

Radiance of Pangaea

Fate: South American Lostbelt

By FancyFireDrake

Everything that lives, eventually must die.

The endless cycle of death and rebirth has been the only constant on the ever changing face that was Earth, with not even the planet itself free from this fact. The creatures who learned this lesson long before humanity ever rose from the primitive apes were the mighty Dinosaurs. Once ruling over the grand Pangaea, they were wiped out, leaving the planet a blank canvas for new lifeforms.

However, there are an infinite amount of potential paths history can take. As fate would have it, the dinosaurs could avoid their destiny through the same hand that would have wiped them out in Proper Human History. A meteor from outer space, filled with microorganisms would have normally been the final and most catastrophic impact and given rise to the Mayan and Aztec Gods. They are known as Malla. Arriving millions of years earlier than it was supposed too however, allowed these microorganisms to bless and enhance the dinosaurs of these times. Coming to love them, it would create a subterranean paradise for the new species: the Deinos. While the surface of the planet burns from another interstellar invader's impact, below it teemed with life.

This realm is known as Mictlan. One million square kilometers and a thousand kilometers deep, it is an enormous cylindrical shaft where gravity works along the sides. The artificial sun that traverses through the layers and blessed the Deinos with life was forged by these alien fungi and eventually replaced by another power source from a spider slain by a Beastly Bat.

But the number of beings who can truly claim to be beyond things like death is miniscule. Extinction comes all the same, with many different causes and arbiters. The Deinos' last days are upon them and it may just be the final days of the world at large.

Are you ready for the end?

Welcome to the Golden Sea of Trees.

Take these **1000 CP** and endure in the face of extinction.

Location

Where will you start in this strange and hidden world? You may pick one of the Stratums as your starting location.

The Stratums of Mictlan are as follows:

The first stratum: Tlālōcān – a steep cliff face and ceiling of Mictlan leading to the surface. Considering the surface itself is a permanently burning wasteland that is unable to recover due to Mictlan draining the planets energy, visiting it is unwise.

The second stratum: Tlatlahuqui – the first boundary of the underworld, the red level. An endless river that is home to a species of enormous iguanas. In the Lostbelt it is ruled over by the Altered King Protea.

The third stratum: Home to Chichén Itzá - capital of the Deinos and a vast open plan filled with all kinds of fruit.

The fourth stratum: Iztaccíhuatl – the second boundary of the underworld, the white level. A bone strewn graveyard consisting of a valley of blades and wind. In the Lostbelt it is ruled over by the altered Beni-Enma.

The fifth stratum: Tula – the lake of blood and birds and serve as the blood vessels of the land itself. The home of the Ocelomeh Mexico City lies in this stratum.

The sixth stratum: Xoxoauhqui – the third boundary of the underworld, the blue level. It is a land of gigantic sand dunes and vacuum lightning gardens. In the Lostbelt it is ruled over by the Altered Ereshkigal, aka Ninkigal.

The seventh stratum: Ilhúcatl – home to the Metztitlán Observatory where Ixquic, this lands Archetype, resides and is imprisoned.

The eight stratum: Yayauhqui – the fourth boundary of the underworld, the black level. It consists of a subterranean mountain range upon which the sun never shines. It is the home of Camazotz. The eight and ninth stratum are covered in deadly fog and radiation 365 days of the year that not even the Deinos are able to survive. It's only subsiding to non lethal levels for five days a year, during the period where Mictlan's sun shuts down and replenishes itself.

The ninth stratum: Xibalba – the tomb of the Ka'an people where one can find remnants of their civilization. ORT's Coffin is also to be found here.

Time

Millions of years have passed for humanity to develop in Proper Human History. A long and storied history that never came to pass in Mictlan. Yet, even if there is rarely anyone keeping track of all this time, you may see for yourself the dawn of this land and even its end. Freely choose the year in which you enter the Jump. You are required to stay for at least 10 years or until this world's Pruning by Chaldea, but may stay longer if you like. The below options are not the only ones you can make, merely highlighting the most important time periods. Otherwise, anything between 316 Million years ago and the day before Chaldea first appeared in Mictlan is a valid insertion date.

A Gentle Impact

The meteor that once was destined to wipe out the Dinosaurs had a small change in its trajectory. Yet this tiny change would invite far greater changes to follow this early in the world's development. Instead of giving way to the Mayan and Aztec Gods, the alien bacteria empowered the dinosaurs, 316 Million years before the present. Shaping the divine filament, it bound Pangaea together, forever remaining one super continent. At the same time it would predict a different being's arrival 234 Million years later and prepare a subterranean world for its subjects to escape too.

Beginning of the End

The Planet Eater from the ORT cloud has arrived far too early, 66 Million years before it was supposed to. The surface of the world is set ablaze by his impact, as it penetrates the ground and digs itself into the deepest layer of Mictlan as it enters a rejuvenating slumber.

The Kings Battle

60 Million years after ORT's arrival, Mictlan's sun finally dies, Malla unable to keep it alight even with all the energy from the planet it redirected. The Deinos enter a hibernation as in their wake the ancestors of humanity develop in the darkness. Reliant only on the heat of the planet they first saw life 26 Million years after the Deinos sleep and 20 Million years later formed their own Kingdom. For 100.000 years they flourished in the darkness under Camazotz before they were met face to face with ORT's awakening. Sacrificing themselves for their King, the Ka'an people allow Camazotz to attain a power unlike any other. Battling the spider all on his own, he would eventually tear out its heart, delaying the end once again.

Crypters Arrival

6 Million years after Camazotz avenged his people and the One Radiance Thing's Heart has become the sun of Mictlan. Alas it has not much time left. In these doomed times the Crypter Daybit Sem Void first sets foot in the Golden Sea of Trees,

summoning his Servant Tezcatlipoca who in return will uplift the primitive apes into their own society. The Ocelomeh.

Foreign Gods Invasion

Chaldea is about to embark on their last mission to destroy the Lostbelts and reclaim their future. The Foreign God seeks ultimate power and to destroy them once and for all. Daybit is determined to end the very world itself so humanity is not remembered as the embodiment of evil in the universe. With Mictlans Sun only having ten cycles left, extinction and destruction is upon Mictlan one way or another.

Alternate Timelines

Stories are a foreign idea to Mictlan. They keep no records of the past and have no true myths of their own. Life for the Deinos is peaceful if monotone and for long, long, long periods of time unchanging. That being said there are countless possibilities for Proper Human History and just as many for this world. You may select as many options in this section as you'd like. Each one will alter your experience in the Jump and the world you have to face accordingly.

Empty Coffin- 200

If you were to ask the Master of Chaldea, there is only one true Monster they ever faced. The being from the Oort Cloud that took the King of the Ka'an countless years to even debilitate. Reawakening it would be Daybits ambition, fusing with it the Foreign Gods desire and surviving it the hardest trial imaginable for the Stargazers. The mere prospect of potentially being face to face with Hopeless Despair is a chilling one, which is why there is a different option you can select.

In this timeline things are a little different. Kukulcan still exists but for one reason or another ORT... just can not be found. There is nothing but an empty hole in the deepest reaches of Mictlan. This makes Daybit unable to reawaken it, the Foreign God unable to use its power and spares Chaldea one of the most horrific battles they ever could have been forced to fight.

Because of the severity with which this Toggle lowers the threat of the Jump, it is the only one you will have to pay for.

A Fantasy Made Real

The Lostbelts presented Chaldea seven ways life on the planet could have taken a drastically different course. From eternal blizzards to God Kings. Mictlan is but one Pruned Tale within countless that got a small amount of spotlight. No longer if you select this option.

Mictlan is in no way connected to the Lostbelts or the Foreign God anymore, the story of Fate Grand Order not playing any role whatsoever. Somehow it is its own stable timeline, exempt from any Pruning. That being said some things do play out similarly to the Lostbelt, as the Ocelomeh develop their own culture and their own version of a War God and Camazotz figures out the summoning ritual to appoint Guardians in the different layers of the Underworld.

Jurassic Underworld

The Deinos can be an inspiration for humanity in many ways. Not needing anything allowed them to see all life as equal. You would be hard pressed to find more understanding, empathetic and peaceful creatures anywhere, not even minding their own death. All because of how much the Malla loves them, wants them to have the best life possible as penance for wiping them out in Proper Human History.

That being said love can take many different forms. Instead of nurturing, the Malla of this world had a more 'tough love' approach. It still loves them but also wants them to protect themselves actively from any threat, rewiring their biology for years so they crave battle. This desire to always be better also made their society more like that of Proper Human History. Less peaceful but also more ambitious, with many developments being made by their genius over millions of years. Indeed it is possible that the Malla entrusted their wish to return to the stars to her favoured Dinosaurs.

Kingdom of Night

The King who Forsook his Crown. The Spider Slaying Bat. The one being the Deinos can be said to fear is the very reason they continue to be alive. Camazotz battled ORT all on his own, chipping for years away at him before tearing out its heart. But while it won the battle the Beast lost the war, as the people it loved so dearly were all extinct to even give him the power necessary.

Things are a little different this time. Maybe it was its own way of saying thank you to the being who allowed them to have more time with its precious Deinos and facing what it couldn't, but the Malla interfered with the sacrifice and extinction. Rewiring the biology of a small colony of Ka'an humans, it sent them to hibernation as Camazotz battled. It was these warriors that woke up and greeted their eternal King, pledging their loyalty. Camazotz is no longer a living remnant, he rules his own small Kingdom in the lower stratus, being on peaceful terms with the Deinos. The King allows himself to remember his other subjects' sacrifice and rules sagely over what remains. In some ways he is less powerful but in many more he is at peace. Though given each and every one of them is now a Dead Apostle, mirroring their ruler, perhaps humanity did become extinct in its own way.

Divine Lucha

Despite the ever famous conflicts between Tezcatlipoca and Quetzacoatl, Quetzacoatl never would appear in this world, leaving the War God to do as he pleases. This is no longer the case. Perhaps as an answer of the world itself or a chain summoning, the Winged Serpent has arrived in the depths of Mictlan. She is very eager to fight against whatever Tezcatlipoca is scheming, having her own ideas for this land and aiding another species in growing into another budding society. Conflict is all but inevitable, with the Ocelomeh now having an enemy who actually wants to fight back.

Origins

Life comes in the form of a vast variety of species, fighting for their right to exist and avoid extinction, or simply living in the moment without thought of eventual death. Mictlan would be the home of a vast variety of different beings, all with unique yet sometimes intersecting talents. Now is the time to decide what kind of being you are.

You can pick one of the below origins. However not all of them are equal. Origins that are labelled as Free cost no CP but will usually offer only the 'standard' of life in Mictlan. Origins that give CP are beings who are much frailer than the norm, true underdogs in every sense of the word. Origins that cost CP meanwhile are more notable existences with a good amount of power by nature and offering more destructive and mighty options.

Perks and Items associated with an Origin are discounted to those who pick said Origin. However these aren't the only benefits based on your choice here. Other General Perks and Items may become Free or Discounted as well if you have the associated Origin, based on the nature of the being you imitate in question. You can see what General Perks and Items are affected for each Origin individually.

Some Origins have Perks and Items Exclusive to them. These Perks can only be acquired by having selected the Origin in question here.

Some of the stronger Origins are by virtue of associations to their inspiration, also associated with potential ways to their defeat. As a result they may be discounted by taking a specific Drawback or task you with a mandatory drawback.

Deinos- Free

Here they are, the Prime Species of Mictlan. Beloved by Malla and following the Teachings of the Sun that simply wants them to live their life free and in peace, the Deinos are a species of Dinosaurs that have blissfully populated this subterranean paradise. While lacking in ambition and desires, their bodies have been perfected by what watches over them and they know no suffering or envy.

Ocelomeh- +100

From within their city in the fifth stratum. Come the Ocelomeh. A very recent species of what once used to be primitive apes. Over the past year, a God of War took them under his wing and in his name do they wage a holy war against the Deinos. You are now a member of this new civilization, following your King and God into battle.

Despite calling these lands their home, Ocelomeh are not as nurtured as the Deinos, with their society perhaps not even existing yet depending on when you enter the Jump. To account for that you receive an additional +100 CP to spend however you like.

Chaldean- +200

You are not from this world. Indeed, you may even have come to destroy it. Whatever journey you have undergone, it will reach a climactic conclusion soon enough below the ever burning Pangaea. But whatever comes your way, you will fight for humanities and your own right to exist. Ever the underdog, Chaldeans receive an additional +200 CP to spend however they like. With all that stands against you, you will need it.

This Origin grants the Exclusive Item **Command Spells** and Discounts **Your Servant**.

Crypter- Free

You are not a part of this world. Indeed, you may even seek to annihilate it. Whatever goal you have set for yourself, you are more like the last of the Crypters than any other living being in Proper Human History or beyond. While this may seem disadvantageous, you are a Champion to all the living things in this Universe, a one man army who makes the impossible possible. Chaldea may just fall beneath your schemes.

This Origin grants the Exclusive Item **Command Spells** and Discounts **Your Servant**.

King- 200

Besides the Deinos, there existed another species, even before the ascent of the Ocelomeh. Humans who were born in the shadows, never having received the suns teachings and protections. Using geothermal heat to advance their society, the Ka'an have long since gone extinct. You are a remnant of their civilization, a mighty King who ruled them perhaps.

This Origin Discounts **Beast of Humanity** and **Authority of the Divine**.

Deity- 400

You are no mere human or reptile or ape. Flowing through your blood and body is power that surpasses what most beings can even understand. You are a God, perhaps a distant member of the Aztec or Mayan Pantheons. As a deified natural phenomena, what could your presence mean for this world? The Black Sun will make an entire new species rise up... and the current Sun of Mictlan is a nascent God who does not yet know her destiny, though she probably far surpasses you.

This Origin makes **Authority of the Divine** Free.

Underworld Guardian- 400

The beliefs of Mesoamerica were tightly intertwined with death and the afterlife. Many layers exist where death is all present and going through them is referred to as an Underworld Pilgrimage. No Deinos ever succeeded and maybe you are the reason they failed. You are a God, yet one more associated with Death than even most Mesoamerican divinities and perhaps even ruling your own domain.

This Origin makes **Authority of the Divine** Free.

Alien- 800

You heard the Planets cry and have arrived here from distant worlds. A Foreign being in every sense of the world, you will be the ruler and President of these unevolved humans! This world is sure to have useful resources for your reign to be unquestioned and even if that fails, you are by no means weak.

This Origin makes **Saint Graph Output for 800 CP** Free and Discounts **Beast of Humanity**.

