Deus Machina

Fate: Atlantic Lostbelt

By FancyFireDrake

The World is home to countless Gods, with all their phenomenal might, uncontested and unrivalled by any. From the great figures of ancient Babylonia, to the warriors of the northern realms. From the primordial mother to the sun of the orient. Though even among these figures of mythological power, few are as well known as the Greek Gods. But even fewer are aware of the King of the Gods Zeus and his fellow Olympians true Origins. Long ago, before the rise of civilization, beyond distant stars, there was Chaos. A great machine using the core of a star, built by extinct people whose universe had come to an end with the sole purpose of searching and extracting resources. A duty it has not shifted from even as its Masters died.

Fragmenting its Authority into multiple beings, these Machines were sent out and as their functions slowly eroded, seemingly doomed to forever wander the starless void, they found one Planet that met the majority of their landing conditions. Earth.

Through human faith these machines were granted names and identities, eventually ascending to be Gods, even after the great purge at the hands of the White Titan.

But there is a timeline where the Olympians rule never ended, where Sefar was repelled and the great Machine Gods would come to rule over humanity for countless years after a brutal civil war. The bodies of those who lost fell into the Ocean, forming the Isles of Atlantis where to this day the disobedient humans reside. Those who were faithful enjoy the luxury of Olympus in all its eternality.

Welcome to the home of those who cross the Sea of Stars.

Receive these 1000 Choice Points and find your way beneath the Omnipotent Zeus.

Location and Time

You may choose just when and where you wish to arrive as long as it is in the lands of Greece or the surrounding Ocean. The Gods of Olympus have existed for a long time before bringing about the Utopian Society that became a Lostbelt. You are required to stay at least 10 years though you can certainly stay longer if you wish, up to several thousand. Below you have a selection of notable events that shaped the history of this abandoned timeline. You can start your Jump as they happen or even a decade before or after.

Titanomachia

The great War between the Twelve Machine Gods and the Titans. Father against Son for a cataclysmic clash and to decide who shall rule the Pantheon. Zeus managed to be victorious and claimed the Kronos Crown, the mark of the Machine Gods flagship that ties their group together.

Leukosmachia

The Machia that would give way to an alternate timeline. Of all the Gods Sefar slaughtered, the Olympians were the last ones. While they had first not deemed it a threat, they themselves from Outer Space, the White Titan made them know the consequences of their Pride. The Gods were destined to be destroyed, until Zeus forcefully assumed control of his fellow Gods functions. Not asking for their consent, he became a Mechanic Deity that could fight on somewhat equal footing with Sefar. Long enough to survive until Excalibur was forged and Sefar was repelled for good. While the Planet was saved, this act caused Zeus to be abhorred by his fellow Gods.

Olympiamachia

After the victory over Sefar, the Olympians divided themselves into two camps. Several thousands years before the present, one question needed to be answered. Should they allow the Age of Gods to continue? One party wanted to rule over humanity and one wanted to coexist with them. All the Gods save Zeus wanted to coexist. Zeus was not denied his desires and punished his opposition after his victory.

Gigantomachia

The War between the Twelve Olympian Gods and the mighty Gigantes. Another war over who may rule the land with the Gods being victorious in part because of Greek Heroes, most notably Heracles. However the Gods of this timeline never needed such aid, obliterating all Gigantes in one display of power.

Foreign Gods Invasion

Thousands of years have passed. The Gods eternal rule has become ever so stagnant and ever present. In truth erased as a failed timeline by the Pruning

Theoretical Phenomenon, it has come back to life to serve the aims of a Foreign God. Kirschtaria Wodime, the leader of the Crypters, has come to Zeus as a friend and soon the last Remnants of Proper Human History will come to reclaim their existence. Chaldea. Will you be their ally or stand against them?

Alternate Timeline

Human history holds within it many possibilities. All of these lands are just one of many. If you desire to step foot into a version that is similar but distinctly different, you may choose as many options as you like from below.

A World on its own

Many timelines are lost to oblivion when the world considers them to be failed. Zeus absolute rule was deemed one such failed timeline and was abandoned. Or at least was supposed to. While the Atlantic Lostbelt would be one of the greatest challenges Chaldea would face, it is not a battle you participate in. The events of Fate/Grand Order have no relation to this version of the timeline. There is no Kirschtaria, no Foreign God, no Chaldea, nor any other interloping party to be found. Indeed this world can stand on its own, permitted to exist outside of Proper Human History.

Rebellion Undying

Originally Hades, the oldest brother, led the rebellion against Zeus. Although this would fail, the Titan-Class refused to be made a tool and self-destructed, leaving his own realm in Olympus beyond Zeus jurisdiction.

Things happened a little differently this time however. Instead of self-destructing, Hades was saved by a coalition of other deities in these times who shared his affinity for the underworld. Particularly the Goddess of Mesopotamia Ereshkigal. Together they managed to wall of the Underworld of Earth so potently Zeus cannot enter.

Now what remains of the other Pantheons and any who don't worship Zeus has sought refuge here. Hades leads them alongside a Goddess he treats like his daughter. Some rumour that they steadily are growing in power, with Ereshkigal herself approaching levels of Sefar itself.

Wrath of Mount Etna

Typhon was one of the greatest enemies the Olympians ever faced. Weakened by a forbidden fruit, he is now raging impotently underneath Mount Etna, vanquished and with no way to return. He was a complete non-factor in the events of the Lostbelt as Chaldea found it. Yet this change makes it so Typhon's wrath is still felt. Perhaps in response to Zeus newfound power, something within the destroyed machine was reawakened. Mount Etna is in a state of constant eruption, monstrous beasts marching forward from the chaotic waters surrounding it. In fact one woman has appeared in the lands who bears striking resemblance to Typhon…

Unity of the Administrators

The official story is that in the battle to decide whether or not the Gods should rule over or coexist with humanity, the Olympiamachia, there were two factions. Zeus, Artemis, Poseidon, Demeter, Aphrodite and Hera formed the Administration Faction.

Hades, Hephaestus, Athena, Apollo, Hestia and Ares made up the Co-existence faction. In truth there were no such alliances. It was all of Olympus against Zeus who was the sole being intending to rule. He punished all his enemies, even the ones who are now on his side after reprogramming them. Making Demeter kill her daughter, making Aphrodite forget how to love and more.

Now the official records were more truthful. Zeus was not alone in his ambitions and the Administration Faction was still victorious. What this meant was that no members of his group were ever punished. Poseidon and Artemis still guard Olympus but do not so driven mad or lonely. Likewise are the other Gods far more stable and Olympus is all the more united and prosperous with Zeus not having to divert the majority of his functions to keep it up all by himself.

