impulsive urge, something you'll probably just do without thinking unless immediately distracted. Generally speaking they aren't the *worst* ideas in the world, they will however be obviously reckless, troublesome, and/or downright silly to the vast majority of people including yourself when you actually think about it. Things like inviting a bunch of the most dangerous people in the world to your house, accepting an invitation to that same party as a potential target of them, or taking a suspicious job from the great and powerful. None of these impulsive urges will assuredly fuck you over, though they certainly put you in the right position for it, but they more often then not make your immediate or near future a great deal more *interesting* in ways that would easily have been avoided, often even effortlessly avoided as you outright walked into things.

Outside the Loop (+100): Whether you were a normal person a week ago, live like a recluse away from the rest of the supernatural world, or even come from another world entirely you enter this place with little if any knowledge of the wider magical landscape of this setting; in fact it wouldn't be strange to say that the only thing you know about the magical side of this world of Gods and Campione would be that those two things exist along with how to use your own magics. Alongside the obvious issues this lack of information is going to cause even after you get up to speed you're going to be learning about new developments a bit slower than most, it wouldn't be too strange for you to learn about one of the biggest shifts in the balance of the world after you'd already met the source of it multiple times.

Modern Overcompensation (+100/+200): Perhaps due to spending too much of your youth learning things instead of having fun you've found yourself with a rather strong taste for some of the less productive parts of modern technology, that is to say you've become a bit of a nerd with a more than is healthy appreciation for anime, video games, and other things of their nature. This wouldn't be a big problem by itself but again possibly due to an unusual upbringing you're more influenced by them than someone really should be and have them color your perception of the world quite a bit. Often times you tend to think in terms of tropes taken from stories you've watched or played and often view others in terms of character archetypes if you aren't close to them. While far from the worst mental illness and you probably aren't going to treat other people like objects, at least not just from this, such thoughts tend to leak out in ways that make you seem crazy or just plain weird; for an additional +100 your video game brain has exceeded this to the point you resemble a certain highschool student who's known to his peers for having over 100 2D little sisters.

Tis a Silly Place (+100/+200): When magic, Gods, and Campione get involved things can certainly defy the common sense and rationality of normal people; the latter especially seem to treat the logic of the World with a certain degree of contempt a lot of the time. Perhaps a bit too much time around such strangeness, or maybe just watching too much anime, is to blame but an even greater degree of strangeness is invading your dreams. Frequently your sleep results in strange, outlandish, embarrassing, and just plain silly dreams where you get involved with frankly ridiculous situations with yourself and those close to you taking up all sorts of bizarre roles while acting like a bunch of over-the-top caricatures. Alternatively a further +100 you can instead face this kind of weirdness in your waking hours, periodically having such outlandish situations happen; often times these events will be the direct result of you or those around you deciding to start up something weird, which everyone else will simply treat as if it was at worst just a bit odd. Fortunately you should be just a bit saner than those around you, generally realizing just how bizarre the situation or what you're doing really is. Exactly when you yourself will notice might vary a bit but it can be correlated with whenever you're firmly involved enough to make it difficult to back out or otherwise escape.

Extended Adventures (+100/+200): Given the long lifespan of a Campione, or even just the timeframes of making real progress as a mage, a simple decade here might not be all that much. If you wish you have the opportunity to extend your time here by an additional ten years, doubling the amount of time you'll spend here (and how long you'll be dealing with certain other problems you've taken up). For double the amount of extra CP you'll instead remain here for a full century before being able to move on, enough time to truly establish yourself as a major power here as a Campione or other similarly powerful figure. Notably if you are a Godslayer or even become one early into your time here the length of your stay opens up the chance of your prey being able to descend from their legends once again, something that would normally require special circumstances but could now occur with minimal or even no assistance; should you happen to have any lasting rivals or foes you don't take care of they may actively call them down to outright ensure you've got former enemies arriving to settle grudges or enjoy a good fight depending on their nature.

The King of Sticky Fingers (+200): In addition to having some remarkably dangerous Authorities the English Campione has an annoying habit of 'borrowing' various things which catch his interests, usually for pretty much however long he wants and with no concern about the owner's willingness to lend it. Also known as stealing for those not currently within earshot of the Black Prince. At some point during your time here he's going to take an interest in something of yours, your most valuable possession or another object you'd be extremely ill inclined to have either taken away or placed in someone else's hands; Alexander is perhaps the Devil King most skilled with plots and schemes despite being plenty strong so don't expect to just have a fight about it and be done with it. He's also extremely persistent and unwilling to let go of a prize, actually being perfectly happy to fight two Campiones, their supporters, and multiple divinities to take yet another shot at the holder of one of his targets he's been feuding with. Naturally stopping him or recovering what he's taken after he gets it will require some drastic measures, if not killing the Godslayer than at least the thorough and humiliating defeat of him with accompanying blackmail. That may still not truly be the end of it though, a Campione is a remarkably resilient creature able to bounce back from a lot.