This Origin can be discounted by taking the **Heartless** Drawback for 0 CP.

Terminus Star- 1200

There is another. Another being who embodies Hopeless Despair. Another being who rules this planet even in its slumber. Another being who can only be described as the one enemy you should never face, nor are you supposed to face them. Its arrival and awakening heralds the end of everything. Its name is ORT, the One Radiance Thing. An Aristoteles. A unique being... no longer. In some twisted miracle you have become in many ways like the planet eater, wielding unimaginable power and abilities exclusive to this Origin. The power that inspires fear in Heroes and Gods alike. Make no mistake you are not equal to your 'brother' with this alone and neither of you are, thankfully, as powerful as the one of Proper Human History.

Furthermore the power you represent has been desired by others. Take the mandatory **Heartless** Drawback for 0 CP.

This Origin makes **Saint Graph Output for 1200 CP** Free.

This Origin does not possess a dedicated Item section.

Perks

Magus/Carrier- Free/100

Magecraft can be a wondrous thing, opening up a whole new world of opportunities and possibilities to those who are talented in it. Not everyone is blessed with the right genetics however, one Master of Chaldea being an objectively terrible mage. That being said you are somewhat luckier, having Magical Circuits that make you an at least passable Mage. You're comparable to the likes of Kadoc Zemlupus, mediocre but not weak. Optionally your magecraft is based on Carriers instead, a pathogen that was passed down to you, possibly inherited from Malla if you are a denizen of this world though no more potent than what you would get from being a Mage with this Perk.

For a small additional price of 100 CP the potency of this Perk gets enhanced. The quality of your Magical Circuits would now match those of one Rin Tohsaka with her skill to match and if you have chosen a Carrier instead you are a Tradition Carrier on the same level as Bazett Fraga McRemitz.

Get Back Safely- 100

Get them home. That was the one mantra the people of Chaldea decided on and vowed themselves to work towards when the incineration of humanity came to pass. Looking at the last hope for mankind being an inexperienced youth thrust into the singularities with an equally inexperienced Shielder as their only reliable backup, filled them with great amounts of sympathy and made them commit to doing everything in their power to get them home. This is what inspired them to do their best and even forged friendships regardless of backgrounds and characteristics. You find that if you and others around you agree on a common goal, it will have a similar effect. All who are working towards this simple goal will be invigorated to do their best. At the same time any conflict within the team will be quickly smoothed over as people become closer regardless of bloodline, religion, education or any other factor. These things will simply be forgotten in light of your newfound unity.

Wake not a sleeping alien!- 100

Magus are greedy and selfish, looking at the entire world as if it was a plaything, fat turkey to dig into and sandbox all at once. So what kind of being could possibly be used to scare them as children? There is only one being that can cause this much dread into any of them and it is the same one that Astea, one of the Twelve Lords warned the world about.

While you do not have that kind of terrifying reputation yourself, yet, it is very much able to help you build one. Simply put, the more people see what you are capable of, the more you scare them. This is reliant on what power you have as well. A weak Magus may terrify a civilian but certainly not a fellow Mage. But when you present others with feats like easily crushing and shattering an extremely skilled expedition

team? Its last survivor will know in their heart the terror you bring and warn the world off you, in turn growing your infamy.

It is in direct battle that this Perk shines the most, as you defy death again and again and present powers upon powers. Even seasoned Masters who saved the world and ended timelines again and again will find themselves quaking in terror if the fight goes on long enough.

Phoenix Grand Prix- 100

Traversing all of Mictlan on foot sounds like a tiresome task. When you have the means, its best to travel in style behind the wheel of a vehicle. And few are as talented in the seat of a car as you are. Your driving skills are excellent, on par with any professional racer. It doesn't matter if you try to maneuver through a minefield or give chase to a planet eating monster while the world breaks around you, you will hit the pedal and skillfully ride through any opposition.

Exorcism- 200

Evil spirits have no business remaining within the presence of a man of god. Still possessions are such a common risk and even a Goddess isn't immune. Fortunately you have a peculiar set of skills when it comes to cleansing spirits, able to purify them. Your exorcist abilities match that of one Kotomine Kirei... or perhaps Rasputin if you want to call him that. You can feel where these evil spirits' energies reside and once you find that point you can extract it, in return freeing the individual in question from its influence.

Disguise Spell- 200

It's not always for the best to be honest and upfront. At the very least it would catch a lot of attention if a humanoid walks among sentient reptiles. Remaining under the radar before striking is how Chaldea prevailed in the last six Lostbelts and it will be useful for you as well. You are skilled at disguising yourself and others with illusion magecraft- ahem sacraments I mean. They do not change the actual physical bodies so if you disguise someone with large horns these horns could still reveal the illusions by hitting something or someone for example. You may even be able to pass off your own bodies for deceased corpses in a pinch.

Reboot- 200

What separates machines from living things? A War God believes it's not whether they're natural or artificial or even intelligent, but in their ability to come back from death. Perhaps you are a bit more Machine-like now, as you have a limited capacity to return from death. Upon the moment of your death your body and Saint Graph 'reboot', in essence functioning as a One-up. This is however a one time only Perk that will only be made available again after the current Jump has ended.

Sympathetic Magecraft Theory- 200

Crashlandings rarely ever end good for the people involved. Complete destruction of the vehicle can seem inevitable, as well as the death of its passengers. That is where a good captain intervenes. You have a skill in sympathetic magic magecraft theory, able to make an effect resemble its cause or 'like produces like'. What this means is that you can take the damage and object or another individual receives onto yourself. Taking too much damage this way runs the risk of destroying you but you are also able to voluntarily enter a catatonic state. You will remain but communication with others or acting in this state is not possible, requiring you to be healed for the damage you received.

Geothermal Engineering- 200

The sun is a symbol of life. The Aztecs and Mayans believed only sacrifice could keep it from dying out. The Egyptians had their Sun God as the ultimate authority of order. Japan's world almost devolved into Chaos when the Sun sealed herself into a cave. That being said, life can rise from many circumstances and the Ka'an were moulded by the darkness. They were capable engineers, using the heat of the planet to advance their society. With this purchase, all the knowledge of the Ka'an at their peak is now yours to wield, enough to form a whole Kingdom based around nothing but utilizing the heat of a planet.

Memory Partition- 300

No man is an island. Nowhere is this ever more obvious than on the cold and uncaring sea. Yet any ship needs a crew and what crew is there better than a collection of yourself? You have acquired an ability used by many Alchemists of Atlas. Yours in particular is the same Nemo possesses as a result of being Sions Servant. With an exertion of your magical energy and by creating an independent thought process, you create a copy of yourself. This copy is inferior to yourself, but each can be skilled in various fields, from medicine and engineering to even cooking. The total number of partitions you can make is 29 though with practice you may be able to increase the number, a whole crew of your own.

Cultural Exchange- 300

Mictlan is not what you would consider a 'lively' world. It is certainly alive but lacks sorely in new ideas due to its dominant species having all they need and never wanting more. Until the Crypter arrived they didn't even use words for communication, neither were there Gods. Having little culture to speak of seems to be useful for adapting others. This Perk gives you a similar affinity for utilizing, adapting and executing foreign cultural ideas. Once introduced to them, you find yourself quickly able to replicate the idea by doing similar acts and reaching the same outcome. The teachings of the sun, normally only a wind exclusive to the Deinos, can be deified from a phenomena into a human being by trying to adapt the concept of religion to give one local example. The outcome will still be reminiscent of

the original culture you adapted it from, meaning for example any deity you create would be humanoid because it was one of the rules of the belief you learned it from.

Lake of the Moon- 300

Gods exist in many shapes and forms. In Proper Human History even the leader and founder of a civilization can reach the realms of the divine. But what about the very city humans lived in? A glorious city of such majesty, its downfall and ruination is nothing short of a tragedy.

Like Tenochtitlan you are an elemental, perhaps having once lived in your own equivalent of Lake Texcoco before it was settled on by humans. Unlike Tenochtitlan you have the freedom of choice. You can freely attach yourself to a city and become its spirit. Doing so allows you to draw power from the city itself, even manifest parts of it for your attacks, up too and including a mecha replica of your chosen city... or perhaps something resembling a bucket wheel excavator.

The more rich in power, magical resources, cultural significance and personal meaning it has to you, the more power you will get from being its spirit and it will even heal you when you are inside of it. Thanks to you purchasing this Perk you can freely decide to leave your position as a city's spirit and choose another, though obviously you will not keep the abilities you got from being a spirit.

Authority of the Divine- 400

Gods have always played an unavoidable role in the development of humanity. Even in Mictlan their mark can be seen anywhere, from the Ocelomeh's sudden attempt to climb to the top of the food chain, to the ever present neutrality of Kukulcan. How is it the Gods can shape the world so easily? It is thanks to their Authority.

By purchasing this Perk you yourself have become divine, a deity of power that can not be ignored. Your raw power is comparable to the likes of Ereshkigal Kingprotea and Beni-Enma, without their Alterization being in effect or Tlaloc without taking up her true name. More important than your raw power however is of course your Authority itself, your divine right as a god. As an Authority is proof of your connection to the world, you can think of it as your way of enforcing your will on the world through it, though you need to do so by using your own supply of magical energy. You can use it to create almost any effect, though it is far more efficient if that effect actually relates to your Authority. You have one such Authority to your name which is free for you to decide the specifics of.

Beast of Humanity- 400

Humanity's rise to power is always opposed by their own greatest flaws. Evils that they must overcome over the course of their development. Though extinct, humanity does have one of its Beast remaining in Mictlan and a second is on the horizon, having come from a Foreign Planet.

By taking this Perk you are able to also ascend to this terrible position, become a Beast of whatever Sin you desire. You do not have the power to contest with the likes of Goetia, the Foreign God or Camazotz, perhaps more of a Beast Candidate in terms of might, but you do have what makes them so dangerous. Three skills in particular.

First is your own Nega-Attribute, synergizing with your nature and powers akin to Nega-Genesis for Tiamat or Nega-Summon for Goetia, giving you an incredible advantage and counter against a narrow category of being. Second is the Authority of the Beast, enhancing your capacity to harm existences classified as humans with your techniques considerably. Finally you possess the skill Independent Manifestation, allowing for unrestricted projection and materialization of the soul, permitting you to freely manifest within a time period and location of your choosing.

Infinite Growth- 400

Don't you want to be big and strong when you grow up? The desire to grow is only natural, to get as many 'experience points' as possible. But where others play the game, you have a full on cheat code. Like Kingprotea, you are capable of theoretical unlimited growth. You could grow from a mere human to a giant towering over mere mortals with the raw strength to match your size. 30 meters would already be your 'base' with far greater heights possible. That being said there is an upper limit though not enforced by you, but by the laws of physics. You are still vulnerable to the Square-Cube Law as well as pressure from the local Counter Force. Growing too much too fast will also tire you out severely and eventually make your bones too brittle.

Still you have one last trick up your sleeve in an emergency. Your own Reality Marble, based on the Ocean of Milk of Indian Mythology. Keeping the Reality Marble active requires constant energy as it can not remain indefinitely in the world but for the time it is active it removes any limits and pressure directed towards your growth potential. In this state a single punch of yours is a terrifying force of nature, so big that your size cant even be seen completely at once by humans.

Grand- 400

When humanity is on the verge of oblivion, when all hope is lost, there are heroes the Counterforce calls upon to save them from extinction. The true purpose of the summoning system and Servants is to safeguard the human race and nowhere else can this be seen clearer than with the Grand Servants. Seven of them would be summoned to defeat the Foreign God and while they would fail, this does not diminish their own power, only shows what kind of Monster they were put up against.

You are now one of the Seven Grand Servants, belonging to any of the Seven Main Classes. This gives you a multitude of abilities with terrifying power, comparable to

any of the other Grand Servants like Orion, the First Hassan, Romulus=Quirinus or even those who could qualify for this position like Merlin.

On top of your sheer power and variety you have a contract of sorts with Alaya. It will subtly nudge you towards events where you can serve and aid humanity and will lend you its endless mana supply to remain manifested and fulfill your task. Should you break this contract however, you can still use that energy for a final great act.

Saint Graph Output- 800/1200

Power is the one thing that can shape the destinies of entire worlds. In spite of things like civilization and laws, the most powerful of them all can shatter such frail constructs. The most powerful could wipe this planet out or even announce themselves as its president by virtue of being the strongest lifeform. The law of the jungle is brutal and ruthless and you will encounter some of the most powerful beings this world has to offer if you are particularly unlucky. However now you have a chance to approach these levels yourself.

Whether or not you possess a Saint Graph by being a Servant or a Divine entity, if anyone were to try and analyze it the only category they could sort you in would be Planetary. Your internal reserves of energy match the energy of a Planet, as the name implies, putting you into the same category of being as the Demon King Goetia at his most powerful. At this level to even harm you it would take Planetary Class Weaponry or beings of similar output.

For 1200 CP instead your Saint Graph is of the Stellar Class. Your internal reserves of energy rival that of a Star, spoken off in the same vein as the Foreign God, Sefar, Amaterasu or even the weaker stages of the One Radiance Thing. At any time this massive amount of power is available to you, within one second producing more than humanity has used in its entirety.

Be warned you are not the end all be all with this Perk alone. Being in the same category of being as the aforementioned examples doesn't make you necessarily stronger than them. At the same time this Perk only grants raw power to fuel your abilities with and not any special abilities alongside it.

Deinos

Deinos Physiology- Free and Exclusive to Deinos

You are now a member of the Prime Species of Mictlan. A in many ways perfect lifeform. Through evolution and being imbued with the divine filaments of the meteor who was supposed to be your extinction, you became a creature of much power and capability.

To get the most obvious thing out of the way, you are a dinosaur, a plant-animal hybrid that is at least part dragon. What kind of dinosaur is completely up to you, whether or not you are a velociraptor, pterosaur, tyrannosaurus rex or something entirely different. Most Deinos are based on theropods so do with that information as you will.

You are a being of high intellect, your brain on the scale of a supercomputer, quickly understanding even foreign concepts and magecraft after a brief instruction. At the same time you possess dinosaur-like physical strength and chameleon-esque camouflage to survive in the jungle. If that is ever not enough you can generate a type of electromagnetic armor with biowaves that nullify physical shockwaves. Communicating via thoughts is also within your power. While you can eat, you don't need to consume anything to function as you gain your energy mainly through photosynthesis. Sunlight and water is all you need to survive. If the situation truly is dire, you can even enter a state of hibernation to survive for hundreds of thousands of years as the world rages around you, waking up good as new as long as your body itself hasn't been crushed in that time. Someone really felt bad for wiping you out in another timeline to spoil you with such a good body.