Love of the King

For all of Zeus many flaws, his Proper Human History self really did love humanity like his children. A notion the Zeus of this world did not return, seeing them as mindless, incompetent cattle that at best can only provide culture. Indeed much of the grief Europa has goes back to realizing Zeus has forgotten how to love. Not so much now. While Zeus still did all his actions against his fellow Gods, he has a heart and love for humanity within him. He is more lenient with them, more giving of freedom and understanding of a desire to be free of Olympus’s eternal today. A minor change perhaps but one that could lead to far more.

Origin

Pick one of the below Origins to decide who you are in this World. All Origins may decide whether or not to possess memories associated with their Origin and what their Gender is.

Respected Mortal

Oh praise the Gods and their generosity, that they acknowledge your existence. While you may never be on the same level as them, you are just fine with that. You are a mortal, but content all the same. You have your own strengths with which you serve your betters, perhaps as Guards, Generals… or simply as a friend. Your Age can be anywhere between the twenties to a few hundred years if you can justify it through your purchases here. Perhaps through a blessing that made you a Divine Spirit.

God Destroyer

Yet another rebel daring to defy Zeus almighty law? This world may appear to be an Utopia but you can see it for what it is. A monotonous existence, where there is never a tomorrow and mortals would celebrate being smited by the Gods that hold absolute control over them. Even if it costs you your existence you will rage against this false paradise into a new tomorrow. Your Age can be anywhere between 16 and 10000 years, depending on if you are Foreign to these lands or perhaps a citizen of Olympus with Klironomia blessing your body.

Machine God- 600

My apologies I didn't realize just what kind of great being was standing before me. Forgive the sacrilegious act of not immediately recognizing your greatness. You are a Machine God, one of the Twelve, now Thirteen Conceptual Pillars. Not just a mere Divine Spirit, you and your kin were the sole survivors of Sefar's rampage. As such you still have the full interstellar might with which you arrived here, the specifics of what this means being explained under the Aletheia Perk exclusive to you. Just know that you are among the greatest of beings in this world. Your Age is in the tens of thousands of years.

Perks

Single-Mindedness (Love)- 100

Aphrodite is quite the powerful Goddess due to what she presides over. Love. The force that moves man to cross all horizons. Odysseus was one such man, his memories of Penelope giving him an unwavering will. You have a similar capacity within you. Love that you feel will last forever, no matter how much time passes. Temptations in the form of even the most beautiful witches and temptresses fail against your devotion. Even if aided with magic you cannot fall for their charm. Though you are likely to attract woman in spite or maybe because of this.

As long as you know love, you will always be able to move forward. When it comes to proving your love and your identity to your lover you will likewise pass any challenge, anything that they know you can do being easy to replicate and show off. The act of doing so even takes the form of being able to shoot an arrow of light without needing string or even bow.

Ortygia Amore Mio- 100

Can you really stand it to see your love suffering? For thousands of years they must have felt unbearable pain. Orion could not bear it when he found out what his beloved Artemis was doomed to be. And who else could save a God in trouble than a Human who loves her?

What you own is a Noble Phantasm that fundamentally is not meant to exist. It can only be activated against the person you love most, even if that individual version of her is from another world with no connection to you. It can only be activated when they are suffering without a single way to escape. In this moment you will be able to save them with your love, fire a single shot that they can not avoid or hope to survive. As they die, their last moments will not be painful ones. Instead even if they were mechanical and doomed to not feel it, their final seconds will be spent feeling all the love you have for them.

Travelling Knight- 200

What are you doing here? Do you not intend to run away? This is a land of true Giants and Heroes. Don't tell me you plan on standing your ground and fighting them all? Quite the courageous and great Knight you turned out to be. And indeed a Knight you are, skilled at riding a mount and doing the basic combat that a Knight is expected to be skilled in. Though perhaps your greatest ability lies in delusion. By deluding yourself you can briefly become the kind of Knight you envision yourself being, gaining more bravery and becoming foolhardy. In a great charge you rush against the biggest of Giants without fear, inflicting damage and granting powerful buffs to those around you. It does leave you considerably injured however.

This is not where the delusions have to end though. The delusions you wield can affect even the Mystery and Magical Energy around you, returning all to the level of reality a 17th century village in Spain may have. It will fundamentally weaken a magical or mystery related enemy if used on them, can negate brainwashing and even weaken Magus. If used precisely one could even escape a Lostbelt. This ability does have a severe downside. Using it weakens yourself as well, as the Mystery leaves your body and potentially even risks you yourself vanishing completely. You will regain the strength you lost in the next Jump, or perhaps in your next life should you have been struck down and somehow summoned again.

Death of Proper Human History- 300

There can only be one. When you come across a champion of the so called 'true' history you can not hesitate. Even if they were to be you. Especially if they were to be you. The chance of meeting a different version of yourself is never zero after all, as Chiron and Odysseus can attest to. There are benefits to battling yourself however. If you manage to kill an alternate version of yourself in battle, you can than proceed to instantly absorb all they are into you. Their skills, weapons, even memories and Noble Phantasms. That being said it is possible for your slain variants to try and spite you in their final moments, perhaps keeping the memory of their great love for themselves and refusing for you to have it.

Void Drifter- 400

You are an even bigger stranger to this world than the Olympians were during their first arrival. Instead of coming from some distant Galaxy or Universe, you made your way here from another timeline entirely. All thanks to the hidden potential you have within you. That of the Void itself.

To start with you have an incredible amount of skill in swordsmanship. Using two or even four weapons at a time is possible and even the legendary Sasaki Kojiro would be forced to acknowledge you as an equal in sheer skill. Your mind is as well trained as your body, always in a state of Emptiness, the ultimate mental state that only the highest order swordsman can attain.

But your by far greatest tool are the Mystic Eyes you have. The Heavenly Eyes permit you the resolution of a desired result as 'inevitable'. By committing your entire existence to this result you can slash it. For example by deciding to cut an opponents right arm you will be able to sever this arm by taking all and every measure, narrowing all possibilities down to one.

As a final boon attached to this Perk, you yourself can drift between worlds. You have had to arrive here somehow after all. Without rayshifting you can see gateways and entrances into different worlds. While you do not know where they lead to beforehand and the process is randomized, your version is considerably better than Musashi's as

you will always be able to return to the ‘default’ world of your current Jump. In this case this would be the Atlantic Lostbelt, Musashi’s own final destination.