Multi-Dimensional Intersection (+200): Whether using the Second Magic or the right Authority there are certainly methods to travel beyond this World, the former being the way the King of Steel arrived and how his lover hopes to return him, so it should not be a huge surprise that other worlds might offer their own methods and bring in their own troubles as well. Perhaps another World Line of Shirou's home World may arrive with its greater prevalence of magical vampires, the Mages of Fairy Tail might show up to cause lots of property damage in battle, some Hollows coming to eat people with the Shinigami in pursuit, powerful ninja from the Elemental Nations scouting a space time disturbance, and many more possibilities alongside them could potentially appear. Fortunately such events would be exceedingly unlikely unless someone did something reckless, someone just like you! Each time you take this another World will somehow intersect with this one during your time here, bringing trouble and conflict which you'll invariably get dragged into; most likely causing an extended problem on both sides meaning a trip to another World too. You may take this multiple times but it can only give CP at most twice, with any further just adding more troubles and adventures with no further compensation for the ever-increasing mess. While a Campione or God should be extremely powerful by the standards of any World which might intersect those that you encounter with this *will* have forces able to challenge them, possibly ones that could dwarf them should you dig too deep in the wrong places or get too comfortable in your strength.

Hidden Depths (+200): Whether it's the World of Gods and Kings or that of the Grail Wars there are depths of power not often seen, the Strongest Steel sleeps in the World ruled by the Godslayers while a disturbing number of unfriendly monsters remain dormant in Shirou's homeworld as well. This is a known factor but beyond even bigger fish existing, it at time feels like the people and powers here just get stronger for often little or outright no reason at all. Or perhaps they just gain the strength they should've had all along, while the fact that they weren't always that good is strangely ignored? Regardless many key figures in this World and those linked to it will grow considerably stronger over the course of your time here, potentially making early victories against them seem like jokes as they'd 'always had' the power they beat you with a couple of years later on. Unfortunately while these strange powerups may at times include your allies, and almost certainly some of your enemies too, this does not provide them to you or anyone you've brought into this cluster of Worlds from the outside. Should you put in the work for it, this raising up of the World's strength will give you and any 'Foreigner' allies the chance to catch or even keep up with these abnormal powerups, however you'll need to seek out and train for such growth unlike the natives.

Horrific Thief of Black Mud (+200): While there're very few mages in this World who can oppose a God or Campione in any way there are still those who, to one degree or another, manage to be relevant to those august figures. While such mages are most often revered figures they don't always obtain a happy ending; one key example of this is a certain madman currently engaging in a plot to get rid of the Godslayers due to how 'loud' they are, this likely has more to do with killing someone close to him however. Regardless of this he presents a genuine threat to the Kings of this world if given time to grow his creation, something a powerful outsider with knowledge of this World's story could easily prevent. In taking this you'll surrender any knowledge of him and find that fate as well as his own skills seem to guard him that much better until he's ready, neither of these are insurmountable but you won't know to oppose them and you're now right on his list of who to remove; whether as a steppingstone or one of his main targets.

Captor of Hearts (+200): While they rarely descend into the world the same way that other types of Gods do, Heretic Goddesses of love and lust do occasionally descend from the hedonism they enjoy within their Legends to cause trouble just as bored Gods of Earth, Steel, or Sun might. Often their 'mischief' is far worse than a warrior deity's rampage and warmongering, albeit in a less directly destructive manner than a God you'd normally expect to face a Campione. Whether a result of you besting one of her former lovers or did something to mark yourself as an extraordinary lover this Divine Harlot has taken an interest in you, your own opinion on the 'relationship' is not especially important. Should you lack true strength of your own it is likely that your path is set, to become her new pet; your only proper hope for freedom being to survive her fall in conflict with a Campione or another God, a hardly safe bet and you might not even want to keep going after losing the pleasure of serving her. If you're something that matters to the Gods and their slayers however her ability to make you her new lover and obedient weapon against her rivals is less certain; but for all their lasciviousness a Goddess like this is no fool, often outmaneuvering Gods who'd appear vastly stronger or wiser using her whiles. Naturally a Goddess of this nature has exactly the right kind of Authority to wrap a lover she's interested in around her finger, much more worryingly is that while it would take the majority of her strength and a good portion of her skill at manipulation to get it past a Godslayer's natural resistance to such powers that is the best possible resistance you'll be able to have against it; even if you'd normally be entirely immune to such enthrallment or posses even greater magical protections than a Devil King it won't be any more difficult to apply her power to you than one of them, naturally this doesn't give you any such protections if you lack that much to begin with.