Heart of a Deinos- 100

The civilization of Malla has a truly unique way to look at the world. The kind of which humanity could take notes from. To them all beings are equal and violence is not a necessity to survive. From now on you can embrace this kind of mentality as well. A sort of mental switch is within you, that when activated allows you to take on their same worldview. Not only will this leave you far more resistant to anything that could dampen your mood, you will be more inclined to approach others peacefully and even have a greater affinity for it, others in return enjoying such a gentle disposition. Unlike the Deinos this mindset doesn't leave you entirely unwilling to fight back unless you want to. You don't need to just stand around while the Ocelomeh slowly grind you down.

Hero of the Race- 200

Even the Deinos have some individuals who are truly exceptional. Wak Chan is one good example of such a fact. His bio-waves are a lot stronger than those of his fellows and he is described as the strongest Deinos in all of Mictlan. A position you share now as you are just as capable as him. Your body is improved beyond the

standards and closer to the peak of what the Deinos could be, your skin not even scratched by any guns of the Ocelomeh and Servants like Mash have a hard time even wounding you. Your jaws could even trash the metallic branches of an alien being keeping your beloved wife captive, though that may end in your death if these branches are the type that belong to a certain spider and as such are irradiated. This tune up also applies to other species you are from now on.

Born from the Land- 400

Kukulcan is not the only failed Archetype in Mictlan. Trapped in her Observatory is Archetype: META EARTH. Born from the land, Ixquic is as old as it. Her connection to the land as an Elemental is potent, allowing for her to see all. Strangely she is now no longer the only being as you share her unique nature and status as an Elemental and the land's soul. Firstly you are immune to aging, even more so than the Deinos. You could be 6 million years old and still be as you were first born. This isn't exactly an exaggeration as you are the land itself, having access to its memories. All that happened on Gaia you know and you can easily scry and extend your sight to anywhere on it. In future Jumps you can choose to extend this kind of wisdom and sight to a new Planet.

Because you pay for this Perk, you are not trapped to one location as your 'sister' is.

Mystic Eyes of Death Perception- 600

Mystic Eyes are a peculiar kind of magecraft. One of the oldest humanity has access to, allowing them to interfere with the world through sight alone. Not all Mystic Eyes are equal however and there is a peculiar type that is so rare and powerful some believe it doesn't even exist. Yet it is a power one member of the Deinos has acquired, with you being the second. The Mystic Eyes of Death Perception.

Using them you are able to 'perceive death', the conceptual death of an existence by perceiving their lines of death. While death is invisible to most, you can not only see it but enforce it. By striking these lines, be it with a gun or perhaps a knife or even just your own body, would allow you to cut them, enforcing the target's death.

Ocelomeh

A Willing Sacrifice- 100

Sacrifice is one of the most important aspects of Aztec mythology. It is through sacrifice that the very world is allowed to exist and self sacrifice can be the means to truly earthshaking events. You in particular have an impressive affinity for self sacrifice and its uses. Actions done through it are more effective that they should be, like sacrificing yourself or risking your life to protect another. The greatest use of this perk comes in when you fully sacrifice yourself to resurrect another being. Your body must be up for the task and have the natural qualifications to say jumpstart an alien of course but when it does and you give your life? You can allow another to order and control the being you sacrificed yourself to. That being said this is always reliant on your mind being willing and in the proper emotional state and of course the quality of you, the sacrifice.

Should you have second thoughts however this Perk can also allow you to wriggle out of any sacrifice you are asked to make. People will understand and respect your decision. This alone does not protect you against other reasons someone may want you dead so think twice before openly defying a god.

For our City- 200

The desire to protect your home is perhaps the most natural feeling any warrior could have. Not for a King or for honor. But so you can keep living in your beloved home. This is what spurns the Ocelomeh into even hopeless battles. Tlaloc... or more accurately Tenochtitlan is far better attuned with the defensive aspects of battle. Just like you are. When you are fighting in the defense of something, you find yourself empowered, the defensive concept within you far stronger than any offensive equivalent. Whether it is to deny enemies to go past a certain point, to pass divine judgement on invaders into your home or protecting your fellow humans, in any such situation your magical energy rises severely. Even if you are beaten while like this you are more likely to be on death's door than truly die.

Last Aztec King- 400

Izcalli... no... Moctezuma II, was the last Aztec King of Proper Human History. Stoned to death by his own subjects after failing to prevail in a game of wits with the neighboring tribes and the Spanish invaders. This tragedy was so profound that Izcalli's rage against Proper Human History is almost understandable and it is what made Tezcatlipoca desire to give him a second chance. One benefit of tragedy is at least that others take interest in what you could be.

Much like the tragic King you have the talent for your tragedies and endured suffering becoming known. Not just in general to the public at large but to the people who are in a position to give you a second chance. In the most extreme cases, a deity may

revive you and shower you with benefits, not just for their own goals but because they felt genuine sympathy for you and wanting to see what choices you make.

One Year Tezcatlipoca- 600

You are not just any Ocelomeh. You are a chosen one made from the flesh of a god, created with their authority and one of their very organs. In every way an equal to Izcalli, you have all the qualifications to bring Proper Human History to their knees. Your strength and speed can allow you to do battle with Servants and Deinos alike and your skill is worthy of being trained by a god of war. You wield guns in battle like a dance, firing salvos with incredible precision while avoiding your enemies strikes. If enough time passes and you haven't yet fallen in battle, you even heal your injuries thanks to your divine and immortal body.

Your nature as a being of Tezcatlipoca even allows you to kill other versions of your god, in spite of their own immortal bodies, like the King of the Deinos. In future worlds this will be equivalent to your attacks being able to kill other beings you are related to, like devils when you yourself are the spawn of one in spite of any immortality they possess.

Chaldean

Farming Duties- 100

Chaldea rarely ever has things go their way. No amount of preparation ever seems to be enough for their rides to not crash or plans to fall apart. Rather glaringly things they hope to use sometimes simply break, like the Storm Border. What else to do but get to work gathering resources to repair it? Mictlan is a rich environment with much in the way of materials but even outside of it you are great at finding whatever resource you need. Mining and gathering said resources also happens much quicker when you are involved and is not as mentally straining as it should be.

Countermeasure: Threat to Humanity- 200

When you departed on this journey you did so with one goal in mind. Protect and safeguard humanity's future from all those who would rob them of it. Indeed there are many threats to mankind, be it those who betrayed their own people and timeline, beasts with a twisted kind of love or alien lifeforms who see them as food. It takes a unique kind of individual to face and prevail against them. Chaldeans are many things, but unique is the tamest way to describe them.

You are imbued with a curious effect that makes you all the more effective against any who would do harm to mankind. Anything that can be considered a 'Threat to Humanity' be it because of their actions, nature, goals, desires or otherwise, is an enemy you are better at fighting. Your attacks will deal more damage than they logically should, as even Beasts will have to concede to being harmed by your actions. Coming up with appropriate responses and countermeasures to these threats is also something you are good at. Now all you need is a capable army and a few good weapons and the willpower to see it all through.

Last Master- 400

Humanity has been bleached away, their stories and history discarded and cast aside. How fortunate they are to have you represent them in the battle for survival. Much like the Master of Chaldea you are an incredible leader. Your affinity for being a Master is without peer, able to form connections with any kind of Servant. Your unique kind of charisma can endear you to the greatest of monsters and even have altered Goddesses wholly dedicate themselves to a plan they previously rejected upon seeing your exhausted self. For that matter Master Servant connections you form or anything you do to supply someone else with Mana is more potent than it has any right to. So much for 'Nuclear Fusion'.

Beyond simply this ability to connect to others you are a great strategist, able to utilize others ability optimally. Imitating the Shadow Servant technique of Ritsuka is also possible, summoning a small amount of copies of allies or spirits you bonded with or made contracts with in the past. These shadows will lack a lot of the power

the original wielded but make for a potent tool in a pinch and a useful aid in battle to supplement your real forces.

Finally there is the one thing that truly allows you to prevail against Gods and Demons alike. Your desire to live. Within you is an infinite well of willpower, able to push yourself to greater and greater lengths. Even as you are filled with pure hopeless despair from seeing your friends be massacred for hours on end, you could still stand up and fight.

What Crosses Boundaries- 600

You live. You have endured countless threats. Against Gods wanting to wipe you out. Against Beasts insisting on their view of the world. Against beings from Outer Space presenting you with never before seen. Whatever boundary there is between you and your goal, you will cross it and remain victorious. This Perk aids in this endeavor in both subtle and big ways.

For one you have an uncanny amount of luck. Some may call it Plot Armor even, so long as you fight to survive and for others to do the same, or to save something beyond yourself. Things that should be impossible have 'a chance' of success as long as you give it your all. Opportunities to find allies and even form bonds with and redeem past enemies will be open for you. Such bonds can easily take the shape of whatever you want them to be, perhaps even gaining a lover out of a beaten opponent. You yourself will also be greater than anyone in your position has any right to be, able to face down a planet eating monster without your command spells.

Finally there is one thing that will happen if you are faced with a never before seen challenge. If you are truly pushed to your limits. Then you will still be able to go further. Every ally that falls in such a clash will only empower all who remain, a last rallying cry to aid you and your forces. In the face of such will, even ORT may be forced to recognize you as a worthy enemy it must eliminate.

Crypter

Desire to do good- 100

Humans as a species are defined by their intrinsic desire to do good. At least that is what a researcher and father of Daybit believed. It's not something they need to be taught, it is their instinct. Indeed all the actions Daybit committed were made under the belief that it was the most moral thing to do, so that humanity does not become the reviled enemy of all beings in the Universe. You have a certain level of understanding others don't, able to concretely and objectively weigh morality and goodness, as well as understand another's innate goodness. This also comes with a more cosmic perspective, able to understand situations on a cosmic scale as well as the repercussions and consequences of particularly ambitious actions. Even literally seeing beyond the universe is something you could do with enough practice.

Outside of Human Order- 200

Your very nature forbids certain things, making some options impossible to pursue. You are not a part of humankind, not anymore. Others may bemoan their new separation from the people around them, yet it is not without considerable boons. You are simply unpredictable, even geniuses in the magus world unable to truly make sense of the way you think, giving you the chance to outwit even fellow masterminds like Kirschtaria Wodime. Trying to scry you in attempts to gather information are likewise fruitless as all they would see is a darkness without any light, a living supervoid that seems normal when observed up close but appears as nothing but darkness from far away.

Achieve the Impossible- 400

Genius comes in many forms. Some of the greatest can achieve what others deem impossible but still pursue and execute it because it is theoretically possible. You however? You are the kind of genius that truly can accomplish impossible tasks. Your mind is capable of evaluating and estimating the future by being incredibly perceptive and thinking of ways to reach a solution others couldn't even dream off. Weaving through a raging battlefield without even a single scratch on your body is the simplest of ways you can abuse this genius. Finding ways to summon a Servant despite not being a part of the human order are considerably harder but still within your reach. Resurrecting and controlling truly alien planet eaters? That is impossible... at least to anyone but you. The more impossible the scheme the more resources and wit you must dedicate to it but nothing has a true 0% chance of being achievable for you anymore, like the universe subtly helps you in accomplishing your goals to be at minimum feasible.

Infinity Mirror- 600

When you were young you were involved in an accident involving a strange relic. Your body was remade on an atomic level and blessed with a connection that in

every way rivals the Servant summoning system. You do not need to summon servants for you can call upon beings far more ancient. Terminals from a dark star, blasted fourteen billion lightyears away during the big bang, outside of the whole universe. These beings can be instantly summoned to your location at all times, spitting in the face of the fourteen billion lightyear distance. Any one of these life forms of another universe is capable of fighting Top Servants on even footing and making for magnificent forces for someone like you.

There is only one rule to these summons. You can only call upon as many Terminals as you have enemies opposing you. Face three opponents? You will have three Terminals. Face a whole army? You will have one for every soldier.

King

Champion of the Ka'an- 100

Days turn to weeks. Weeks turn to months. Months turn to years. Years turn to eons. And yet the enemy isn't slain and so you must keep fighting. When faced with Hopeless Despair, one can only do one thing. Attack. Again and again. No matter how long a battle, or any task really, can take you will be able to keep performing it. Your mind hones in on the matter at hand, unbreakable to despair, frustration or ennui. Your body will fail you long before your mind does.

King of Braves- 200

Whether or not one is worthy of the crown is an eternal question that can torment any well meaning King. True Kings worry about if they are good enough or were worth the love of their people. While this Perk alone may not put your mind at ease, your actions shall speak louder than words. You are a truly incredible ruler, easily guiding any civilization to prosperity if you were to try. Peace and success are the natural result of your reign, only an outsider being capable of threatening this utopia. Perhaps the greatest thing about your Kingship is the effect you have on your subjects. The loyalty and love you earn from them. They would follow you anywhere if you were to ask it. If the threat is severe they would even sacrifice themselves by the millions so you could grow stronger and prevail against any threat to your homeland.

Bloodsucking Monster- 400

Once upon a time you were a man. One that others looked up to and admired. But now? The Deinos would fear just how much you resemble the great bat. Much like Camazot you are a vampiric being. You can replenish your internal energy by consuming blood and even consume souls to add to yourself. By feeding some of your own blood to others and corpses after draining them completely, you can turn them into Ghouls and even Dead Apostles, deteriorating their brains and making them living weapons that are neither alive nor dead. Conjuring bats that block out the light as well as blind opponents and destructive blue flames to burn your enemies, as well as vomiting torrents of your blood are some of the ways that make you such a nightmare.

Beast of Oblivion- 600

When this world's humanity died, they refused to go silently. Instead they entrusted the duty of slaying the being who would cause their extinction to one man. Whether or not you are him, you have been cursed with the same kind of blessing, ascending to a divine beast.

Your body is one born from sacrifice, imbued with 100.000.000 souls of the mightiest warriors these lands have forgotten. As a result your sheer strength and speed are a

sight to behold, able to rival a divine spirit like Tezcatlipoca and capture a Servant like Nitocris before she can even blink. These souls imbued in your Saint Graph also allow even an untalented novice to dabble in necromancy and create their own Dead Spirit Summoning. Without any such skill you may only get 1 out of a 100 souls to be summoned but with your reserves that should never be an issue.