What Is Possible- 400

Humanity is by itself a weak species. Pitiful when compared to Phantasmals, Gods or Alien Lifeforms. And yet they hold so much potential. Defying all odds to make a single goal come true. Indeed what is truly impossible? When a worthless magus can bring down Gods and an idealistic man redefine what it means to be human?

This Perks effects allow you to truly understand what is impossible. When you see a task ahead of you, you will know when it can not be achieved. However in return this means that you have a feeling for what is indeed possible. Kirschtaria would never chase something he didnt for sure know was doable after all. But if there is even a slim chance, miniscule even, of a task being achievable, you will know it. You will know and step by step be able to come up with a plan to reach that barely possible goal. It will not be without cost. You could lose many you hold dear or wipe out entire timelines in the pursuit. Though if that is what it takes to reach that slim chance maybe it is worth it.

Respected Mortal

A Pure Ideal- 100

The way you present yourself, how you walk through life with the intent to make something beautiful, it all seems larger than life. But deep down you have internalized the sheer beauty and goodness that is humanity. You passively hold yourself like true royalty. Your figure of speech, your actions, your mannerisms, around you is the ever present subtle charisma of a genius. Something surely to be useful and to be taken note of by any you encounter. Beyond that you have the one thing few Magus could ever have. Hope and Goodness. A belief in man and their virtues. You will never run out of this belief, even betrayed by a friend and on your death bed, allowing you to walk through life with a certain peace of mind.

Friend to the King of Gods- 200

It is lonely at the top indeed. All can see the power and prestige but who sees the loneliness? Even Zeus could use a friend, someone who understands him. But what way is there to earn their friendship except for using power? By proving your might to others you find that you are able to endear yourself to them, opening an avenue for you to be considered a friend by them. This works especially well if you prove your worth in a duel and emerge victorious, perhaps even making Divine Spirits into your loyal Servants. This is more so for the first impression but can just as easily turn into deep friendships if you play your cards right or you find more to bond over.

Cunning General's Epiphany- 400

Greeks greatest stand out among their peers by virtue of their sheer godlike strength and skill. Heracles power, Achilles invincibility. And yet even among these Heroes you would be a peer because of one thing you do have. Your intellect.

Your mind is that of the greatest strategist in all of history, every bit the rival of Odysseus himself. Coming up with plans and schemes is second nature to you, be it for a war campaign or improvisation in a sea of Monsters. Contingencies for even the slimmest of probabilities, like someone surviving a catastrophic attack or indeed even your own death, are easy to procure. With your guile, your allies are sure to be victorious. This also makes you very skilled at navigating the seas.

Hero of Greece- 600

While the realm of the Gods seems forever out of mankinds reach, there have been the rare few who just barely managed to set a foot on the path to Olympus. And now you are one of them, a true peer to the greatest mortal figures of Ancient Greece.

The kind of benefits you receive from this is comparable to the greatest of Greeks warriors. Perhaps the likes of Heracles with his strength, keen intellect and tenacity. Or Achilles with his speed, skill and invulnerability. That being said to a limited degree

the realms of the divine can be purchased with this in the form of becoming a Divine Spirit to rival the Dioscuri. After all this was the ultimate reward for a few heroes.

Anima Animusphere- 800

Even amongst the Gods that came from beyond distant stars, you yourself are a star shining brightly. If this world would have had something akin to the Clocktower, you would be an unprecedented genius in their eyes. The wonders of Magecraft are varied and potent but in your hands even more so for yours is that of the Animusphere, the most pure, most undiluted magecraft in existence. Older than the Age of Gods itself even. You are skilled in Astromancy, Astrology and High-Speed Incantation.

But such talent is nothing without the intellect to use it. Much like Wodime you are a brilliant mind in the arts of magic, setting top records in all sorts of fields. Already you are terrifyingly capable with excellent magic circuits. Indeed your greatest of ideas could be considered as dangerous as they were brilliant, if they wouldn't be impossible.

In Olympus however, the impossible can be made possible. The final secret of your Magecraft is that of what can be achieved in mana rich environments, especially worlds that run on mystery and mythology. The conditions for your powers are so perfect as to be a threat to the King of the Gods himself. The stars in the sky can be rearranged into a Magic Circuit, as you rain down meteors on your foes or block Divine Constructs like Rhongomyniad with nothing but sheer power.

Something to keep in mind is that these levels of power are only possible through the world you are in here and the rules by which it operates. Unless you yourself can replicate these conditions or are lucky enough to come across another land like this, don't expect to wield this power all the time.

God Destroyer

The New Argonauts- 100

Can man stand alone against the Gods? No but why do they need to? Humanities strength has always been in their ability to work together and for the most different of beings to unite. In the most unlikely of places you could find allies, each with their own colourful personalities and distinct sets of skills. Keep working on your goal and soon enough you will be surrounded with allies. From there on it is up to you to make the most of them and keep them loyal to your cause but you will never lack opportunities to gather them.

Sacrifice- 200

What makes man different from the Gods? Sacrifice. The less you have the more precious it is to give it up. For a friend, for a lover, for all of human history. This Perk allows you to sacrifice parts of yourself so that your actions can achieve even greater results, empowering what you can do to incredible levels. Your body could be transformed into an Arrow to pierce the Moon, your sword cut even the Void and denying Chaos itself entrance to this plane. The more you sacrifice the greater the benefit will be. Giving up a status, memory or power could be akin to what allowed Orion to fire an impossible shot a third time or Charlotte Corday slaying even Odysseus. Giving up your life could let you deflect even a Planet Destroying Laser with Durandal in hand all to protect your friend. Giving up your very existence? Musashi may just have a peer in her greatest feat. It is recommended you have some kind of One Up to spare before attempting any of the more extreme options.

Humanities Greatest Master- 400

Who will they follow into battle against the Gods? You. You will be the one to lead them. One who even the greatest of Heroes would be happy to call Master and rival the Master of Chaldea. Your aptitude for being a Master is unrivalled, being capable of making friends with just about anybody and making them listen to you. You emit the kind of presence of a gentle soul, finding something to respect in everybody and they will in return respect you. Making friends, or indeed even lovers, is laughably easy. Your skill as a strategist is also not to be underestimated, knowing just how to utilize your allies abilities the most in battle. Maybe as a result of this you can emulate the Master of Chaldea's Shadow Servant technique, 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.

But perhaps even more impressive than that is your sheer willpower. Through suffering and loss, through the most arduous of journeys, you will still be able to fight for your life and future. While this doesn't protect you completely against the Song of

Aphrodite, this sheer willpower makes you incredibly resistant to mind control and allows you to power through them even as they focus their full attention on you.