Narrow Talents (+200): When it comes to magic innate talent and affinity is very important, at times even more important than raw power as shown by how poorly a certain King of Steel compares to his sister for any magic that doesn't focus on swords. You face a similar problem to his own, namely that when it comes to any power which can be learned or studied rather than just being innate you are absolutely terrible at anything which isn't related to your other powers which are. If you wish to learn fire magic you'll need to have some inherent power over fire to do so, should you want to learn to enhance yourself with magic it's possible if you have a permanent blessing from a God of battle, and if you want to learn sword magic the best course of action would be for you to metaphysically become a sword yourself. Naturally this will highly limit the amount of things you can learn but at the very least you can become passable if not actually good at especially generic of magics and enough practice can make you functionally bad at things even if you're not actually building off some innate foundation.

Scheming Wizards (+200): Generally speaking most magical organizations are rather well acquainted with just how bad of an idea it is to try to control those with *real* power at their fingertips, some however miss the memo and decide to make a go for it. One such reckless group of mages is after you, perhaps you just killed the god they worship or maybe they just want to control you but regardless they have resources that many if not able to challenge the Divine can do something to them. Should you actually have some serious power yourself you might find them an irrelevant threat; strictly speaking this would be correct as they've got absolutely no chance against the truly powerful head on, but while they're stupid enough to come for you despite that they're smart enough to do so indirectly. This would still likely be an extended suicide but between their start and probable gruesome death at your hands they could cause all sorts of trouble such as attacking your mortal family, destroying your home while you're away, stirring up shit between you and another proper power, or any number of other malicious nonsense likely behind many of the past stories told about why this is a really bad idea for them.

Madness of the Root (+200): The Gods of this world and the Kings who slay them believe themselves the top of the ladder, their only potential betters being those of their peers who are stronger, however this is a falsity brought about by a more stable world than some others deal with. Were one of the locals to sense a hint of True Magic or the Root they might try to mess with it, thinking there's nothing they can't handle at their grand heights. Whether you count yourself among this group, just stumbled onto this death trap, or perhaps even suffered from an unsuccessful tutelage from the Kaleidoscope you've seen things men or even Gods should not look at unprepared; your mind is shattered leaving you entirely barking mad.

Divinely Held Grudge (+200): Within a week of your entry to this world your existence will be discovered by a God; whether due to your desecration of his temple, defiling of his priestesses, coveting of his wives, or just resemblance to someone who did such a thing in the past he's going to be looking to kill you pretty much as fast as he can get his hands on you. Fortunately while far from a weak God this individual isn't in his right state of mind, it's quite rare for Gods to go insane but this one will be so furious that he might as well be completely crazy. Much like Hades after discovering a Campione near him he's just going to come rushing to kill you head on, perhaps giving you a better chance than normal and likely leading to him being stuck with a sudden case of Campione if evaded or escaped for long enough. Now pretty much everybody who isn't among the Godslayers will probably hand you up on a silver platter to appease him but that's on the lower end of your problems from him personally chasing you down across whatever nation you happen to be residing in when he comes after you. On the bright side if he can't manage to kill you for any reason you'll find that he'd much rather die than continue to exist in the same World you live in.

Trauma Button (+200): At some point within the recent past you've suffered some real trauma, been hurt deeply inside by something you refuse to even think about let alone get started on working past and so to overcome it. A betrayal by someone you pretend you didn't ever trust, being violated in manner that you don't think should be so big a deal, or forced into a position of abject weakness after believing you'd moved past *that* part of yourself being among the possibilities. You're unlikely to move past this problem on your own and until you do you'll find that your judgement and personality will be somewhat warped in a rather unhealthy manner regardless of how strong of mind, body, and magic you might be. With the help of one close to you or just somehow being forced to confront it you can heal, but until that time you'll refuse to even acknowledge the problem is real (or at least anywhere near as bad as it actually is) while you continue to have your life made worse by it.