But more impressive than any of this is the proof that you loved the people who sacrificed themselves for you. Your nature as a Beast of Humanity. Turning into this true form of yours, a gigantic bat with multiple tentacles spawned from your body yet able to wield weapons like scythes, boosts your physical characteristics even further to the point where you could even harm an Aristoteles, though not necessarily kill.

With it also comes your one true weapon. Your Authority of Imperishability and immortality as a Beast. You are completely immortal. Even if the sun disappeared and the planet was destroyed, you would exist. All you even need is the heat of the land alone. Your entire body being disintegrated save for a fist that held your spear as you won would be easy for you to recover from. Your immortality is in a way a curse and makes you a representative of something in your past, the same way Camazotz represents humanities history in Mictlan.

There is just one issue with this immortality. It is reliant on a specific kind of sacrifice you had to make. Forgetting, losing some of your memories and casting them into oblivion. These have to be important memories to you as well and comparable to whatever it is you are cursed to represent. Perhaps your stay in your original home world, the memory of someone you loved or a great achievement. As long as you do not remember this you will benefit. Should you however choose to remember or be made to remember, your immortality will be nullified. You will still retain your otherwise impressive physicality however.

Deity

Divine Presence- 100

The mindset and even mere standing of a god is intrinsically different from humanity. A God of War may only care to lend his aid to whoever is fighting for something, even if said vision is mass destruction. It is simply who they are. This is a lesson the people around you understand as well, feeling the divinity you give off and what you really are. Making any show of presence is boosted by this effect, awe made more awesome and terror more scary. Furthermore, they do not question the way by which you decide things and even if they do simply accept it as being how a god works. This does not stop them from opposing you.

Godly Flesh- 200

Divinity courses through your every vein. A facet of being a god even if you yourself are in a human vessel. Even your organs hold considerable power, paving the way for greatness. You can choose to create parts of your own body to give life, perhaps even resurrecting someone if you have a way to get their soul. The resulting being will be a great warrior, made in your image with the strength and skill to match. It is advised you reclaim your organ in around a years time however. Most people need stuff like that and this Perk will only cover the loss for so long before you start to feel it.

Bleeding Heart- 400

Hearts have an interesting symbolism in Aztec and Mayan myth, usually offered as a sacrifice. Gods like Tezcatlipoca have pulled them out as one of their best tricks. Much like him you are now able to directly pull out someone's heart. While you know how to do this to any being who has a heart, it will be difficult to actually extract it. This works best on targets who are weaker, debilitated, caught off guard or unconscious. By keeping the heart itself in working condition and making it send out bio-signals, you can even fool whoever you stole it from to not know they miss it. Should they not be able to survive without a heart you can even keep them alive by expending a small amount of magical energy and keeping the heart itself intact. The harvested organ can be grafted onto another person, perhaps to give them a source of energy or to make it impossible for the victim to attack you directly.

If desired and by purchasing this perk, you can even apply this to organs that aren't hearts.

Civilization Creation- 600

The advancement of human society, the way they understood the world before the decline of mystery was heralded, was irreplaceably linked with the gods. Especially in Mesoamerican cultures the deities had a hand in uplifting what could have been just another race on the planet. Much like these gods you have a talent for speeding up

the development of entire groups of people. Under your guidance simple apes could form societies, learn to speak and operate weaponry and machinery, even understand principles exclusive to 'developed' humans because they will become developed themselves. In less than a single year you could be the god of an entire civilization in Mictlan, of course being worshiped by those you teach, seeing themselves as slaves to you and fighting for you without fear of death. This skill also allows for reverse engineering of things from other cultures, like say weapons.

Last Sun Xibalba- 800 (Undiscounted and Exclusive to Deity Origin)

When the King of the Ka'an tore out ORT's heart, Malla saw the opportunity to preserve life in their underground world. It took the torn out alien organ and repurposed it into the sun that still shines brightly on all the lands. From this union would come Kukulcan, a unique existence with immense power. She could be considered the Archetype: Mictlan, a representative of Malla for this world if one counts meteors as a celestial body and capable of having a 'brain'. Regardless of her nature it is an understatement to consider her exceptional given her roots. Perhaps ORT did in fact try to make a second heart that was also torn out by Camazotz before Malla put it to sleep, considering this option.

You are now an existence much like Kukulcan, born from the combination of ORT's Heart and Malla's. Not an Archetype, more a failed attempt but mighty all the same, able to survive on land, underwater and even in outer space. The raw power this gives you is immense, allowing you to easily carry around entire mountains like it was nothing or carry the Storm Border on your back while jumping idly through the jungle. Similarly you blow divine spirits away with a simple casual punch and even the legs of Gugalanna fold before you like paper. Your speed is similarly incredible, especially when you fly as you can soar through the skies at neck breaking intensity. So intense are you that even supposed invincibility shatters in your wake. When you get truly pumped and into your 'combat mode' it's not just your mentality that improves, but the energy acceleration efficiency of the entire space you are in as well. You are seriously getting Mr Space and Time pumped too. Thanks to your connection to the Malla even that isn't where your true limit is, as you can draw from the leylines of Mictlan for ever more energy, even become an avatar of raw energy. Green normally though you may choose a different color. Thanks to taking up the mantle of Guardian of the Earth you can even manifest abilities related to the Inner Sea of the Planet like the Event Storage.

As a final note, you in fact have the actual power of a star in every sense of the word, making **Saint Graph Output at the 1200 CP** level and **Solar Sojourn** both Free.

You may be wondering what's the catch behind this option even being available and you'd be right to be suspicious. Selecting this makes **Spiders Prey a Mandatory Drawback for No CP**. Furthermore you are not allowed to pick the Alternate Timeline

Empty Coffin. ORT not only exists but it will want its heart, that meaning you, back. It will prioritize you even above Kukulkan herself.

Underworld Guardian

Vengeless Avenger- 100

Living in the eternal dark is not an unlife many can endure. Being forced to betray your own principles or be forced to abandon them of your own volition is just as haunting. But at the end of the day, you are you and nothing will change that. This Perk can be seen as an insurance to outside meddling with your ideals. Even through magical curses or command spells making you into something else, your mind will remain untouched and you will be able to hold yourself to the same principles that you stood by so closely. Only your own choice will make you abandon them.

Alterization- 200

But sometimes it may be necessary to abandon what you hold dear. Abandon it so you are prepared for the final battle to save the world because in letting go of what you are great power awaits. You now are aware of the ritual to undergo Alterization. Alterization is a form of rebirth, one that according to a certain Pharaoh, can only be done in the underworld, at least within Mictlan. You however can do this process at any time. Now in regards to what you need to do to become an Alter... that is entirely dependent on who you are as a person. A Goddess who wishes for flowers in a peaceful underworld may have to burn these same flowers down and commit herself to be cruel and selfish. An innkeeper who doesn't want to grow up will have to embrace her adulthood with all its responsibilities. A giant who yearns for love must become obsessed with strength. A woman who always acted by her heart may have to tear her own heart out. Whatever it is you must sacrifice it will be thematic to who you are and quite the severe, if reversible, loss. It is however also draining to do repeatedly, especially outside of the underworld and do it too often and you may risk being destroyed.

In return your power will increase by drastic levels. A mere Pharaoh and incarnation of the Skygod could gain power rivaling that of the great Anubis and a mighty Goddess like Ereshkigal, when pushing herself to the absolute limit of her being, could even be compared to the power of the White Titan. A worthy trade isn't it?

You are able to teach this ritual to others so they can do it to themselves as well. If you don't have the patience however, using a large amount of magical energy and a command spell can make you force others through alterization.

Golden Eyes- 400

The underworld is where all the truths about the departed souls come to light. It is the place where their final judgement is upon them. As the arbiter and stand in for the likes of Anubis you must be able to make the same choices and wield the same kind of insight. For this purpose your eyes have been blessed with the ability to see through all. They are not deceived by any manner of falsehood, fabrication or forgery, mundane or magical alike. To imply so would be the height of insolence. Deciphering

someones True Name is as easy as looking at them and from there finding their true motives is but a logical conclusion.

Death- 600

No true greatness is something you are born with. The Vermillion Bird would only reach her full potential after finishing her long training. You must have had a truly fearsome teacher to acquire this ability however. Other Goddesses of Death may be shepherds or jailors but you? You are an enforcer. You can apply the very concept of death to those without it, killing the dead, cutting the threads of the soul and forcing even an alien invader to abide by the idea that it has a death.

Your mastery over this concept isn't quite equal to the First Hassan however. While the aforementioned skills are something you can do at any time, truly applying the concept of death to a deathless requires large amounts of magical energy, the kinds you'd normally only have in your own underworld or similar areas that imbue you with power. Of course if you dedicate yourself to your training further and have more time than a few days this weakness could be removed.

Alien

True Colors- 100

Why would the one true President of Earth and strongest being on the Planet perceive reality with the same fallible senses as her subjects do? Its so easy to deceive the five senses and fool a human with feminine charm or honeyed words. You don't need to worry about such, as your senses are far beyond most beings. If you were to describe your vision as omniscient you may only be slightly exaggerating as you can see the world down to subatomic particles and expand your sensory rage to analyse even the different layers of the underworld in Mictlan. Detecting brain waves of living beings is similarly within your capabilities.

However there is one more thing you can sense: emotions. By seeing the color of wavelengths you can accurately gauge another being's emotional state, knowing intuitively which color represents what emotion. Red for example means fear, Blue means conversational and yellow joy and friendliness. This can also make you good at detecting lies and discerning someones true character.

Station Guard for Humanity- 200

You came here from beyond distant stars to guide, nurture and rule humanity properly did you not? Your methods may be extreme but is it hard to believe that you are not actually their enemy? The humans you wiped out from the face of the dead Planet may disagree but for all matters and purposes, you are not an enemy of mankind. This may not sound like much but is invaluable when in combat against any who claim to protect humanity. Weapons designed to be more effective against 'Threats to Humanity' will fail to hit you as hard as they should be. You may still recoil from a powerful blast but not evaporate.

Any forces concerned in particular with the continuation of humanity will also be more lenient with you than they should be, their energies and techniques ever so less potent when brought against you. This is not an immunity, more a sudden drastic loss in power just before it impacts you.

Presidential Takeover- 400

What does someone like you have to worry about? With your kind of strength and abilities, everyone else should be like an ant. Wanting even more power at some point is just needless overkill. That being said, it certainly pays to be prepared. You are able to fuse with other life-forms, adding their abilities to your own. However, this fusion is not perfect and in a way perhaps inferior to the Foreign God. Your fusion target must either be utterly defeated for you to absorb them into yourself, or in a debilitated and perhaps sleeping state. Even then if they rival your power expect a fight for control so no fusing with the sleeping Ultimate One so easily. In a similar way, energy can be absorbed and added to your own power. A blast from a cannon

that draws energy from the planet or even Grand Servants may just be a stepping stone in your campaign.

Ultra- 600

Now with what means do you desire to instill your rule President? What abilities do you bring to bear against any who question your authority? As they will quickly find out, a multitude of terrifyingly powerful ones. Your arsenal of techniques has been expanded to be of the same depth as U-Olga Marie. For starters, much like the Foreign God herself you have the ability to manipulate gravity. You could float and fly at high speed despite weighing several tons, warp yourself through space, crush entire armies beneath your heel, throw black holes like grenades to tear apart your enemies bases and much more if you dare to be creative with it.

Beyond that you also possess something called Super Authorities. Seven of them in fact, more powerful versions of simple Authorities. The exact nature is up for you to decide and you do not need to simply copy your fellow Alien. A point of comparison for you to design these authorities would be the Tachyon Jail of Miss President, a technique where for a short period of time you manipulate Tachyons, moving yourself or someone else faster than time itself.

Terminus Star

Ultimate One- Free and Exclusive to Terminus Star

You are the ultimate lifeform where you are from. Obviously your body had to be perfected, any of its individual functions could be easily executed. Any single cell of your body is perfectly able to execute the functions of any other organ.

Unlike humans who would need a new heart if theirs was ripped out, you could make a cell of your leg or fingernail function as a heart and the same remains true for any kind or organ, everything interchangeable and able to perform any of your body's functions. To kill you without a chance of you coming back one would have to destroy any trace of your body, made even harder by your potent healing factor. While it is possible to fool your automatically regenerating body and systems and put you into a state of hibernation, say stopping you from regenerating your heart without you making a conscious effort, it is not feasible for anything that isn't on the level of Malla itself.

Not that killing you would be easy even without this boon. You are such an alien lifeform that even concepts of the world of man simply do not apply to you. This includes the concept of Death. The very idea of your life coming to an end simply doesn't exist in your body and you would need to have someone else enforce it on you before you could truly vanish.

Paradigm Inflation- Free and Exclusive to Terminus Star

So much wonderful data can be found in this world. Information that your home world simply cannot provide. When it concerns coming into contact with new data from other lifeforms, you are a great analyst. By itself this will only allow you to decipher the nature, concepts and principles behind living beings, phenomena and techniques but replicating some minor improvements of them by expending your own energy is not impossible. It will not be a one to one copy but a portion of their statistical amplification can be copied with ease. Concepts you have come to understand will not affect you, like say death, unless you want them too.

Starring Invade- Free and Exclusive to Terminus Star

You were called here for the promised time in which all needs to be culled. Why not try and make yourself feel at home? Just by virtue of existing you terraform the world around you in a way similar to topographic erosion. Forests, waters, burning fields, all become simply whatever environment you prefer it to be, one in tune with your nature and body. To think of it as a Reality Marble would not be inaccurate but fail to do it justice, as the very Texture and laws of the lands are overridden, the world unable to reject it. This new land also resists changes from outside made towards it. If your preferred landscape is a sea of crystals, only a force surpassing yourself could make it anything but this, no matter how many trees they try to plant or the roaring flames they summon.

Extraterrestrial Being- 100

You are not a being of this world so why would they possibly be able to understand what you are? As befitting of your nature, your body is seemingly contradictory and a nightmare to make sense of. As such it is incredibly difficult to discern anything about how your body functions. This isn't an immunity against information being gathered from you, but more your natural functions being so perplexing they are nigh indecipherable. If one were to touch your skin it would be hard, soft, hot and cold all at once and they would be unable to do much with that information alone. The humanity of PHH would only possibly have the resources to comprehend you until the year 3000 to give a point of comparison and signify just how alien you have become.

Revolution Web- 100

Traversing the endless expanse of the universe requires unique means of movement. Others may try to use kinetic force and propel themselves into another direction but you have mastered a different kind of transportation. You can summon and control silver webs, moving along them with ease even in a vacuum. The amount of webs you can summon directly correlates with your own reserves of energy. Beyond mere movement they offer a different benefit as weapons in combat. Besides being quite useful to slam them into others, simply being near them makes movement more difficult and escaping once inside of the strings of your spider web all the harder.