Grand- 600

Who will be the one to strike down even Zeus and Beasts? You are. Among the many Heroes of humanity there are those very few who surpass all else. Alaya relies on them in times of crisis, when the species itself approaches extinction. Their usual purpose is to fend off the Beasts of Calamity but there is no saying they cant use that power for a different goal too. 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. Perhaps you are like Orion the born Hunter, Wild Beasts and animals around you being degraded into a state where they are all within your reach and having remarkable physical strength and skill with a bow. Or are you like the great Romulus=Quirinus, with lances of light to tear apart the world and open the way for civilization?

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.

Machine God

Aletheia- Free and Exclusive to Machine God

Your true self is unlike any being on Earth, even in the Age of Gods. Not a deity in flesh but a true God of otherworldly iron and steel. You are now one of the Greek Conceptual Pillars, a deified natural phenomena, a Thirteenth True Machine God. As such your power is immense, rivalling the likes of Demeter, Aphrodite and Artemis though Zeus himself is still far beyond you.

You also possess a single Functionality. An ability similar in nature to that of a Divine Authority, one aspect of reality you can control due to your nature as a God. It allows you to use your magical energy to enact almost any effect, though it is far more efficient to create magical effects that relate to your Functionality. You could control minds as well as Aphrodite if your Functionality was that of love or forge great works like Hephaestus if you were made to smith and create. Controlling water as a God of the Sea like Poseidon is very much possible, but also cursing someone to die if they were to ever set sail again. Other things, like forging aspects of them into nanomachines for others to use is possible as well. This own unique ability is what should serve you well and proves your superiority.

Furthermore, it is worth talking about your body. Your real body is that of an interstellar ship, capable of space flight and the form in which you can use the full power of your Functionality. As such a form is not suited for day to day life however, you can also splinter your consciousness into Terminals, remote roughly human-sized bodies that can look however you wish.

Another feature of the Olympians is their ability to combine. As they are all spawned from Chaos, they can fuse into a unified machine, becoming stronger the closer they get to Chaos. All Olympians combined could fight somewhat evenly with the White Titan. While the process can be initiated by anyone, Zeus is capable of doing so without another Machine God's consent. As you pay for this, you will be able to freely decide when to activate the function and can even deny Zeus if he were to try and absorb you in a fusion. Something that may be seen as an act of rebellion so be warned. Fusing with only a single other being is also possible as seen with Prometheus-Hephaestus. The act of doing so will leave you as the dominant personality but you can elect for the ego of the absorbed party to remain in your subconscious and aid in its own way.

Finally there is the matter of worship. While you do not need it like Divine Spirits do and can do just fine without the praise of humanity, you can choose to let yourself be affected by it, shaping your own personality and likeness to what humans see you as. Should your Aletheia body ever be destroyed you can furthermore use this worship to incarnate as a Divine Spirit. This act will cost you a good amount of the power you wielded but at least you can continue to exist. The process of such will function similar to a One Up. Should you ever fail your chain you can continue to remain as a

Divine Spirit of whatever culture worshipped you though you can no longer Jump for obvious reasons.

Crossing the Sea of Stars- 100

What kind of existence could endure traversing the cosmos for thousands of years without rest, ultimately even believing it to be a meaningless expedition? In the darkness of space, as your gears erode and parts decay, there is nothing to do but continue the journey.

What you have is not willpower. Not directly anyway. It is more the ability to keep doing the same task for an endless amount of time, even as it seems pointless or hopeless. As long as your body is capable of performing even just basic functions, you yourself will be able to as well.

Defiance of the Dead- 200

Zeus does not tolerate rebellion. Neither does he have patience or mercy for those that try. The defeated members of Hades faction can attest to it. The ones who were killed were fortunate, the remainder brainwashed into subservience for whatever task Zeus deemed fitting for them. But as the likes of Poseidon were made into a guard dog, Hades refused to be enslaved. For one your resistance to having your mind or ‘code’ altered is high, high enough that one would have to defeat you before they can truly alter your functions. Should your defeat be impossible to avoid however, you can still spite them a last time by choosing to end your own life. Not only will they be unable to control you, the things you controlled will be beyond their influence. Properties you ruled over or powers you governed will not be able to be claimed and require all their focus to even glance into. Perhaps someone else after you can end what you started.

Single Existence- 400

No matter their differences, all Machine Gods were once a single existence known as Chaos. Due to this they possess the ability to combine with one another, increasing their strength and capabilities the closer they get to their creator. It seems some of the programming from your creator is still within you, copyable, as you can create lesser entities from your own body. They wield as much power as you are willing to give them and you can decide if they are mere extensions of your own will or if they have their own Ego’s and personalities. Rescinding this power can be done at any time.

Titan-Class- 600

Not all are created equal. This is true for man and machine alike. Before there were the Olympians there were the Titans and it was overthrowing them and his father Kronos that gave Zeus his right to rule. This victory was perhaps aided by what he himself was and indeed what Hades was as well.

You're no ‘mere’ God. Your classification as a ship is Titan-Class, standing leagues and above your peers. You are every bit an equal to the King of Olympus and the Underworld, your powers far more potent and having the computing abilities to match. Zeus himself has surpassed this level when he took control of his fellow Olympians but the state he was in before that is one you yourself have achieved. Will you be another rival he has to crush or an unexpected ally?

Progenitor Dragon- 800

Did the Machines think they could escape your wrath by fleeing to this Planet? A foolish notion, especially considering just what you are. Living proof of a conflict that predates Greece and Atlantis alike. A conflict that could have ended most lethally for them.

You are a peer to Typhon, the superweapon that exists to deliver judgement to the gods. Yours is the essence, shape and characteristics of a dragon that slays the divine. Your raw power is every bit as potent as those of a Machine God and aided with a conceptual advantage against Deities. This is not the only means by which you can prey on them however, you yourself able to sire Monsters of various strengths, rivalling the likes of the Nemean Lion, Colchis Dragon or the Gorgons in your own Chaotic Tide. Unlike with Single Existence, these Monsters are not a part of you however and don’t require you to sacrifice parts of your own power.

The most fearsome ability you bring against the Machine Gods has to be what you can steal from them however, much like how Typhon stole the King of Gods lightning. By hacking into a Machine Gods blueprint, you can yourself create new destructive devices that work as a Nega Skill to what they were based on. Using Zeus as an example would allow you to form your own powerful blasts of black and red lightning, functioning as Nega-Keraunos attacks. The output of weapons developed this way can not go beyond the ones you stole it from however.