Taint of Treachery (+200): Somehow you thought it was a fine idea to make common cause with a God of betrayal and duplicity, something that has left a mark upon you which has festered. While the God is gone its influence is not and in any group or alliance you find yourself in division and distrust will inevitably find root as those involved will be more self-interested and less concerned with your common cause. Sadly the only way to cleanse this mark from you is to let it bloom, by causing a serious betrayal among your ranks which will screw over everyone else for the betrayer's short-term benefit; ultimately them too in the end as none will see anything come from this mess when things reach their conclusion. Naturally even after it has run its course any comradery among those affected will be severely damaged and difficult to repair as a parting gift from the curse. You will not remember this drawback and will not connect the effects to your ill-advised alliance until after the curse as run its course and fucked things up for you.

Ancestral Rivalry (+200): While a God or Campione stands at the top of this world's power there are those beneath that level who still can still scheme or act against them with some degree of success; for the most part these are the Divine Ancestors, former Goddesses who have lost their full Divinity but still possess far more power than a mortal and spend much of their time plotting to recover it. A notable example of these dangerous fallen Goddesses has developed a bit of a grudge against you, likely for interfering with one of her attempts to regain her full powers. While not as directly powerful as a God or warranting an automatic surrender from all mortals she is still beyond most mages to contend with and is prone to scheming to a degree that should make the greater powers of the World at least somewhat wary of her. If you're a God or Campione yourself you'll find that she has access to certain Divine level resources, despite not allowing her to reclaim her full powers and likely still leaving you at an advantage in a direct confrontation it's often enough to let her flee to continue scheming or to strike at you in a moment of weakness. If you're open to making peace, have something to offer, and can convince her of both she could be negotiated with but for the time being she's plotting against you for revenge and/or recovering her former power.

Common Arrogance (+200): Despite the very well learned lesson that mortals cannot challenge the Divine there is an odd abundance of arrogant fools who take one look at anything extremely difficult, dangerous, or unknown with the assumption that they can definitely handle it. You can now count yourself among the fools, prone to dangerously overestimating your ability to manage or overcome a problem when a cautious approach or outright avoiding the issue would be to your benefit. Things such as just trying to fight a giant Divine Beast as a mortal, thinking you might be able to control a heretic God, believing that you can surely beat that young inexperienced potential rival after going through multiple battles also firmly on your level, or just assuming that mortal magics in other worlds can't possibly be something to worry about in conflicts among Devil Kings and Heretic Divinities.

Sketchy Masters, Overbearing Siblings (+200): Though a series of questionable events, likely involving you getting sold out and/or simply their stubborn whim, you've now got yourself a troublesome new employer in one of the Godslayers; or perhaps a particularly overbearing older sibling if you're one too. Either way they are going to be barging into your life, frequently dragging you off into theirs and leaving a nice big mess in their wake pretty much everywhere. Perhaps you befriended Doni only to be drafted as one of his minders, John Pluto Smith has decided you're 'his' new sidekick, or you failed to dodge Luo Hao's offers of training as well as Godou managed it but in both cases one of the most dangerous individuals in this World has become a constant fixture in your life. Should you manage to survive being involved with your colorful new boss or mentor you can take them with you into future worlds, though don't assume they'll stop their antics after leaving; perhaps Luo Hao has *intentions* in training you (she certainly wouldn't be shy about it if so) or maybe Pluto Smith thinks you'd match well with his trusted 'assistant'.

Warrior's Whetstone (+300): Within this world there are old powerful Gods sleeping deeply, not in their legends after falling or in the Netherworld as a sort of 'retirement' but within the World itself as they wait for something to catch their interest or recover from ancient wounds. Upon your entry into this world this ancient God of Steel known to have slain at least three Godslayers in the past and multiple of his rival Gods before entering his sleep will now soon wake with you right in his sights, seeking to kill you for some insult or use your death as a whetstone to sharpen himself against before seeking out the 'proper' challenges to satisfy is desire for worthy battles. Although very strong even by the standards of Heretic Gods this warrior will at least come for you head on, unlike some other foes you may have thirsting for your blood right from the start here; though he has no problem working with your other enemies to get to you and has no issue with playing a role in their plans if it suits his needs. The real saving grace here, as hollow of a thing as it may be, is that he doesn't really take you seriously at first; initially viewing you as either a bug or at best a lesser warrior if you stand above mere mortals so it will take a bit before he really shows his best.