Earnest Union- 200

Whatever kind of accursed abnormal being you are, this same perplexing nature goes through your every physical contact. By transforming any part of your body to be able to, you can inflict abnormal status effects on the poor fools who dared to be hit by you. Lowering their defenses, any effectiveness of healing, inflicting poisons, curses and lasting burns are ailments you can inflict naturally through this. If you are able to experiment and have a means of inflicting other similar effects, than it's only a matter of practice until you can also imbue them through touch.

Ether Drinker- 200

Its only natural to be starving after a long time asleep. With such a buffet of resources to be found nearby, who can blame you for wanting a piece. Wielding such an ability might make someone mistake you for a vampire, or have such beings offer you a seat in their rounds for fear of what else you could do. Via a wide-area interference in space around you, several kilometers in range at all times, you drain magical energy from your surroundings. People and nature alike feed into your own energies.

Paradox Cancellor- 400

Weaknesses. Curses. Debilitations. Many words and ways were invented to describe the act of making something lesser. In front of you? Anyone who seeks to try and

hinder your true power would make an awful discovery that there is nothing they can do to stop you. Through a method of high frequency self purification, anything that could be considered a 'debuff' is broken down and negated. The energy used to try and weaken you is instead repurposed into an amplification of your raw attack power.

Dark Matter Plankton- 400

Guided by you and coming from your body is a colony of unknown microorganisms. Via swimming through dark matter, they attach to other lifeforms and invade their bodies. In doing so they drain them from any method of strengthening they receive, be it a magical boost to their healing, offensive and defensive capabilities or similar forms of 'buffs'. However instead of merely denying them such benefit, they redirect them towards you instead like loyal parasites under your command.

Cosmic Ray Interference- 600

You hail from beyond the safety of planets and their natural laws. Whatever force of radiation and storm is out there in the infinite void, it bows to you. You are able to generate and direct space storms. Coming along these storms is a destructive and pervasive radiation that is lethal to most forms of life. Not even servants can endure for long, steadily weakened the longer they have to stay in your vicinity.

Analyze, Decode, Disable- 600

After you have come into contact with new data and started to understand it, what else is there to do but store it and make use of it? Once someone or something is in your sight, all they're destined to be is something to be stored inside of you like money in a bank on your account. You have acquired the ability to truly absorb any data imaginable. No being or realm is truly beyond your ability to invade and steal from as you can even reach into higher dimensions like the Throne of Heroes to devour the history of a servant themselves. You do this via a method best described as crystallization, were your target is turned into a crystal statue of your preferred color before joining your own being. Any power they had access to is now yours to wield and only your death will 'free' the data inside of you.

This is also a very fast and efficient means of learning, as you are like a sponge absorbing information related to whatever it is you are absorbing. Feasting on enough servants would allow you to even summon yourself in the fraction of a moment between your life and death, as long as there is something of your own body to use as a catalyst.

Items

Command Spells- Free and Exclusive to Chaldean and Crypter

What you wield on your hand, these three tattoos inscribed through magic, is so much more than a simple mark on your skin. These are the greatest weapons a Master could wield, showing their Authority and giving them a trump card in the most dire situations. Each of these three Command Spells represent one claim of absolute obedience. With them you can make a Servant act out any order in an explosive magical effect, the kind of which is powerful enough to charge a weapon like the Black Barrel even. A servant can also be made more powerful, surpassing their usual limits.

You have three of these commands and they regenerate daily. Optionally, when in a desperate situation, you could trade them away to an interested figure in return for a favor... like say being resurrected.

Elixir of Youth- 100

Immortality is an ever present wish of humanity. The idea to live forever and delay the inevitable. Even the King of Heroes dreamt of it once upon a time. You have a version of the Elixir he eventually reclaimed from the roots that grow in the deep of Kigal.

While not granting immortality itself, when drunk it returns the drinker to their youthful state and rejuvenates them as a medicine of longevity. Even a fully grown Goddess of the Underworld would have their aging reversed and once again by a cheerful and idealistic child.

Unassuming Glasses- 100

Deinos really wouldn't need glasses to see for any reason, considering how fine tuned your bodies are by the Malla. That being said, maybe there is something in your eyes you wish to have restrained and regulated. While these Glasses can be used to make your vision perfect for your species standards, their true worth comes in controlling any ocular based powers you may have. Even abilities not based on your eyes are far easier to control and guide.

Peyotl- 100

The jungles are home to many unique kinds of plants. Go deep enough and you can find just about anything, like this fuzzy plant the size of a human's head. Chewing it grants hallucinations, making them popular around priests.

Solar Hide- 100

What a beautiful set of scales. The likes of which you will only find in Mictlan. They store sunlight and can change into various colors, while also being as strong as steel

and beautiful to look at. You have a whole shipment of them, which will replenish monthly.

Sage's Refuge- 200

No one can blame you if you wish to live away from others at some point and with this Item you will have the perfect place to return to for self imposed isolation. This hideout is far removed from any kind of civilization, allowing someone to live by themselves. While not protected against any outsiders finding it, it is so well hidden that such an event occurring is very unlikely. In spite of that it is quite comfortable, making even an exhausted stranger feel perfectly at home with a warm bed and supply of food for one person. What really makes this Refuge worthy of a Saint are however the many books and literary works you can find here. All the commonly available knowledge of the Jumps world can be found here. Nothing hidden or secretive but manuals and recordings are included. All to nurture the rare Deinos who seek out knowledge.

Waterfall Generator- 300

What do you do when you're out of power? Build a generator of course. Inspired by a certain man's idea for the Niagara falls you have your own repurposed waterfall. Using the water, it quickly and safely generates electricity that can charge up even something like the Storm Border in record time. Just make sure no one nearby will be too offended by the noise.

The Observatory- 300

In the seventh stratum lies the last destination humankind can reach on their own power. An Observatory and home to the failed Archetype. Ixquic would be an eternal prisoner to a dome like this but for you it can merely be a means to an end. Being here enhances the scrying abilities of the one using it. Through a small ritual and by using the nearby waters, one can even share what they see with others and make them bear witness to events.

Black Barrel- 400

Humans have their own innate frailties. So how is it they can time and time again prevail against impossible odds? It is through their ability to create and innovate that which can harm even Gods. One of the seven superweapons within the Mage's Association, the Black Barrel is a weapon that enforces the idea of a limited life on an immortal, before making that counter go down to zero. A single bullet is catastrophic to those who possess Ether, all the more the more of it they possess. It takes a command spell to properly unleash that kind of power for this version and firing it may risk a lot of collateral damage in this underground world but it is without a doubt useful. For smaller and less effective blasts it can be utilized even without a Command Spell. Finally this version has a small Fae guardian, similar to Habetrot, attached to it, eager to help you out and loyal to your cause.

NF-79 Tactical Suppression Vehicle- 400

This is what happens when you allow a sadistic bunny to steal some resources and materials for herself. Behold the best weapon ever made by Tamamo Heavy Industries- The NF-79 is both an armored tank and a shrine dedicated to your own cult. With enough time and funding, this tank is ever improvable but what it already can do is a sight to behold, reigning down missiles that even shred through alien tentacles. It is manned by a division of Xokta loving Deinos who are fully understanding and forgiving of your many flaws.

Malla's Meteor- 400

Serving as the foundation and guiding principle of this world, the divine filament may be microscopic in size but the change they can bring about is nothing short of enormous. You have your own version of the same Meteor that brought them, though a far weaker variant. The remnants of aliens that long since breathed their last. Still they seem to be willing to cooperate with you.

The bacteria are capable of a variety of things, fusing symbiotically with plants and sentient life and able to enhance them. They can not bring about the many miracles the Malla of this world has done, at most a weaker equivalent once per Jump. They can not elevate someone into godhood but perhaps make them a Demigod. They can not recreate Mictlan but perhaps forge a subterranean city. This will be a major use of their power, after which they must rest for the remainder of the Jump.

Beyond that however they can still assist in subtle ways, like enhancing yours and others cognition and allow you to communicate with beings by quickly analyzing foreign languages and cognitive standards and covering everything in a sort of automatic translation device.

Deinos

Corn Field- 100

Who says a species that can subsist from sunlight and water can't enjoy delicacies now and then? The only true luxury the Deinos have are these Corn Fields. Each stalk is over two meters tall and the field itself is so vast and so quickly self replenishing, you never run out. They are quite delicious as well and if you were to try and use them as fuel in accordance with Proper Human History techniques you'd find them more than sufficient. Also comes with a just as vast supply of soy sauce for roasted corn.

Xoktapayolistli Arena- 200

One of the few pleasures and really cultural experiences the Deinos have to share is the beauty of Xoktapayolistli... or short Xokta. It is in every way their version of European football and a great joy to watch and participate in. Beyond that however it is a prayer, a thanks to the sun for the light it brings and a prayer for it to stay.

You have your own Xokta Ball as well as the ruleset for the game and an arena that has enough room for many Deinos. Games happening here always are sure to get the blood pumping and cause amazement and joy for participants and viewers alike. Adherence to proper sportsmanship is also encouraged just by being inside of it. Finally it serves as an offering to whatever god you want to dedicate to, a great and intense game as effective as any other offering. While these prayers are at their most effective when in the stadium, simply playing with the Xokta Ball itself has a smaller, similar effect.

The Golden City- 400

What a marvelous discovery you made here beneath the earth. A replica of a metropolis in Proper Human Histories past. Chichén Itzá of Mictlan is yours to possess. It is a peaceful city of great size and its shops are always filled to the brim with various resources you'd find in this world. The shopkeepers here do not accept money. In fact their only job is to advise people on what each item can do and to account for every individual's own needs for safety reasons, all wares free for the taking otherwise and steadily being replenished. But perhaps the most eye-catching feature of all is its population. Thousands of Deinos call the city their home and as the one in charge of it they acknowledge that are its Priest or perhaps King.

Solar Sojourn- 600

Who could have imagined a sun within the very planet itself? Supporting life in Mictlan, this paradise within the earth simply wouldn't be possible without it. You are now the proud owner of your very own artificial sun, illuminating anything you desire with its light. You can control its movement with a pristine rock, making it follow you or even self-destruct. Doing that destroys the sun until the next Jump. Furthermore

your sun needs periods of rest, which you can provide it in the temple that is included in this Item.

Ocelomeh

Jungle Fashion- 100

A part of most civilizations involved clothing yourselves. Rest assured you will not need to run around fully naked like a certain deification of the sun did at first for this Item is the newest in Ocelomeh fashion. Self cleaning and repairing, it takes the shape of whatever mundane clothing you wish. From a cowgirl outfit or jaguar prints to even a revealing space suit. Optionally this also comes with a typical Ocelomeh mask. A final benefit of the outfit, if you allow it to, is that it makes your species unable to be identified as long as no one gets a lock underneath it.

Obsidian Blade- 200

Death was an ever present companion to the Aztecs. All of their gods had some affinity for it and sacrifice was a common occurrence that few ever questioned. You now have the perfect tool for committing such acts. This Obsidian Blade is as sharp as any blade you can find in these lands. While it can be used as a weapon in a pinch, its true value comes from fulfilling its purpose. Ritualistically killing someone with it and extracting their heart is made incredibly easy, the resulting sacrifice even giving a little more benefits than it normally should.

Nine Fox Foundation Weaponry- 400

A certain woman just couldn't stay away from this carnage, wanting to put Chaldea in debt instead of her being the one owing them. This is why she offered her services to her former enemies, as well as her plentiful armory. Before that she of course offered her wares to the Ocelomeh, who happily improved upon them. In your possession is now an entire Warehouse worth of weaponry. From pistols, grenades, rail guns and machine guns, to motorcycles and up to even tanks, all the Ocelomeh have as artillery is yours to wield. They are terrifyingly effective, even able to kill Deinos and injure beings on their level and above.

Mexico City- 600

A wondrous city, built and created by a divine spirit herself. The home of the Ocelomeh is rivaling that of the Deinos home in many ways, flourishing with life that makes even Uruk pale by comparison. It is home to a hundred thousand Ocelomeh warriors, each single one of them following your command and with their adaptability and aggressiveness pose a grave threat to even the Deinos. Its various neighboring villages are also included, home to noncombatants like women and children which support the main capital.

Its most important aspect is however the sacrificial site, whose prison is a sanctuary that jams any attempts to reach the outside world. Not only does it inspire the people

living in the city and fuel their morale, any sacrifices made on it can directly be used as fuel for any being you wish. With enough hearts offered at the altar you could even give a sleeping alien a wake up call.

Chaldean

Decisive Battle- 100

Mystic Codes are a useful tool for any Master and Magus. The Last Master of Chaldea in particular would make use of them to support their servants in combat and make up for their lack of proper magical circuits. You now possess a perfect mirror to their final Mystic Code outfit, designed to be worn in the final battle against the Foreign God. Yours in particular combines the various minor benefits all their Mystic Codes can imbue, be it healing spell, or temporary boost to a servant's stats. They run on your lifeforce but if you were to have any magical energy you can further supplement the effects with it.

Perhaps most fortunately, this Mystic Code also has thermal regulation, allowing you to walk calmly through all but the most scorching environments in Mictlan.

Ortinax- 200

A Mystic code created by one of the greatest geniuses human history has ever known, for a certain Kouhai so she could once again join the fight. This futuristic looking set of black armor is meant to be used by Demi-Servants or beings who otherwise were possessed by another party. It allows them to safely draw upon whatever they are connected with. It will imitate the equipment used by these beings, like say a mighty shield in the case of someone possessed by a legendary shield wielder. Should someone have been abandoned by such forces, the Exoskeleton still allows them to wield a lesser fraction of the power they once had been lent. That being said, this armor can only do so much. Don't expect anything beyond a Knight of the Round Table to be replicable at the user's peak.

Storm Border- 400

For when you need to traverse alternate timelines with style. You now own a replica of the Storm Border that Chaldea developed over the course of the Lostbelts. It has all you would expect such a vehicle to need, from energy reactors that power its own engines and allow Servants to be summoned, Chaldea's summoning system, a virtual reality simulator which can create perfect duplicates for training purposes, potent analysis equipment like TRISMEGISTUS to advise for optimal servant summons for a specific missions and weigh likelihood of a plan succeeding, various weapon systems, the Paper Moon and Logic Formula to traverse void space and many more features. It is staffed by an ever loyal crew with a capable Captain, consisting of nurses, engineers, chefs and simple workers.