Items

Greek Armory- Free

Combat is sometimes inevitable, even in a divine utopia. For this purpose these weapons shall serve you well. There is nothing special about these tools of battle. Just ordinary by the standards of Atlantis and Olympus, which still makes them very sturdy in their own right. A shield, an armor and a lance for you to go and defend your home. Of course if you would prefer a sword over a lance or a bow over a shield that can also be arranged.

Legacy of the Gods- 100/200/300

The last true breakthrough of the Machine Gods and perhaps where their civilization had truly begun to peak. The nanomachines are the might of the Machine Gods given form, made from metals not found on earth. Klironomia appear as a grey liquid, safe to ingest, not poisonous or corrosive and with programmed limitations against running amok. They are incredibly valuable for the allies and enemies of Olympus alike, allowing Servants to remain manifested and offering various additional abilities. You have one specific variation of Klironomia for your own usage. The nanomachines can be extracted weekly from a Terminal and used as you wish, be it to empower an item, person or even spiritual being like a servant. You may select what God the Klironomia were based on upon purchase and can purchase this multiple times.

The Klironomia of Ares grants increased strength and reduces damage taken. That of Demeter gives enhanced regenerative capabilities. Those of Hephaestus increase durability and one's capability to work metal. Athenas increase all abilities related to combat and grants a single skill fitting for the user. Hades provide pseudo-immortality. Poseidon massively increases combat abilities while in the sea. Finally Zeus are the most powerful one, granting overall massive increases to all abilities.

All save for the Klironomia of Poseidon, Hades and Zeus cost 100 CP. Poseidon and Hades cost 200 CP whereas Zeus costs 300 CP.

Sacred Croissants- 100

A delicious treat that is just the right amount of fluffy and crispy. At any time you may summon one of these Croissants to your hand. They are not just incredibly delicious but something about them is so potent they can even make the one eating them relieve a memory. Be it from a great battle or perhaps a friend they miss dearly.

The most useful feature of these Croissants is that they invoke Xenia, Sacred Hospitality. As long as it is handed out in a place that could be considered your home, a property you own or maybe even a vehicle, the laws of hospitality will bind you both. The eater is expected to be a good guest, listening to you and accepting without harming you as long as they stay. You of course are expected to be a good

host, giving them food and a bed if needed. A good way to met even an enemy for a discussion.

Invisibility Mystic Code- 100

Never underestimate the utility of not being seen. Indeed this tiny treasure from an orphan child is what saved one of the greatest Magus earth has ever known. The pendant you now possess is in truth an ancient mystic code created by witches. They hide the wearer's presence, leaving them unnoticed by everyone and can even do the same to someone in the same room with them.

Optionally you can purchase a different kind of Mystic Code made by Medea. That would not make you Invisible but hide your body with an illusion at all times, allowing you to disguise even mortal wounds and constantly give off a confident impression. By purchasing this twice you may receive both.

Arms of Dawn- 200

Prometheus was always someone humanity could rely on. Bringing to them the gift of fire and even now he is on their side. The proof of this you have here. These arms of various colors, going from bronze to silver to gold to shining with bright light, have taken a liking to you. They will willingly guard whatever property you may own, summoning flames to shoot at any intruder. A dozen bronze, half a dozen silver, three gold and one brightly radian arm at any location. While the bronze ones are pretty weak, the golden ones are quite a bit more tenacious. However they make even better trainings partners than guardians, as you can also summon all of them once a day to your location. Destroying them causes your training to be more profitable and gaining more experience faster.

Lyre- 200

Music is an ever so lovely thing humanity can do. Its utility does not end with entertainment however, this Lyre in particular being proof of that. It is much like the one Europa wields, allowing the player to call down lightning by playing on it and even aids in directing and controlling any Guardians you may have. Should you have a passion for a different kind of instrument you may replace the Lyre for that one instead.

White Bull of the Chief God- 200

What a beautiful steed you have. A Gift from the King of Gods and possibly even the shape he took when he first met you. You are now in possession of a tame Divine Beast, its hide and hooves incredibly strong while its skin is just as soft and comfortable to touch. Beyond that the Bull has also its own charm, captivating whoever lays eyes on it.

Atlantis Fleet- 300

Traversing the Monster filled waters of myth is not an easy undertaking but all the more helpful is the kind of ship with which you depart. General Odysseus by himself commands a mighty armada and now you may rival his Defense Force. Following you are 600 men, empowered by Klironomia to be worthy soldiers. Ferried are the lot of you by the finest of technology that is available for Atlantis. Not the level of power that Olympus and its machines hold but still very potent. Several metallic ships are yours, utilizing hard light technology to fire their mighty Ballistas.

Talos- 300

A superweapon constructed by Hephaestus himself with the sole purpose of defending Europa. It is a job he succeeded in when one considers the sheer potency of this bronze giant. Standing as tall as the Colossus of Rhodes, it has incredible durability that cannot be penetrated without ease by anyone that isn't a God themselves. Possible mind you but ever so difficult. It automatically detects potential threats to you and will proceed to eradicate them of its own accord, in part with the many volleys of bullets it can fire from its fingertips or the giant laserbeams from his body. When sufficiently angered its limbs become akin to molten lava and the sheer heat is a threat to any normal life form. You are of course never harmed by it, even if you were to ride on the Colossus back. It does have one weakness at its heels. Cutting it there would result in his Ichor leaking and loss of functionality. Should it ever be destroyed you will receive a new one within a month.

An Island of your own- 300

In the Olympiamachia, the corpses of defeated Gods fell down into the oceans. Nowadays they are a home for the few humans not allowed into Olympus. One of these Islands is now yours. It is brimming full with beasts and monsters like Lamia and comparable beings and if you like can even feature a small village of Atlantis humans. Yet they all obey your orders without flinching. In the Islands midst you can also find a temple, adorned with various statues made in your image or perhaps a God you fancy. The temple is quite the idyllic place to relax in, as well as being a good place for receiving or giving worship. Finally the Island has a last small blessing, as if done so by an impartial Goddess. As long as you do not start any conflicts or are involved in an ongoing one, the Island itself will be ignored, the various prominent figures just not bothering with you. That being said this same blessing can also draw prominent individuals of the Jump and world in, allowing you to meet and even aid them. Though in this case whatever protection and impartiality you would have is lost, only returning in the next Jump.

Divine Core/Core of the Enemy- 400

What is a God? Incredibly advanced pieces of machinery as it turns out but deep down they have something that clearly designated them as such. A Divine Core. These Cores are incredible dense sources of Magical Energy on par with a Holy Grail by themselves and also ensuring they remain ageless, while also ensuring they

never gain access fat and giving them a certain resistance to mental afflictions. By purchasing this Item you have now one such Core for yourself, to empower something or maybe even to implant in yourself or another. You can purchase another every time you take this Item.