Secondary Protagonist (+300): Emiya Shirou is the star of the show here, there are several reasons for this yet none of them keep anyone else from having a show of their own; actually it's kind of mandatory given they're meant to play a role in his. Much like Godou you will find that your life is getting considerably more exciting lately, you'll have your own adventures, enemies, and challenges to be sure; also much like Godou you're going to frequently get dragged into the conflicts and adventures of others, especially Shirou given his central role in the major events around here. Over the course of your time here you're sure to be fully embroiled in carious conflicts, conspiracies, and adventures not just of your own but those of other major players who are going through theirs. You can certainly expect at least one inter-World adventure when a certain King of Steel gets to go home to deal with whatever mess his friends and lover are almost certainly going to be embroiled in which you'll get dragged into one way or another.

Sealed Divinity (+300): The loss of former power is a recurring them in many of those found in this world, from weakened Goddesses to Divine Ancestors who have fallen below Divinity entirely. By taking this you will share in this problem; losing access to all outside powers, allies, and resources from your vast cosmic powers to just an almost empty warehouse. This leaves you with only your body mod and local in-context abilities with which to face the myriad of challenges this World has to offer, lets hope you aren't biting off more than you can chew. It's a bit of a bad habit for those with power to grow arrogant in their power and then fail to correct when that power is either missing or inapplicable for the challenge at hand.

Great Adventurer's Prey (+300): Most Heretic Gods enter the world with fire and destruction, they carve a vicious mark upon the world before being slain by a Campione, dying to one of their own, settling down in repose, or departing to the Netherworld. Some do things differently, some are more crafty adventurer than boisterous warrior and perhaps the best example of this is Odysseus, the mythic adventurer who has traveled the world and now waits for it to change enough for him to explore all over again. This God views you as the path to seeing new Worlds, not by joining with you but rather by attempting to rip 'something' out of you to enable him to do it himself; this. . . won't go any better for him than trying to meddle with a certain Second True Magic with no idea what it even is but involves killing you so at least you wouldn't be stuck dealing with the consequences. Should you manage to slay this God of Adventure, and assuming you are or become in the doing a Campione, the Authority you'll gain from him is fixed; his rightfully least used Authority of The Odyssey, granting you a path to any distant goal at the cost of filling the path with a highly dangerous adventure, binding you as well as any joining you to the adventure, and subjecting any who try to abandon it to horrible disasters worse even than the dangers along the path.

God Slayer Class (+300): At some point during your time here you'll be summoned, taking the place of one of the Servants in a Holy Grail War, not one of the earliest 'normal' ones but the later ones which seem to always have at least one complication such as an Evil God infecting the grail or the Servant count doubling because of someone's tricky attempts to game the system. Fortunately you (hopefully) don't need to worry about a mana supply to survive since you're (presumably) alive and sufficient mana resistance will let you blow off the Command Seal orders of your Master, sadly that won't get you out of the crazy bloodbaths it seems that these always devolve into and the Wish at the end might be your only way to get home again after the mess has finished. Try to remember that as powerful as you might be the stronger servants in all these wars often have weapons or powers that can threaten even a God or Campione.

Misty Chains of the Protector (+400): Rather than entering this World on your own, it seems you've found yourself attached to someone as a sort of guardian spirit; perhaps they're a minor mage or just a normal person but regardless they're almost certainly far weaker than yourself. Because of this you are in a strange state between the different layers of this World and unable to do much the vast majority of the time, with the call of your ward you may manifest to defend them and they may communicate with you using certain magics but otherwise there's not much you can do but await their summons. Unfortunately your ward has a troublesome tendency to get in over their head, the sort of situations where your summoning and quick intervention is entirely necessary. Should they die you'll find your time here ends in failure and you cannot simply remain summoned to protect them at all times either; which could be a serious problem as it does take a brief moment for your charge to call on your aid, if they summon you too late or simply get caught off guard there's just not much you can do. Preparation, allies, and the helping to strengthen your charge will be essential for them to survive the challenges ahead with any degree of safety. Any other drawbacks you take may find themselves targeting your charge as well, due to your frequent absence from the world proper; though some may find ways to seek to reach you in the layer between realms which you wait your wards summons within.

Descent of Past Foes (+400): Over the course of your adventures you've likely encountered numerous foes to overcome; hopefully you've surmounted them rather than merely fleeing or surviving, but now it seems that they're about to make a return. A Number of your past enemies, multiple each year at the very least, will arrive or be reborn within this reality; not as they were before but now empowered and strengthened as true Heretic Gods in their own right, though perhaps if you have especially bad luck with your choice in enemies this might not even be the most troubling thing about them. Naturally these ascended foes won't be fond of someone who's previously thwarted or defied them and beyond their direct animosity towards you will ravage any Worlds you find a home or refuge in unless stopped; with any other potential Heroes, Gods, or Kings never seeming to be around to help in time unless you make it so. This unusual frequency of Heretics is made worse by the fact that Gods are already arriving in uncommon numbers in this current age, as such it should not surprise you if some of these past foes team up with each other or new enemies you manage to make here. Alternatively, or certainly if you lack in past adventures and foes from them, it may instead be that those descending are the enemies of other versions of 'you'; this might make them a bit less out of context to your friends here but no less vengeful and without offering any warning on those who'll be coming or what you must prepare for.