Lastly, in its hangar is also the Shadow Border, a large armored Van that is also capable of traversing through Void Space and a good means of transportation on land in any environment. It does however lack Chaldea's Weapon against the Foreign God. Something you can find further down below.

Hume Barrel Ray Proof- 600

There are few weapons as potent in this world as the Sacred Sword Excalibur. It was Excalibur that in a different world vanquished Sefar and in an entirely different timeline it never having been created doomed the very planet and its people.

You have the power of the greatest Holy Sword in your hand, though reworked in the shape of a lance shaped cannon. It works intrinsically on much different principles that make it the perfect weapon against a specific type of enemy. Inspired by the Black Barrels ability to measure a targets lifespan and invert it into projectile energy, the Holy Sword Armament measures a targets threat to humanity and uses the legitimacy of human history itself was a weapon. Like a living body sending white blood cells after its target, this weapon relies on the planets own energy, its very breath to strike against opponents with far greater power than most could provide. This also allows the armament to be considerably easy to use, not overly relying on one's own energy. It was even designed to accommodate for scenarios like its target having energy absorbing properties.

Your version of the Hume Barrel Ray Proof is considerably different that what Chaldea has. While their version was only operable as an attachment of the Storm Border, yours can be attached to anything you like. A different vehicle or even a handheld weapon. Disassembling and Reintegrating it into a different form is also easy to do. Furthermore you can use your own energies to fire the cannon, it still receiving the additional boost to effectiveness against threats to humanity as if the energy was drawn from the planet.

For the weapon's true power to be realized it must be used against a Threat to Humanity however. Should its target not count as one for whatever reason its output will drop well below what should be expected.

In this Jump the Hume Barrel Ray Proof will use Earth as a source to draw energy from. In future Jumps this can be changed however to whatever planet has civilization on it and against a threat to said civilization.

Crypter

Travel Preparations- 100

It's dangerous out there in the jungle and lost ruins. Being underprepared can be the difference between life and death. Maybe you had the foresight of needing certain things or a strange guy came up to you and dumped this into your arms but you have everything you need to traverse even the depths of Mictlan in relative peace. This includes a special kind of honey orchid that when eaten causes the body to generate heat, a yellow cucumber that gives you days worth of water when eaten and helps beat the heat, rope to keep yourself connected to each other during a hike in windy mountains, mint incense, bat repellent and a sheer raincoat that can block out radiation for the wearer.

Summoning Grounds- 200

Even if you aren't a part of the Human Order, this world is always filled with exceptional exceptions that break all the predetermined rules. Daybit was able to summon a Servant, a Grand Servant at that, by traversing to a fitting ground. This Item is less something you call upon, but knowledge of the right location and an on hand catalyst to proceed with a summoning ritual. Even if it shouldn't work due to your nature, doing it here will make it possible, though it is a one time per Jump use only.

Foreign Heart transplant- 400

Grafting parts of Servants or other powerful beings onto yourself is akin to a death sentence. It's a difficult thing to do and incredibly dangerous. Alas you destroyed the notions of possibility yet again with this. Stitched onto your chest is the Heart of the Foreign God or a similar Organ. A source of immense energy, it is strong enough to reawaken even the slumbering ORT should you sacrifice yourself to it. Beyond that however the Foreign God is unable to attack you while you possess it, leaving you practically immune to her. One shudders at other possibilities that come with this Organ if you were to explore it and have a strong enough body to do so, lest you be destroyed.

In future worlds you can select one individual this Heart belongs to, them being unable to harm you. This can not be the strongest being of the world or Jump however.

Wooden Ring- 600

Occasionally, humanity discovers things that far surpass their ability to understand them. Artifacts of unknown origin and ability. One of them is a simple wooden ring, who made Daybit into the man he is today. You have your own version of this ring, appearing completely impossible to understand to anyone who tries to study it. In truth, it is an Angel Relic whose true power awakens when one condition is met. An

entire day must go by in which nobody within a twenty kilometer radius dies. Filled with malice for civilization, it will unleash a destructive blast, atomizing anyone nearby into a living stain of ash on the floor and erasing them from any documents and the mind of any person who knows them. Additionally, magic spells in the surrounding area fail for 0.2 seconds. However there is a benefit it can grant, giving them a connection to Terminals from beyond the stars as described under the Perk Infinity Mirror. You the Relic seems to have recognized as an Admin of sorts, giving you control over which of its abilities activate when the condition is fulfilled, be it a sudden destruction or a blessing from beyond the known universe.

King

Blood Bag- 100

Everyone must eat at some point. Or at least perhaps wish to eat. And there are so many beings whose blood just tastes foul. Not this one though. This is an infinitely replenishing dead body, always able to give you blood to drink from. This blood is not special by itself, but incredibly tasty and nutritious.

Beheading Scythe- 200

A King needs a worthy weapon do they not? One that can keep up with them through millennia of non-stop battles. This weapon, by default a scythe or lance, is just the tool you need for such drawn out confrontations. It will never break or be useless, you yourself are always able to use it with your full power. By focusing your mind on hitting one spot and directing all your power to it through this weapon, you can even pierce most things you should be able to normally. Lastly, it seems to be in tune with the wielder's own vampiric nature, draining blood it spills for later consumption.

Stolen Master Authority- 400

It's quite cruel to turn allies against each other, but if you truly desire to replace the Last Master of Humanity it pays off to get experience with summons. You are in possession of three Command Spells, magical tattoos on your hand. They function like any other Command Spells, making you give a Servant an irresistible order and if the Servant agrees with the Order can also give them a huge boost in power, beyond their natural limits. However where these Command Spells differ is that they belonged to someone else. The Spells are a connection between another and their Servants who forged a bond so close they would even reveal their spirit core to them. Using this bond for yourself, you can give them commands that are truly impossible to resist, even inducing alterization though doing so would take a lot of your own energy as well. These Command Spells only regenerate in the next Jump. In future worlds you can choose another single individual who you have stolen this Authority from, able to give their subordinates likewise three orders.

Ka'an Ruins- 600

The remnants of humanity in a world where a Beast was triumphant, without ever wanting them to be harmed. Even a great civilization of warriors could ultimately only avenge themselves against that dreadful spider. Still their buildings remain and so do their bodies. You are now the inheritor of one such ruin, the Tomb of the Ka'an people. These grounds are so seeped in death that any attempt at Necromancy is considerably made more powerful and efficient, not needing any blessing of an underworld. Beyond just adding power the ruins also provide resources. Immortal warriors wielding magma weapons, bows, lances and blades alike. Their shells are empty and require a soul to be put inside of them but they are extremely durable, servants and weaponry alike having a hard time putting a dent into their armor. The

immortal warriors' numbers are no fewer than a hundred thousand, making for a worthy army for any surviving king. They are eternally loyal to you, with destroyed bodies being repaired within a week. You shouldn't need to worry too much about your skill in filling these shells with souls either. Even a novice could manage as long as they have enough spirits.

Deity

Human Body- 100

Most gods aren't really able to operate so easily without a body. They need some kind of Vessel, especially if summoned into this world. Fortunately there is a way to take care of this problem. This human body is perfect to house your divine self in, allowing you to walk as a living being while still being able to wield your powers. You can choose its appearance however you want.

Sugar Skull- 200

What a beautifully decorated skull. And it is a gift you can make over and over again to whoever catches your eye. Owning it yourself doesn't give it any effect, besides being a cool decoration. Receiving it from you means so much more however. It holds meaning within itself, showing to others that whoever you gift it to is someone you are interested in. Perhaps that they are about to traverse on their own Pilgrimage. Those who know the implications will feel sympathetic to the carrier and understand your motives or at least that you have plans for them, even help them out however they can. But even those who don't know can't help but recognize that the Skull means something significant. Some may only see it as a snack but even then it will be seen as a good exchange for a significant deed.

Black Smoke- 400

Some deities are believed to be almighty, truly omnipotent. The Black Tezcatlipoca is one of them though in reality he doesn't create whatever he wants. Instead, you can see the possibilities within the smoke. Someone may just mistake you for almighty now as you wield the same smoke the black sun possesses. As a form of probability manipulation, the smoke allows you to direct the flow of all things. If there was a kingdom that would triumph, then be defeated, you could change the order of events to be that it is defeated and then triumphs. Effects like these are however more difficult and energy consuming to pull off and going too far against the natural order will see the world itself punishing you. It is much easier to use the smoke in combat, where it creates a defensive barrier that makes attacks always miss and possibly even manipulate the result of 'being defeated' into 'not being defeated' as long as its not lifted. You can guide the smoke, as well as let it grow and form with your magical energy, even using it to protect others. The greatest use of this ability however lies in showing what could happen. For a few minutes at a time you can let the world around you pretend the future has already happened. This is not a destined future and it can be fought against but the knowledge of it is sure to freak out your enemies, depending on what it is you have shown them.

Mist World- 600

Considering how full with underworlds Mictlan already is, this may seem strange to offer, but the underworld of Aztec mythology always was rather complex. Besides the

nine layers, there was Mictlanpa, the domain of Tezcatlipoca. A realm of neither life nor death. A peaceful domain of repose and quiet. It automatically draws in the greatest of warriors, those who fought great battles and earned good long rests though there is nothing stopping you from inviting the deceased yourself. Their minds are at peace here, while also being returned to their perfect condition.

That being said, this world also offers a variety of other opportunities. Mainly the chance to be brought back to life. You can offer someone else a deal. Maybe they have to trade you a weapon or they have to win a challenge. But if they do or are victorious they can return to the world of the living once again.

Underworld Guardian

Golden Sheep- 100

What a fluffy sheep! If you are already going to be alone in the underworld for a good while might as well have him as company. You have your very own sheep companion. While he can be difficult to deal with, he is also always on your side and supports you. He can make the land flourish with flowers, as well as absorb a limited quantity of magical energy into himself. Finally he can transform himself into a human with a sheep fur over their back.

Tormenting Devils- 200

It wouldn't do to rule your hell without anybody to command. Who is there to torment and punish those you judged after all? You have a personal force of a dozen berserkers and several dozen more weaker ghouls. With their strong bodies and large blades, they present a threat to anything that isn't a hero themselves and are ever loyal to your every word.

Heavenly Echo Shrine- 400

Gugalanna is the most feared Divine Beast in all of Mesopotamian Mythology. But what use is there for a creature that only goes around wreaking havoc? A terrible use of resources which is why you have made a trade. One Gugalanna for many of its legs.

You have your very own set of Gugalanna legs, a thousand of them in fact. A set of them to carry around a luxurious shrine and the rest to be used as a catastrophic weapon. Even one leg is strong enough to be comparable to other mighty but lesser beasts and their sheer number makes them an overwhelming force.

Underworld Layer- 600

Death comes for all eventually. Where else can a soul go but within your realm? You now are in possession of your own layer of the Underworld, drawing in deceased souls so you can pass judgement to reward or punish.

Your layer can be best described as a dimensional distortion, possessing strong magnetic fields that even keep the blessings of the world at bay. In it your word is law and you can decide the laws its inhabitants have to abide by. If you decree that no one is allowed to forget, every memory they ever had would come back to them, even whatever they are trying their hardest to suppress to give but one example. You can freely design its environment, even use mountains of obsidian as personal weapons.

These lands even overwrite the local myths of a world, meaning it is inside a world while not being part of it. Past, present and future alike meet here, allowing a Master of Servants to summon as many as they want for example as long as their magical

energy permits it. They could even draw on connections on things that may have happened or that may have been feasible.

Alien

Friendly Marine- 100

Look at this adorable little fella! He seemed to have belonged to a crew once upon a time but out here there is no one he can turn to. Weak and frail, he was terrified before finding you. He thinks you are just the coolest and is grateful if you were to protect him. He isn't much use in combat besides being something of a personal fanboy but is always willing to help you however he can.

Lostbits- 200

It is a shame if you were never able to show your true potential. Planning for defeat may seem illogical given how great you are, but you never know what could happen. This is less an Item you can physically touch and more an Item that will be created after a specific event occurs: your complete death and destruction. Should this ever happen these four Lostbits will be created and can be found by anyone. If they desire they can then use the Lostbits to revive you. While using all at once would simply bring you back, the Lostbits can be used separately and reincarnate you into four different beings, each representing four different emotions and having different manifestations of your abilities. If even one of these reborn versions is alive by the time your Jump ends, you will fully reform and continue on your chain. However if the Jump ends and none of your Lostbits are resurrected you will count as having died and your chain ends.

Foreign Disciples- 400

It's only fitting that the planets future ruler has a Butler to attend to them... or a bunch to carry out their will. Disciples it can command and who are bound to obey it. Under your employ is an Alter Ego Servants, imbued with a select few divine spirits, giving them an impressive amount of power and a versatile set of abilities to fall back on. You are able to decide everything about them yourself, from what the original Servant is to their personalities and divine spirits fused into them. Perhaps a bladesmith with all he needs to be a Godslayer or a Mastermind touched by the fates themselves? Should one Butler not be enough for you, you can purchase this Item as many times as you like, each purchase giving you one more Disciple and still being Discounted for the Alien Origin.

Tree of Fantasy Seeds- 600

Imagine if you may, worlds that were never meant to be returning to life. A fantasy given the illusion of reality. That is what best describes the Tree of Cosmic Fantasy, the main danger besides the Crypters and the Foreign God Novum Chaldea had to face if they wanted to have any chance to reclaim their history. Once placed a Fantasy Tree is capable of overwriting the History of the location it is in, separating it from the outside world via a wall of storms as the Tree itself reaches the stratosphere. It instead imposes an alternate timeline, virtually simulating a possible

timeline where different actions were taken or unique circumstances transpired and creating a Lostbelt. The figure with the highest authority within this timeline is than given the title of Lostbelt King and allowed Authority over its growth, reshape the environment and expand the domain by interfacing with the leylines of the planet. The Tree will steadily gather energy and if it fully blossoms can be used for a vast variety of possible goals. One of them could be giving a higher dimensional being a functioning vessel. Another could be the creation of an entirely new texture that turns a species into gods.

This Item grants you seven Fantasy Tree Seeds but not the like a growing Tree can manifest for self defense. Instead these seeds are only capable of sprouting a Fantasy Tree. Along with these starting points for Lostbelt creation you receive all the knowledge necessary for their creation and growth.

There is however one downside. They have immensely high energy requirements, far worse than trying to make a Holy Grail. Even getting one of these to bloom would be an arduous endeavor.