That being said there is a different aspect to this Item. If you so wish you can choose for the Core to belong to a God already, like say Poseidon. It was stolen from them as a result and is now in your possession. Using it you could strip someone of the blessings they received from their God, making even the likes of Caenis vulnerable at sea. The God you stole it from will also be affected, mostly by being more insane than they should be an opening a small hole in their defences. This version of the Item can also be bought multiple times but only one Core can be stolen for each God.

In future Jumps this Core of the Enemy will be a similar Item, capable of the same effect for one Godly being.

Aegis Eclipse- 400

A one of a kind longbow, meant to strike down the very moon itself. Forged by Hephaestus by using Achilles Divine Armor, this Bow is even for Orion at his peak difficult to pull. As you purchase this here, you will find no issue in drawing it, its terrifying might at your full disposal.

Aegis Eclipse is a Divine Construct, as powerful as an Anti-Fortress Noble Phantasm and as mighty as Durandal just from appearance alone. As such it is perfect even for battling interstellar fighters.

Lucky for you there was also enough material over after constructing this bow for two special arrows, strong enough they can even pierce the Moon Goddess in her Aletheia body. If sufficiently empowered, these Arrows defy anything that tries to stop them as they race to their target who can not escape or evade. Such a shot would require heavy empowerment and a pure love filled heart to become possible but the effects are undeniably powerful. Once one of these arrows is fired you can not get them back until the next Jump.

Ephemeral Fruit- 600

One bite of the wrong fruit can doom anyone. From the most widespread of races to the mightiest of beings. Typhon himself made that mistake, feasting on the ephemeral fruit offered to him by the Moirai. What he believed to be a feast that could grant him any wish, instead made sure his wishes never came true. You have one such Fruit of Ephemerality that defies desires. Anyone who eats of this will become a being who by their nature works as an Anti-Wishgranter. They are fundamentally cursed to have their own wishes never be fulfilled and even wishes spoken in their imminent surroundings have the tendency to be worked against. Unlike the fruit that Typhon ate you can choose if this is beneficial to the eater, only making them an

Anti-Wish weapon who works against the wishes of their enemies but by default it will always be a curse. You get one fruit per Jump.

As a final thing of note, if something of the fruit remains you may allow the remainders themselves to be sentient. They wear the role of the one who ate them as a Pretender while still being Anti-Wishes. You can shape their personality to a degree and even take them as a follower or companion.

Blaze of Etna- 600

The wrath of monsters can only be compared to natural cataclysms. The shaking of the earth. The eruption of a volcano. Indeed the rage and activity of Mount Etna is linked to no other than Typhon, furious because of his sealing.

Yours to own is a Volcano, similar to the one Typhon is trapped under. When sufficiently weakened and chased down, you can seal any one individual beneath it. Without someone breaking the very Mountain apart or you letting the seal fade away, they will be unable to escape, their attempts at doing so merely causing the lava of the Volcano to heat up.

The sealing goes deeper than just imprisoning them however. Even should they be released the act of being imprisoned becomes a part of their being similar to a Noble Phantasm, with them gaining an armor that acts as a restraining tool. The sealed being is held in a humanoid shape according to your specifications and restraints them. You can free them from the armor and restore their full strength. Beyond that only having the might to destroy the Prisoner at their full power could free them.

A final move of the armor itself is to condense all the sealed beings power into a single drop that falls to the earth, potentially erupting into a storm of scarlet scales which would carbonize trees instead of setting them on fire with its intensity.

You get one such Mountain for your own usage and a new one at the beginning of each Jump. Optionally you can use one Mountain on yourself to gain the armor though in your case it would never actually restrain you, only allowing you to lower and control your own power to whatever degree you wish as well as assuming humanoid forms even if it shouldn't be possible for whatever reason. Shaping the armor into a cannon by converting at least 70% is also doable.

Respected Mortal

Imbued Klironomia- 100/400

The legacy of the Greek Gods and as far as Hephaestus is concerned a sign of their stagnation. They are what makes the humans of Atlantis and Olympus so mighty and some variation of them imbue your being.

For 100 CP you get the standard faulty Klironomia those humans who still remain in Atlantis have. Your lifespan is increased to about 800 years and you could do battle with common mythical beasts and hunt them for food.

For 400 CP (still discounted for Respected Mortal) the Klironomia in you are more potent, the likes of which that bless the people of Olympus. You are well and truly ageless, as fit in 10000 years as you would be today and can fight against Servants on even footing. As a special courtesy you can even be revived by the Gods of Olympus should you be slain in battle while you are in this Jump. Do note that one with the Authority of a Greek God could strike you down in such a way you can't come back. It's for the best that you do not defy your superiors.

Troia Hippos- 200

The final moments of the Trojan War did not come about as a result of simply overwhelming force, but by a cunning ploy to make the enemy think the battle had finally been won. This wooden horse is unassuming to the common man, the hidden latch within hard to notice for even keen and battle proven eyes. Within roughly a couple dozen good soldiers can be hidden, waiting to strike and escape in the middle of the night.

Echidna- 400

How can you properly serve the Gods if not with your own reliable beast to call upon? In his endless wisdom, the King of the Gods granted you a powerful weapon. A Monster that continuously supports your army with more creatures. The Echidna is known as the mother of Monsters and from its womb it will birth Klironomia infused creatures, loyal and serving you as attack dogs. The strongest of such beasts would be the Cerberus, capable of fighting even a Top Servant in raw power.

Do note that in order for Echidna to remain operational it has to feed. Humans would work but Servants or similar creatures provide far more fuel thanks to their high level of magical energy. Just be careful you don’t feed it anything that could highjack its functions.

Divine Gift- 600

Receiving the attention of Deities can by itself be a dangerous happenstance. That being said, great boons are in store for those that catch their eye, prove their mettle or perhaps just intrigue them. One such Gift can be yours with this Item. Perhaps

Athena gave you the Aigis much like she did Odysseus, the Divine Boundary Field of the Gods made from pure Adamant and conceptually defending you while also sporting incredible offensive capacity in the form of energy cannons on its back. You could even use it to bless a vehicle you own, turning perhaps even a wooden horse into a powerful mecha that can bring about destruction akin to the annihilation Troy suffered. Or Poseidon may have given you his Trident, a Divine Construct with which you could control of the Authorities of the Sea, being invulnerable while near it and even able to kill that which the Goddess Demeter preserves. Using such a power to its fullest potential would however surely be too much even for a Divine Spirit though replicating that which Caenis herself could do would be possible. Maybe you have the Harpe with all its anti-immortality features, originally functioning to break apart atomic bonds.