King Who Manifests at the World's End (+500): There's an unusual number of Campiones alive during the current age, even seven is an abnormal bunch but now there's an eighth which may become nine or more depending on your choices here. Despite the unusual amount of Godslayers running around and similarly unusual amount of action on the Heretic God side of things Artus would really rather stay asleep, it's really not that fun to be the Strongest Steel stuck acting as the clean up for when the World goes to hell and it's honestly not that far gone right now despite the usual indicators. Pleasing few people aside from Mordred and Guinevere, himself especially not being on that short list, Artus will awaken within the first half of your time here; with some effort and planning you might be able to push it to the end of that range but there's nothing you can do to avoid his awakening with you near the top of his list of problems he's forced to get rid of whether he likes it or not. Artus is not called the Strongest Steel for nothing; being extremely strong to begin with and possessing additional powers relating to his role, among the most notable being one of the mightiest weapon Authorities in the Divine Sword of Salvation (better known as Excalibur) and a ritual which bolsters his strength massively depending on the number of living Campiones. Should you somehow manage to flee this World you'll find that whatever World you go the will produce its own Strongest Steel no less powerful than Artus to face you, even in Worlds where Heretic Gods don't normally appear.

Upon the conclusion of your time here your Drawbacks end and a choice arises:

Stay Here

Go Home

Move On

Notes:

Some of the Authorities offered are clearly inspired by certain figures and Divinities; for the others you're freely able to customize where exactly they originated, especially the ones which have deliberately vague aspects intended to allow for personalization.

Wishes made via Sublimation of Wishcraft or Aurea Poculum are not all-powerful do anything effects, just extremely versatile magic that can become extremely potent when fueled with sufficient quantities of raw magical power. While it's a very high ceiling there will come a point when no amount of added power will go beyond a bigger/stronger version of what it could do with less; this ceiling can be found when you start running into the crazier applications for True Magic. A path to another World would be feasible but it's not just replicating the (literally) infinite cheating bullshit of the Kaleidoscope for instance.

Heart of a Blackened Grail and Link to the Hero's Throne do have considerable synergy however that won't be enough to keep an unlimited amount of Servants active, endless mana isn't infinite mana so bandwidth will become a limit at some point. Subsuming them in Grail Mud would be an answer to this but doing this may result in the loss or alteration of some of their abilities, often any losses will be more than made up for with the unlimited mana but not always and the cost is still present even when worth it. Such tradeoffs also apply for non-Servants fed to the Grail Mud through that Authority, so it might not actually be a good idea to drown all your allies in All the World's Evils just to give them more power. In addition to immediate 'bandwidth' being limited by your max mana pool it's also not going to be easy to simply repeatedly dump your entire capacity into a spell or authority, there are other things to wear out besides your mana capacity which will likely come into play should you attempt this.

On the Gate of the King's Key, Authorities are noted to have a sort of personality with some being more or less difficult to use and more or less cooperative with the ones who bear them. The Gate partly inherits a bit of an ego from Gilgamesh, generally speaking the gate will only put out (relatively speaking) minor and insignificant treasures. Often as little as it can get away with while still fulfilling your needs, the big famous treasures or those personal to Gilgamesh such as Enkidu or especially Ea are not coming out easily without a worthy opponent; true to the ego in question even most Heretic Gods are unworthy of 'unlocking' some of the best treasures in the vault. Amongst the Campione only Doni or Luo Hao are especially likely to see Ea in the running, perhaps Godou or Shirou too but they'd have to prove themselves and the Gate would be quite indignant about the latter. Your gate does not come with the Collector Servant Skill so you won't just passively gain new treasures; you can however manually add new things to your collection, though to begin with you can expect the Authority to be "picky" with regards to what gets truly accepted as part of it rather than just sitting in the dimension while pointedly kept separate and unincorporated.

A 'minor' summoning from the Lesser Key or the normal state of someone partly possessed by one of the demons would generally be comparable to a user of Divine Possession such as Ena, with a full summoning or ritually shifting to a full possession they stand somewhat weaker than they'd be if incarnated as Heretic Gods and subject to either the summoning or possession wearing off but would allow them to fight a God or Campione at least mostly as equals. Similar to Lancelot when in the role of Guinevere's protector.