Companions

Import- 50

If you do not wish to traverse the jungles on your own, why not let an ally and friend from another world join you in the underworld? By spending 50 CP on this option you are able to import one companion into this Jump. They receive 600 CP to spend on Perks and Items. They are allowed to pick a Free Origin or use some of their CP to purchase a costly one.

Export- 50

Mictlan is inhabited by individuals you wouldn't find anywhere else on your journey. If one of them catches your interest you may invite one of them onto your chain by paying a cost of 50 CP. They still must agree to follow you on your journey however.

La Malinche- 100

The downfall of Montezuma and the Mesoamerican people was not solely because of the Spaniards. An indigenous woman aided them, a former noble's daughter sold to a hostile tribe as a slave. She taught them the culture and language and eventually led to the destruction of the Aztec Empire. From now on you will find a similar useful ally in a population once per Jump for one area. Someone who will work together with you to bring down any local enemies with her wit and knowledge. A useful instrument without which many wouldn't be possible.

Your Servant- 100/400/800 Discounted for Chaldean and Crypter

Every Master worth their Command Spells needs a Servant to use them on. Someone who they can fight alongside with. You are in luck, not having to obey the whims of the summoning system for you can freely choose one Servant through this Option.

The power and nature of the Servant depends on what you are willing to pay for. 100 CP will yield a relatively weak Servant, though they may have their own uses in niche situations. For 400 CP you have a strong and reliable Servant, comparable to the likes of Mash and Nitocris. For 800 CP however you could summon some of the best Servants around. One of the Seven Grand Candidates, a divine spirit or both, comparable to any Underworld Guardian or Tezcatlipoca. The relationship with your Servant can be freely decided by you. Maybe you are like brothers who argue but ultimately have each other's back or even husband and wife.

Chaldean and Crypter receive a one time Discount on this Option, the 100 CP variant becoming Free when taken. This option can be taken multiple times but only the first purchase is Discounted/Free for Chaldean and Crypter.

Any Divine Spirit already being in Mictlan are not available through this option. The Grand Foreigner is likewise prohibited.

Amnesiac (Vice) President- Free and Optional

A quite beautiful woman with white hair who seemingly fell from the sky. She knows her name and why she was here, apparently to help govern the planet. Besides that however she doesn't know anything, having a severe case of amnesia. Likewise whatever abilities she may have had, she is now little more powerful than an Ocelomeh and her natural abilities will never return. The whole situation leaves her rather frustrated and she has some things to work out. It's not all bad at least. She has grown to appreciate your company, perhaps as an Ambassador or even 'First Lady'. You'll help her find her way won't you?

Drawbacks

There is no limit on drawbacks. Take as many as you think you can handle.

Stargazers Journey- +0 (Incompatible with A World on its own and War for Human History)

In spite of how great and fantastical this Land is, it was ultimately a hurdle in a different tale. You may use this Jump as a Supplement for any other Fate/Grand Order Jump. Your starting Time is locked into Foreign Gods Invasion. It is up to you how the two jumps interact but CP Stipends are only applied to their respective Jumps with any drawbacks you take being in full effect. Beyond that feel free to decide if you start out with only your F/GO build and receive the purchases of this Jump once you arrive in the South American Lostbelt or Vice Versa with you only getting your F/GO build when Chaldea arrives.

Scarred- +100

The past rarely ever truly is forgotten. Even resurrected and in a new world entirely, some marks and agonies will always remain. You should know that better than anyone as you have a large scar somewhere on your body, impossible to cover up and constantly pulsing with the same pain it gave you when you were killed by the strike. Only rarely does the pain seize and only for a time.

Inevitable Extinction- +100

Everything must come to an end sometime. Even Mictlan is guaranteed to be destroyed without any outside interference. Its civilization cares little, the Deinos happy to accept their demise. You seem to have embraced these ideas, finding your own death to not be as worrying an idea as a human from Proper Human History would. You can still fight, but it just isn't in your nature to do so anymore unless you find someone else to fight for.

No Desire to Learn- +100

By Human standards, Tepeu is a brilliant individual. What the Chaldeans only very late realized however is that every Deinos has a similar level of intellectual ability. The only thing that made Tepeu so wise is that he bothered to seek out knowledge. Much like the rest of the Deinos, you are uncaring of intellectual pursuits, not having the drive to seek out new wisdom than what you already know. You may still enjoy stories however.

No Carnivores- +100

The Deinos are all herbivores, unlike their counterparts in Proper Human History. Not just for practical reasons and them not needing to eat anything at all. Their bodies are unable to break down the toxins in meat, meaning eating too much of it leads to pain, diminished intelligence and even death. This is the source of any unintelligent

and rabid Deinos in Mictlan who are enemies to anyone unlucky enough to meet them. You have that same condition now, while also craving meat between your teeth for the duration of your time here.

U-U-U-U-U...!!!- +100

Your poor heart can only take so many shocks. In your defense, who wouldn't be flummoxed under these circumstances? Over the time you spend in this Jump you will routinely encounter things, events and people that will shock you to your very core.

I WANNA TOUCH 'EM!- +100

Dinosaurs! What an awesome world this is! You must touch all of them now! Like a certain genius you are likely to be hyper excited at a thing you will encounter regularly in this Jump. Unlike a certain genius trying to control yourself is a lost cause as you can't resist squealing with joy at the object of your interest. It's all but inevitable that you will weird others out in your presence.

Negligence- +100

Don't you think you should take this seriously? Entirely certain in your own competence and power, you don't think anyone could truly be a threat to you. Whether or not you are justified to think so, you will still hold back in just about any fight until you find irrefutable evidence that you can actually be harmed and killed.

Welcome to the Jungle- +100

Lostbelts are likely to feature extreme environments, but nowhere is it as evident as in Mictlan. The heat and humidity in its jungles can even bring experienced travelers to their knees. That's not even mentioning the harsh winds or even greater temperatures in some underworlds or the radiation at the very bottom. Any defenses you may have against such things are now deactivated, you yourself far more vulnerable to extreme environments. Dying of overheating or being sent away by a strong wind are both likely outcomes if you are unprepared or neglect to use proper countermeasures. It's best not to think about what would happen to you if you even approach Xibalba without some sort of space suit.

Hibernation- +200

Your entrance in this world was a lot messier than it should have been. You didn't die but the impact managed to knock you out rather severely, forcing you to recover. You will spend a long period of time comatose, perhaps even millions of years if your power approaches that of a Type. The time spent in this state does not count for your Jump timer and you will be vulnerable to the outside world at large in this state. Hopefully you have someone who can try to speed up your awakening process or is at least willing to guard you.

Things Between Disciples- +200

Are you like this with all your allies? The Foreign Gods Disciples had tumultuous relationships with one another and Koyanskaya and Rasputin in particular are just as likely to try and strangle each other. Like them you just can't seem to be able to cooperate with others. You will quickly get on your allies' nerves however temporary they are and vice versa, as neither of you can resist taking shots at the other.

Amnesia- +200

Your entrance to Mictlan must have been quite the disaster for you to end up like this. You enter this Jump with a severe case of amnesia, unable to recall anything but your name and whatever goal you set for yourself in this Jump. You wouldn't even recognize your fated enemy in this state and may run the risk of being manipulated. Unlike with U-Olga Marie your memories are furthermore guaranteed to not return until the final days of this Jump at most.

Romance Troubles- +200

All love is unrequited. Be it between an Alien and a Dinosaur or an immortal bat and a pharaoh. The heart can be the source of much joy but also much grief. Just how much you will find out during your stay here, as you will end up suffering immensely due to your feelings or by being the target of them.

There are two ways this Drawback will manifest of which you must choose one. You will either fall in love with someone or someone will fall for you. If you fall for someone it will be the same way as Wakchan does for the Foreign God, blinded with sheer passion and willing to do anything for them. If they are in danger you would not hesitate to face even the most terrifying of monsters. If someone falls for you your predicament will be akin to Nitocris, having your own powerful and somewhat insane paramour want to have you.

There is no way of saying which would be worse but if you and your other somehow survive the whole experience and reach an understanding you may take them with you as a free companion. Do not expect this to be easy... or painless in any way.

Law of the Jungle- +200

Between the unintelligent Deinos, fearsome bats that leave you drunk as they suck you dry, insects whose poison is so painful it makes you wish for death and all other kinds of beasts, the wildlife of Mictlan is very dangerous indeed. That doesn't even cover any stray spirits of the dead that may haunt the night. Unfortunately these beings are drawn to you like moths to a flame, forcing you to fight them on a regular basis.

Five Minutes- +200

How beneficial cosmic reactions and happenstance can be for someone. Some become Jumpers, others form a connection to being from beyond the Universe. However there can be downsides to such gifts as you must have understood by now. Like Daybit you can only recall five minutes per day. You experience each day always but at the end of it you can only select five minutes to truly remember.

Jungle Mafia- +200

The Ocelomeh hunt the Deinos for many reasons. To skin them and trade their bones and to offer their hearts as sacrifices being two of them. The budding society wants to be the apex of Mictlan and each and every one of them has declared a new Holy war... against you. What they can't make up with raw strength they will instead do with aggression and ingenuity, with their King leading the charge. As for their God? He is terribly amused by this and wants to test you with his full might should you prevail against his people.

I'm a person!- +200

At least you tried to communicate something like that once upon a time. Much like a certain alien you crash landed on earth and found yourself in Area 51. The researchers there were not kind to you. They experimented on your body in brutal ways while listening to your screams, hoping you invite more of your kind to experiment on. Escaping and defying them were not options for you and neither was communication. You will have to live through these experiences for a full year before your allowed to enter this Jump. Let's hope it didn't leave too much a scar.

Supremely Unlucky Jumper- +300

You're dooooooomed! At least no one can blame you for thinking you are. When something can go wrong, it will go wrong for you as you constantly find yourself in accidents and emergencies. Plans you make will out of nowhere be made useless by new developments and a day is a good one when you aren't suddenly in a new dangerous crisis or unfortunate event.

Enemy of Humanity- +300

The Counterforce believes you to be a threat. While it will not directly intervene, always intend on saving energy, it has taken initiative to deal with the problem you present. As such, seven Grand Servants are after you. Each one of them is the pinnacle of humanities final magecraft, sporting unique and potent abilities that seem tailor fit to deal with you. Its not impossible to defeat them mind you, a certain Alien managed to best them after all, but unless you are wielding mind boggling amounts of power be very careful. This will also eventually put you at odds with Chaldea and the Last Master of Humanity, though with them a peaceful resolution may be possible.

Should Chaldea not exist for whatever reason a similar group innate to Mictlan will still be after you, comparable to them in ability and competence.

Malla's Hatred- +300

Whatever your presence means in this world, the Malla has taken notice of it. And it does not like you being inside of its paradise. No longer is it on death's door. Its power is rejuvenated and it will bring all of it to bear against you. The very land itself is out to get you, infecting your body and directing its creatures against you, constantly adjusting them so they can slay you better and more efficiently.

Heartless- +300

Hearts have an important meaning to many cultures. Why do you think it is the heart that is always sacrificed? Perhaps because it is a symbol of power? This at the very least is true for you as you literally lost your heart. The good news is that through fiat you do not need your heart to survive and it is somewhere in this world for you to reclaim. The bad news is that your heart is in the possession of someone with plans for it and they do not feel inclined to give it back. To make matters worse you are wielding but a fraction of your power, at most 4 %. No matter how far beyond you may have been, at best you're only barely comparable to some of the heavy hitters in Mictlan until you reclaimed your heart. Instead of your literal heart, if you are weak enough, this may also be the greatest weapon or tool you have, like say a frail human master's command spells.

Oblivion- +300

Your beloved people. Were you worth their sacrifice? You, the weakling who couldn't save them? You have suffered and lost in your past, on a level that rivals the yearning of Camazotz to be reunited with his subjects. Unlike him you can never forget this pain, always weighing down on you for every second you are in this world.

The New Jumper- +300

Someone has found out about what you truly are. What you truly represent. The power you wield and the position you are in. Much like Camazotz wishes to be the defender of humanity in Ritsuka's place or U-Olga Marie be the strongest lifeform instead of ORT, this individual of comparable power desires your chain and perhaps even life. They will stop at nothing to make your stay in Mictlan as awful as it can be and a final confrontation with them for your place is unavoidable.

A Grand Ordeal- +300

Through your journey you have received many opportunities to defy the rules of the world or become something so different from what you used to be. Too different. Your actions have finally caught up to you as you, your powers and equipment or maybe even your companions are deemed incompatible with Jumpchain at large. To be allowed to go back on your chain you must resolve this discrepancy through a Series

of Operations, each one of which will push you to your physical and mental limit as you are made to come to terms with aspects of yourself and will need to justify your worth to the chain at large, perhaps even sacrificing abilities you possess if you can not resolve their coexistence with your journey. If you fail your chain ends.

Spiders Prey (Incompatible with Empty Coffin)- +300

The One Radiance Thing. The strongest being in all of Type-Moon and its slumbering in the depths of this Lostbelt. No matter what is done, no one will be able to overtake it or prevent its reawakening. It will rise to feast on the life of this planet once again, desiring to retake its heart. But there is one thing it desires even more than the Sun of Mictlan. You. ORT will arrive and it will want to assimilate you as just another piece of data, its crystallization and strange abilities capable of affecting you in spite of whatever defenses you may have.

Descending Angels- +600

The appearance of a single Type is an event of horror and danger. The one Type of these lands being ORT even more so. However something different happened now. Not only ORT heard Gaia's cry far too soon. Every other Type in the Solar System did as well, making the paradise beneath Pangaea perhaps more reminiscent of a possible time period for Proper Human History. They will arrive here all together at some point in your time with one belief. That you are the main target of their mission. Even if you somehow slay or survive them, a new set of Types from other Solar Systems will arrive every year.

Challenges

Below you are a list of Challenges you can undertake during your time here. As long as you don't have selected an Alternate Timeline option that makes the Challenge itself impossible and fulfill any mentioned requirements, you may take as many as you like.

Underworld Pilgrimage

It's no coincidence that Mictlan shares its name with a peculiar location from Proper Human History. It is filled with Underworlds, each one of which offering Trials, especially since the appearance of Tezcatlipoca. No Deinos has ever completed it successfully and no one but Daybit and Chaldea will eventually make their way down. It is time for you to join their ranks

You will start at the very top of Mictlan's subterranean world and must trek through the many layers down to the very bottom of Xibalba. Every layer of the four main underworlds, guarded by their own God of Death, is a challenge you must overcome. Their Guardians will present you with danger from the environment as well as their own might. Perhaps the wind threatens to push you down Obsidian Mountains or the scorching heat tries to bring you to your knees. The challenges you will face are still very reminiscent of your own character, individually tailored to yourself. A confrontation with the Guardians is also all but assured and only one five days every year will it even be possible to reach the depths of Xibalba.