Whatever the Gods granted you it should prove most beneficial.

God Destroyer

Defiant Trinkets- 100

What tools does one have when compared to those of the Gods? A varied amount as it turns out. This bag holds a variety of magical components, concoctions, mystic codes, tools and other equipment. They each offer only minor effects, like creating a smokescreen or a small attack. What is the most striking feature about them is that they are always different. The way in which the effect is created is never the same, making it so even a powerful God can never truly make precautions against them.

A Naval Vessel- 200

How does one traverse the land of the Gods? With a ship that is worthy to stand along those of legends. What you have here is a naval means of transportation rivalling Francis Drake's Golden Wild Hunt, Jason's Argo or the Nautilus of Captain Nemo. Be it a ship or submarine, you'd be hard pressed to find a better one, faster and durable than any of its peers. But what stands out the most from this Vessel is its sheer capacity to adapt and improve. Any technology you offer it or advancement you try to include, it will take to with eagerness, as if the Vessel itself wants to evolve. Why it could even gain the ability to fly with enough Nanomachines to empower it.

God Destroyer Base- 400

Where does one hide from the God's senses? In the Authority of those who defied the so-called Omnipotent first. Beneath Olympus and its glory is the Underworld. An ever present sign of Hades defiance. When all his fellow Gods were broken, he ended his own life to spite the King of the Gods and the Underworld as such lives on as his Authority. It is protected from any kind of scrying or attempts to discover what is going on inside, impossible to find for your enemies. Your allies on the other hand seem to do just fine in finding it, without being followed at that. It is stocked with a variety of resources, from Olympus best medicine to delicious food. Its nature as the realm of the Underworld also makes it mobile, able to travel in record time below Olympus to any corner of the City and retaining this feature in future worlds. The perhaps greatest attribute of this Base however is the Artificial Intelligence that comes along with it. Made up of many Servants, many of histories brightest and most heroic, this AI holds all their knowledge and has as its sole purpose to help you in your rebellion. While the beings the AI is based on have failed, they managed to make some leeway already and their wisdom will be highly valuable for you. In future Jumps the AI will be updated with comparably failed rebels and notable figures having their own input and advice to offer.

Grand Summon Article Aether- 600

What can one bring to bear against the Gods? Nothing other than all the glory of man's history. All the power coming from one whose journey has passed and gone but whose heart still resonates with your goals and bonds.

What you have here is the greatest achievement of a variety of Servants, including but not limited to Nikola Tesla, Thomas Edison and Helena Blavatsky. A summoning circle including catalysts that can break all laws of summoning to bring you victory.

You can activate this Item once per Jump and upon doing so the process will activate. Answering your call will be two individuals, one to be first summoned and another to follow in a chainsummon. These beings will be guaranteed to be loyal to you and akin to a true Machine God or Grand Servant in power. They can not remain manifested forever but certainly until the end of whatever battle you are in and they will each possess abilities that make them invaluable and immensely effective against whoever you summoned them against. If you faced Zeus… why you might just bring forth a distant father of civilization and a true God of War. In future Jumps similar beings from that world will answer your call or you can once again tap into the Throne of Heroes for Servants from this Universe.

Black Barrel- 800

How can man strike against the Gods? Not by mastering Mystery. Not by trying to be like them. But by defying them. Defying their very nature and rejecting the mystery that makes up their being. The Atlas Institute has the perfect weapon for such an act of heresy. The Black Barrel is one of the Seven Superweapons of the Mage's Association. It is a conceptual weapon of natural lifespan, enforcing the idea of a limited life on an immortal and forcing said parameter down to zero. No being that believes itself to be immortal or beyond death is safe from it, a single bullet disintegrating Ether, all the more catastrophic the more the target possesses.

Machine God

Ambrosia- 100

A worthy meal for a deity or those that they deem worthy to consume it. Ambrosia is the food of the Gods and a favoured thing for the people of Olympus. While this does not grant immortality as one might think, it is incredibly nutritious. So much so that a human would not need to drink or eat anything else. It is also of course just as delicious, always making for the most delectable thing to eat. You have an infinite supply of Ambrosia to call upon and serve.

Divine Metals- 200

The greatest of works by the greatest of craftsmen requires of course the greatest of materials. The Gods had no shortage of these wondrous materials and metals, shaping their true bodies, nanomachines and many powerful artifacts. Their most precious and famous metals are yours to own and use as you please. Orichalcum and Adamant. The former is the key to the Klironomia whereas the latter makes up legendary weapons like the Aigis. You receive a crate full of both materials every week.

Security System- 400

When Zeus was victorious in the Olympiamachia, he reprogrammed those he considered useful. While some like Demeter and Aphrodite merely had their minds reprogrammed, Poseidon and Artemis received far worse punishments. In their Aletheia bodies they are forced to serve as Security against whatever threat may arise. Maybe these are trophies from a similar battle you have won. Yours to own and command is a Machine God, reprogrammed so that its sole desire, directive and purpose is to obey you in whatever way you want. Poseidon and Artemis themselves serve as points of comparison for what your new Security System is capable off. Anything from a space satellite with a laser strong enough to be categorized as Anti-Planet and wielding the power to drive people mad, as well as a mighty Submarine with arrays of Divine Cores, emitting a strong gravitational pull and terrifying amounts of power, could be yours.

Kronos Crown- 600

The Divine Vessel, the Annulus Kronos Crown is the mark of the flagship that ties the Pantheon of the Star Gods together. There is only one of these mighty artifacts, inherited by Zeus when he struck down his hated father Kronos. You have now your own version of the great Crown. It allows one to access the Functionalities of the other Machine Gods, even those that no longer exist. In other worlds you can apply this Crown to one group of individuals you lead and who are of similar nature to you. It will then serve to tie that group together, allowing you to access their powers even if they were to be deceased as long as they are or were a part of your group. There

should only be one Chief God. As such this Crown will not be able to take over Zeus who wields his own version… unless you want to start a new Machia.

Companions

Import- 50

For a small fee you may allow others to join you in the eternal Age of Gods. For every time you purchase this, you can insert one companion into the Jump. They receive a free Origin with all associated freebies and discounts and 600 CP with which they can buy Perks and Items. Optionally they can decide to spend their CP to become a Machine God.