Similar to the original Black Barrel it's possible to remodel the Barrel Variant into different types of gun, it could be modified into a rifle or other such form if the user has appropriate knowledge; this will primarily alter the handling of the gun as the capacity and discharge would remain the same without more extensive changes to the weapon.

Authorities are rarely entirely passive; they may have aspects and even significant ones which are or that trigger automatically however. Those authorities which seem like they could be passive will typically be of that sort or alternatively just so easy to use without their incantations that they can be activated on reflex using a Campione's potent intuition when needed. Often times this is a distinction without a difference as you'll usually have it active when you need it but it can be relevant on occasion, particularly if you choose to rely on a mortal magic answer to a problem better handled with the Authority in question and need to find a brief moment to correct course; not much time mind you and perhaps none at all if you've got some good experience with that authority but it's a potentially relevant factor. God's authorities being an integral part of their being are both more liable to be passive and entirely seamless to use from the start, unlike a Campione who'd need some experience for such casual freedom in their use.

When an Authority or Companion description mentions Servant level power such strength *mostly* stops at the higher-power servants summoned for the Fifth Holy Grail War (meaning not Gilgamesh) like Heracles and Artoria, for those whose *usual* Servant form is between that and their full divine forms it will still reach that at some point between their starting and full power where applicable. Subordinate God Authorities reaching their full powers without any drawbacks or just you pouring huge amounts of mana into them is a long-term prospect, it will likely take far more time than just loosening restrictions on the other availible authorities; probably several jumps with them being highly active at minimum.

All of the Authorities which allow you to summon, create, or turn someone into Divine Beasts, Subordinate Gods, or anything similar imbue them with a considerable amount of loyalty via the magic of the Authority as part of doing so. For those that are inherent parts of the Authority such as a Divine Beast or Subordinate God who 'is' the Authority they're innately loyal and would require a powerful influence to be in any way turned against you; those that are created by your own hand or made from someone who existed already things are a bit more open, you could have them become similarly inherently loyal as part of corrupting or empowering them while alternatively they might be continually mind controlled by the Authority into that loyalty. Different Authorities would work differently in this regard, though ones that are literally made fully from pure evil or powers based on treachery would be more likely to have a potential for rebellion.

Einherjar 'created' using Ride of the Valkyries can regain former abilities if they were sufficiently central to them, not things they briefly had in the past before being lost but certainly powers that were once core aspects of themselves or regaining things like lost limbs. Their equipment can also become a part of them able to be summoned and dismissed as needed much like a Servants NPs, though these are rarely restored as part of becoming one in the first place unless they *already* were a part of them; so it may be on you or them to reclaim or recreate lost equipment that was destroyed before they were turned.

Empowering someone with the Mud from Heart of a Blackened Grail does require that they get corrupted by it, that is core to the Authority, however this doesn't mean that they can't keep the connection if they're purified using some powerful purification ability such as another Authority; you aren't actually corrupted despite drawing from it after all. You would need to repurify them each time they're sent back to the Mud (such as if they're slain) however and if the Authority is the only thing keeping them on your side, such as with an enemy you drowned in the Mud, there may be *issues* after cleansing the corruption.

The finer details of any options you select may be determined by you within reason so long as they don't provide you benefits that aren't justified by your choices, this includes your starting relationship with any companions purchased and how open-ended options manifest.

Should you purchase Gateway Between Worlds, Student of the Kaleidoscope, or a companion who comes with similar world hopping abilities you'll be able to travel to separate World Lines in future jumps akin to how Shirou and Illya reached the world of Campione from the world of the Grail Wars; any worlds which resemble other jump settings will not be the same worlds and this will not allow you to truly reach other jumps until your chain is complete.

Time travel, either actual or pseudo through going to another world that's earlier in its timeline, is possible via certain Authorities or the Second True Magic; not sure how to handle that so fanwank responsibly for how it should work. I will however point out that despite time travel existing and Aisha supposedly being rather irresponsible with it the use of it hasn't actually changed the lives of the various Campione to major extents, so keep that in mind regardless.

The Body of Steel mentioned in Goddess of War is a generic overall physical buff on par with a Heroic God (often referred to as Gods of Steel) with a specialty for strength as the Authority is coming from Heracles as its origin. Godspeed mentioned in both Swiftness of Thieves and Ceryneian Hind is a typical super speed power of a rather high level such that only those with similar speed, Divine reflexes, or precognition could react to it as anything other than teleportation; it can also let you interact with things at that speed without damaging them such as picking up your girlfriend who's about to get crushed and moving her out of danger even faster than whatever was going to hit her.