If you manage to reach ORT's Coffin than the challenge will be considered completed. As a reward for your perseverance you received a blessing fit for one who, like a true Aztec, proved himself worthy in the underworld. It is easy for you to reach any afterlife now, you naturally being on good terms with their guardians and seen as a warrior. Said afterlives will also always be pleasant for you to be and travel in. You know in your heart you overcame these trials after all. You are completely safe to come and go.

Lastly you are able to take any of the Underworld Guardians as companions on your chain. Surely they must appreciate the new sights, now no longer bound to their own layer.

The Last Days of the Aztecs

It would be wrong to deny that Mictlan is in some ways inspired by the late Mayan and Aztec Mythology of Proper Human History. In many ways it could even be a retelling of foreign invaders bringing destruction upon a society. That being said, this Jump is not meant to make you go to the events that transpired in a different timeline. Until now that is.

By taking this challenge you will at some point in your Jump be send to a timeline seeming familiar to Proper Human History. Maybe a God saw fit to see what you would do to change things. That being said, you are so alien to this world that the purchases you made from this Jump will not be available to you for this challenge. Something about where they have come from is rejected by this timeline.

You arrive on the day that the Spaniards first come to Tenochtitlan. Astonished by its beauty, they were horrified by the practice of human sacrifices. To them Tezcatlipoca was evil for approving these ceremonies and Quetzalcoatl was good for rejecting them. A feeling that was shared by Montezuma II who was hoping the Spaniards culture may aid in getting rid of their own sacrificial culture. So he embraced the growing idea among his people that the conquistador Hernan Cortes was Quetzalcoatl's second coming. Eventually this would lead to the destruction of Aztec in war, the stoning of Montezuma and ruination of Tenochtitlan.

None of these events have happened yet however, your arrival only being a day after Cortes own. From here you must make a choice, side with Montezuma and preserve the Aztec Kingdom or side with Cortes to conquer it. Both sides will bring their own share of trials.

If you side with Cortes, the fated winner of the coming conflicts, you will see a greater trial than he alone would have faced. The Aztec tribes will rally together to drive out foreign forces and no La Malinche will be there as their tool of conquest.

If you side with Montezuma it is important to remember that Cortes was not the sole reason for the Empire's collapse. The Aztecs were infamous for capturing people for slave labor or as daily sacrifices for their gods Tlaloc and Huitzilopochtli. You will not only have to deal with the Spaniards but also somehow calm the long-suffering rival tribes.

Success in saving or finally deliver the killing blow to the Aztecs will give you one reward shared by either side. The land itself, seeing you as their new ruler either by Montezuma stepping down or Cortes seeing you as worthy of leading it. The respective individuals and their forces will also become your companions and followers.

If you sided with Cortes you will furthermore be able to receive the same benefit he had upon arrival. Through happenstance, similarity, their own plotting and coincidence, people will mistake you for a famous figure in their myths in future

Jumps. A heralded chosen one or returning God. This does not grant you the power the true heir of this position would have but is an immense opportunity for a clever schemer.

If you sided with Montezuma an additional reward will come from one of the cities that was finally defended. Tenochtitlan, the spirit of the city that is, will manifest in front of you. At peace knowing it owes its continued existence to you, it will follow you as a companion with quite the adoration in her heart for you.

War for Human History (Requires Empty Coffin and Incompatible with A Fantasy Made Real)

The Cosmos in the Lostbelt are a challenge to surpass even Goetia and his Grand Order. It was a challenge Chaldea was meant to face and triumph over but things are different now. Chaldea is no longer a factor and Proper Human History with it. Furthermore a unique condition of this Lostbelt, the devouring of the Tree of Fantasy by ORT no longer occurred. The original plan for the Lostbelts to do battle with one another will proceed as planned, with only one timeline being able to claim this world for itself.

You must ensure that it is this world. That Mictlan survives in this clash of Titans. You will not receive much aid, Malla more concerned with simply dying with its soon to be doomed beloved Deinos and the Deinos themselves not caring about their extinction. Still you must prevail against your enemies.

From Russia you will face Ivan the Terrible. From his very dreams he can bring forth his lethal Oprichniki and when he himself takes to battle it will be as a mighty Prime One, rivalling Gugulanna.

From Scandinavia comes the Goddess Skadi, fused with an Irish Godslayer. Her mastery over runes, army of Valkyries and the Fire Giant sealed inside of the Lostbelt will make her a force to be reckoned with.

From China arrives Qin Shi Huang to conquer. The immortal Emperor has at his call highly trained forces, with even the normal soldier being a worthy opponent for a Servant and many warriors exceeding such powers. His true body is that of a gigantic machine, able to predict future events before they occur.

From India opposing you will be its Godking. Arjuna, with the might of the entire Indian Pantheon as his to command. Singlehandedly wielding the power to destroy or create the world, few can stand against him and hope to survive.

From Olympus the Omnipotent God Zeus rules an eternal city. Wielding all the Authorities of his Pantheon, this Lostbelt is expected to be the clear winner.

Finally there is Britain. The High Queen Morgan seeks to make her country survive truly forever. She is a magus without peer, having reverse engineered Rhongomyniad itself into a weapon that even threatens Foreign Gods.

The final two Lostbelts furthermore offer their own threats. If Zeus falls, the Dyson Sphere Chaos will be awakened and try to harvest the planets resources, leaving a gaping hole in its crust. And Britain? The Calamities and Abyssal Worm pose grave threats to all that lives on the planet.

Once a Lostbelt is destroyed you may choose to, instead of causing the entire timeline to be doomed to non existence, use its energies to reset its time instead. It

will become its own unique timeline separate from Proper Human History and the Pruning Phenomenon.

Should you have emerged victorious you may leave the Jump with your price. The Lostbelt of South American in its entirety. You can manually spread its roots to absorb more and more landmass to make it a part of itself, taking perhaps entire Planets with you. The vast reserves of energy are also yours to do with as you please.

Weaving Life (Requires Malla's Meteor)

The Big Five describe the Five Extinction Events in Proper Human History. The final one which exterminated the dinosaurs was due to the meteorite that carried the Malla with them. The gentler and earlier arrival of this meteor is the reason this land could even exist. The exact nature of these microscopic lifeforms is very different now however...

For you have replaced them.

In taking this Challenge you will become the Malla, starting your jump right as you impact the Planet. What you have will be very limited, nothing beyond what you brought here and even lacking a physical body as long as the Task is underway. In return however you have all the other characteristics of the Divine Filament. You are a Hivemind of Fibre-type Information Storage Bodies, resembling fungi that can interact with the planets plant life. You can transmit information and symbiotically coexist within other lifeforms, revitalizing environments, empowering species and being mystically compatible with all life, not just humans or dinosaurs. Your power is so great you can hollow out the land in an act right out of the Age of Gods, bind continents together and with a massive use of your power even create something akin to an artificial sun, though doing so would use up a lot of your reserves. You can communicate via a wind that only those you allow it too hear.

With this power comes a mission. Create a new world. In the 300 million years you have until the modern day, you must use what you have in this state and forge an environment where life can flourish and a species comes into being that can survive in it. The specifics are up to you. You do not need to recreate the seventh Lostbelt unless you want to, nor do you need to make an underground world or develop the Deinos. All that matters is that life exists, in whatever way you want it too.

There are a multitude of obstacles your growing world needs to overcome however. Extinction events to account and prepare against. Catastrophes that could spell the doom of your creation. One of them is the visitor that Gaia called and arrived far too early, though he also represents an opportunity if Camazotz should still come into existence and duel him like he did in the other version of this world. Kukulcan, or whatever could be the result of ORT's repurposed heart being worshipped, will also become a Pseudo Archetype you can direct and order to fulfill tasks.

Your victory condition for this Challenge is one of two outcomes. One is fulfilling the wish of the Malla to 'return home'. Whatever you create must be able to go to the stars, life and flourish as a space faring civilization. Quite the daunting task as you must achieve the equivalent of the hypothetical Age of Will, going beyond the Solar System and towards distant stars. Should this be too difficult of a task there is another way you can succeed. Do what all species have had as their main goal since the dawn of life. Survive. What you create must stand the test of time until the calendar reaches the day Chaldea would have left the Lostbelt. Should Chaldea itself

arrive and the world be a Lostbelt it doesn't even matter if all of your world survives. The Challenge will be considered successful if Chaldea can continue their quest to save their history, you wish them farwell and some specks of life you made is still alive by the time of Pruning.

Your reward is straightforward. Not more and not less than what you build and made. Your physical body is returned to you, still wielding all the power of the Malla as you yourself become its Avatar. Furthermore any lifeforms of your world can be taken with you on your chain. From the tiniest of insect and the weakest members of your favoured species, to the planet itself and gods made from it and through your hand. Now go, travel forward with your beloved creations to new stars.

Who Rules the Planet? (Incompatible with Empty Coffin)

Of the many threats that exist in this Universe, from the Primordial Dyson Sphere Chaos, the extraterrestrial invaders like the White Titan and all the many other dangers, none are even comparable to the One Radiance Thing. There is no greater enemy or opponent in all of existence and even if what slumbers in Mictlan is weaker than its Proper Human History counterpart, the hopelessness and despair it invokes is all too real.

And it is one you will have to face.

At some point in your Jump, ORT will awaken. There is no delaying it, no capturing it, no trying to fuse with it or otherwise any way to avoid this calamity. The Ultimate One will rise and it will need to be stopped before it destroys the entire planet and all the life it could still bring forth.

When that time comes, you will be all standing between it and annihilation. Any other allies you could have will fail or be unavailable, be they Beasts, Gods or Masters. One way or another you must defeat ORT, even as it brings itself back from death, even as it devours human history, even as it becomes an existence older than the Universe itself.

There is at least a silver lining. Only the planet must survive so if you can't defeat ORT before Mictlan is destroyed this will not count as a failure. Furthermore this Challenge is less one about instantaneous victory with overwhelming force. It is more one of endurance and perseverance against the inevitable. Your reward will not come after striking it. Instead it will awaken as a power with which you can face its final Star Cell form.

You yourself have become akin to ORT. Not in the same way as Kukulcan. Instead you are a true TYPE. Choose any one Planet. It does not need to be Earth, it can even be a Planet you previously visited or one you own though by default you will be the Archetype of Earth that the Planet had long been denied. You are an Ultimate One, comparable to ORT in power and scope of abilities, in essence giving you the Exclusive Perks **Ultimate One**, **Paradigm Inflation** and **Starring Invade** as you join the ranks of these beings. Concepts like Death no longer have a meaning to you and you can create your own Environment like a superior Reality Marble, by default inspired by your planet of choice. Due to the unique abilities of Aristoteles you will also be able to design what other benefits this gives you, comparable to the Perks in the Terminus Star Origin and ORT's capabilities.

With this new power, meeting ORT as an equal is no longer a fever dream and as you finally receive the aid of allies, the spider will fall and you will be able to continue your journey.

There is however another option available for those who desire it. Using your own Typehood as a catalyst, you can resummon the Grand Foreigner. While this will leave

you without your new abilities, used up to ensure the compatibility and stability of this unique Master-Servant bond, you will instead receive ORT's Servant Vessel as a loyal companion.

Aristoteles Ascending

This is a Challenge that can only be accepted and followed up at the very end of this Jump. Right as you would have left, perhaps even after achieving incredible deeds yourself, you will make a horrific discovery. In a realm between Jumps, you are no longer alone, seeing a terror that is akin yet far superior to whatever you could have faced in Xibalba.

Somehow, defying logic and the laws of reality yet again, you will see ORT. The true ORT from Proper Human History. Waked from its slumber and having wiped out its earth single handedly, it detected something... promising. Paths to new worlds with endless amounts of Data to gather from.

Your chain.

Its interstellar webs and cosmic rays have instantly sprung forth, invading your past Jumps. From it the greatest defenders have been killed in an instant and cosmic forces likewise having been feasted on like it could the Throne of Heroes, even copying them from alternate universes if you had left nothing in your wake left for it to devour. Remnants of resistance have survived the initial impact but they are scattered and alone in the face of Hopeless Despair.

ORT will walk forward, gobbling up any piece of Data it hadn't already consumed as world after world are destroyed beneath crystals and radiation. The Ultimate One is on its way to ascend to a station beyond even its own wildest dreams. And there is only one individual who can still stop it, before it rampages towards even your original world.

Even as it consumes universes, it is up to you to stop ORT. Chase it through the worlds you once called home. Rally whatever survivors to your cause. Grow beyond any limit to make it suffer death and destruction. Your opponent, more walking extinction event than a lifeform, is greater than anything you have faced before. But just maybe, you can achieve the impossible like Chaldea could have, something within you crying out to you, resonating with this new threat.

If you manage to succeed, stopping the Ascended Ultimate Ones Rampage you will see just what I mean. ORT's destruction heralds a new beginning, as all it consumed is returned back to its rightful place... but not without leaving a mark on its slayer. All the abilities it copied have been imbued to you, letting you take its own place as the greatest beings of its Universe... of perhaps any Universe you ever encountered.

As you see back on the paths you walked, on the destruction you prevented, you will at last receive your final reward. Your Spark, fully awakened and ready to lead you anywhere in existence. Go forth, True Ultimate One.

Ending

Destruction is followed by new Creation. Your time in Mictlan is at an end. What will you do now?

Do you want to Stay Here?

Do you want to Go Home?

Do you want to Continue On?

Notes

Once more, special thanks to Valeria. Without their Fate Jumps I probably would have never even gotten into Type-Moon let alone make any of my own Fate Jumps. Also special mention to dragonjek and their own 'The Island of Sin' which gave me the idea to make a Jump for this Lostbelt. I hope this jump remains a faithful addition to the series of Fate Jumps.

Please. For the love of Alaya. Fanwank responsibly.

Regarding Terminus Star. I went back and forth if I should even make this an Origin because... this is ORT. The final boss of the Type-Moon Franchise. I knew I couldn't just ignore him but how do you even incorporate something like this? Given how insane the power levels of this Jump already are, I eventually decided to grow through with it, in exchange for making its option particularly expensive and mandatory nerf. ORT's whole thing in this Lostbelt is that its missing its heart and you should not be stronger than it simply by taking the Origin. Having it and all its Perks would allow you to replicate everything Lostbelt ORT is shown to be capable of.