Savage Nature essentially gives you a similar bloodlust and instinctive lust for combat Campiones typically have, though without a specific target for Heretic Gods unless you actually are one. This is the same thing which causes Godou to jump into battle even as he outwardly tries to avoid it or send Shirou into a moment of needing to stuff down his instincts when Luo Hao explains her goals or a God just shows up in general.

Unless you take Hidden Depths feel free to fanwank how the power creep in the source material and any difference to what's shown in the original fanfic is best reconciled; be it that GSBW is just of a lower power level, incorporating the power creep, or having it raise over time in similar way to the source with the plot holes smoothed over/filled in. If you do take Hidden Depths than you're locked into what's described, with all the obvious plot holes included and showing themselves off rather frequently, the drawback might also weaken anything you purchase which includes (or could reach with enough mana) power from later on in the 'power creep' than you're at with the drawback. Hidden Depths does not add any new potential you'd be able to reach with out of context powers; that aspect only offers the potential opportunity for your own in context abilities to keep up, given enough work. The drawback 'primarily' affects the Fate and Campione worlds the fanfic is centered on but should you encounter others though they may escalate unusually fast as well, albeit likely in more logical in context ways.

With the **King Who Manifests at the World's End** drawback additional Kings of the End will only appear if you're escaping/avoiding them; simply traveling to other Worlds in general won't cause it and they'll stop showing up if you actually stand to defeat one (or die trying). Note that this doesn't mean that any which appear while putting off the problem this way will just go away after you slay one, though they might just go to sleep eventually once they've finished 'ending the era' of the Worlds they rose in.

The Horrific Thief of Black mud is a creation of a certain powerful mage seeking to eliminate the Godslayers which takes the form of dark mud (yes more) that eats people to create undead which then steal mall bits of power from the Campione until it has amassed enough power to overcome them, in the original fanfic it was only by virtue that they don't know about it in any detail that gives it a chance to do so.

Link to original Fanfic: https://www.fanfiction.net/s/8560965/1/God-Slaying-Blade-Works

Thanks to everyone on the /jc/ Bunker for ideas and suggestions, particularly Ricrod who wrote out several full Authorities and didn't even demand I take off my shirt to get them.

Ric's OC Authorities:

Song of Amaryllis

<"Come forth, mineth servant, thy king calls for thou, taketh thine sword, thine staff, thine thome, and time shield, forth once again tho shall takenth service in mine ranks">

An Authority deeply connected with the passing of warriors and the songs to immortalize them. Upon use the user can summon any soul to convert into a loyal familiar, giving them new flesh and power. These familiars can be summoned at will to the user's location whenever needed without taking mana from the user, unlike the initial contract. As a side effect, calling upon the Authority without activating it lets one see and converse with the dead, alongside other beings with souls - such as animals or some plants. This is because willing souls are far less taxing in mana than unwilling ones. It can also be used to contract with spiritual beasts or other such entities. Or one could also use it in living people to ensure their loyalty while empowering them.

Impenetrable Kingdom of Glory

<By my hand be cast light long over shadow, over death. I shall illuminate this grand battle over nothingness and fill it with somethingness> >

To be a king is to be the protector of their subjects, much like a proper man must protect his family and home. Thus, this is a passive Authority that does just that. As long as the user truly considers them part of their entourage, be as family or as a vassal, they obtain several bonuses, protecting them from curses, sickness, making them stronger, more durable, granting them a healing factor and delaying their aging. The empowerment depends on how important and close the user considers them. One can activate this Authority with the chant to instead transfer all the empowerment to the user, perfect for when the king takes the lead to battle in order to protect his country and men.

Chant of Eternal Love

<From start to end, from head to toe, we shall swirl, unfurl, soar, and sail to the first miracle there's ever been: Love>

Said to be the strongest force, the most sweet of poisons and the cause for everything good and bad in humanity. This Authority has three known effects and probably a myriad more left to be discovered. One can freely use it as a compass to find those that are compatible, be with the user or someone else the user selected, and can even find their soulmate. Second effect is simply to empower the user, to a degree completely dependent on how much he is loved by those around him, and easily range from making one a smidgen faster to strong enough to treat gods of war as paraplegic kids. The last of the known effects is to quite literally convert the love shared between the user and someone else into an item, from a decent cloak from a crush, to a sword of promised victory out of fulfilled soulmates.