Export- 50

There are quite a few figures who want to journey towards a new tomorrow, or perhaps even leave Earth behind all together. If you desire it you may spend 50 CP to take one such individual with you, be they a Mortal or God. As long as they agree there is nothing stopping them from becoming a Companion.

Imaginary Princess- 200

Perhaps even delusions can have a speck of truth to them. This woman is no other than the perfect beauty you have always yearned for. The finest flower in all the lands to your eyes. Though her nature as a Phantom makes her more than that. All in one she is your Princess, your Maid, your Squire and your Steed. Only loyal to you and nobody else, not even those you are loyal to. She is rather intelligent as well and knows when you feel afraid, as well as what to do when you feel hopeless. Even if the course of action she proposes is not exactly heroic. Finally she can join you in battle by taking the shape of a mighty golden horse of light.

Beloved Twin- 400

It is ever so wonderful to have someone you can truly rely on. The family tree of the Greek Gods is ripe with strive but you have someone more than worthy of your trust. Your sibling. They are as fervently devoted to you as Castor and Pollux are to one another. Your hatred is their hatred. Your joy is their joy. They will follow you to the ends of the world through any trial and battle. As expected of your kin they also have a potent array of abilities, ones that naturally scale to yours and supplement you in useful ways.

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 applying 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 Atlantic Lostbelt or Vice Versa with you only getting your F/GO build when Chaldea arrives.

Good Host- +100

Hospitality was considered a great virtue in ancient Greece and is just as much today as it was thousands of years ago. For what its worth you are left strictly abiding by these laws. You will never refuse someone food, water or a bed and will treat them like a proper Host should. It is guaranteed that some of the people you play Host to are of the kind you hate or who may even hate you but yet you must perform your function dutifully.

Wrath of the Tyrant- +100

Anger is an ever so human emotion. One that you will become intimately familiar with over your time here. Within you is a great rage, matching that of Caenis blow for blow. It is oh so easy to lose your reason and patience and it could require inhuman amounts of willpower to not try and beat someone to death even for slight teasing.

Cast Out- +100

You made your decision and need to live with it. You turned your back on the Gods and their eternal gifts. What this means is that Olympus in all its glory is barred from you and you can only remain in Atlantis. If you were to try and enter Olympus anyway you would be considered an enemy. Machine Gods are not exempt from this effect, perhaps commanded to serve as Guards in Atlantis.

Praise the Gods!- +100

Praise be to the Almighty Zeus! Praise to all of the Gods of Olympus! Oh how desperate you are to be acknowledged by them. Yours is the very flaw that made humanity so stagnant, complete worship of the divine that overrides all else. One in particular who you may choose now is at the forefront of your mind though deities in general will always fill you with a feeling of wanting to obey them. While you are not as devoted as the people of Atlantis, having second thoughts over celebrating your

imminent death by Artemis, anything besides that would still leave you as an obedient believer

Loveless- +200

Love is such a powerful emotion. Yet it is one that is doomed to elude you. Much like Zeus you have simply forgotten how to love or like Aphrodite had the ability to feel it burned out of you. Interactions with others are doomed to be influenced by your inability to understand such a pivotal reason for being. That does not mean you can not try to love or to understand it like Artemis. You are simply always doomed to fail, leaving you all the more miserable than you already are.

Hatred- +200

You have been wronged in a terrible way. Perhaps you lost your place in the heavens due to human misunderstanding. Or the God of the Seas robbed you of your innocence. Whoever is the party to blame and whatever they belong to, humanity or the Gods, it still now fills you with primal rage and all consuming desire to see them suffer to such a degree you could qualify for the Avenger class. This will taint your thought process and actions and if you can spite or harm those you hate you will jump at the opportunity.

Hopelessness- +200

It certainly appears this way doesn't it? Victory against your enemies is simply impossible. More than a few Heroic Spirits felt the same. Chasing your goals is made much harder by your own mind and mentality. Every obstacle in your path seems absolute and leaves you depressed. Trying to overcome this would require having the heart of a true Knight or Hero.

Demon- +200

There are those whose existence beneath the Gods can not be permitted. The Chaldeans are not the only ones. You yourself are considered unwanted by these lands, the Gods having decreed so. The only upside to this is that unless you choose to interfere with the affairs of Olympus the Gods themselves seem content to ignore you, only going after you or sending some Beast against you one at a time if you were to try and push it. The bad news is that any other being has it out for you. From a common Olympus citizen who is shown your name and face and will take up arms to defend his home, to the people of Atlantis who believe in slaying you they can once again earn the Gods favour.

Desired by the Gods- +200/+300

Who was it? Who was it that took something as precious as your innocence from you? Of all beings it had to be those beyond most forms of Justice. A God took you against your will, leaving you traumatized and broken by the experience. The effects

of such an awful experience will be guaranteed to remain with you during your time in this Jump. Only once you leave you may truly heal.

Optionally you can opt to, instead of having suffered it in the past, be desired by a God today. While this means you avoid a lot of suffering, unless you are careful it could still be forced on you.

You may wonder why this Perk is separated into two tiers. For 200 CP it applies to any one of the Olympians or comparable Gods. For 300 CP it applies instead to no other than the King of the Gods himself.

Troias Tragodia- +300

Not all stories end happily. Many of Greeks Heroes and indeed even Gods of this timeline met unglamorous ends. Your journey now emulates that of a Greek tragedy. Misfortune is a constant companion and enemy as chance and fate turn against you to make you suffer loss and defeat. It is not impossible to prevail in spite of the odds or defy the fate forced on you but it would require a true Legend to do so.

Failed Assassination- +300

When you were young many saw in you the future of your bloodline. At least one saw a threat and tried to have you killed. Emphasis on tried, for you survived and have gotten justice for the way you've been wronged. Unfortunately the scars of the attempt on your life remain, your body below the neck completely emaciated and leaving even a Divine Spirit horrified if they were to see it. Even more tragically is that your powers have been crippled. They are still available to you at full strength, but you can only use them a set amount of times during this Jump. Use them too often and battle too many times and you will die from exertion.

Jumpermachia- +300

Battle is an ever present aspect of the world. Zeus and his battles against his father. Typhon's feud with the Olympians. The Beasts of Calamity and their desire to end humanity. All great struggles for survival and ideals and it is one you yourself will be forced to face. An enemy who scales to you in power, more than capable of being a threat to you, is out there. Preparing. Waiting. So that they may one day strike you down. Depending on what you are the nature of this enemy can be different. A human will certainly be face to face with a Beast, perhaps one similar to a certain pink haired Vitch. A Machine God will have their own Typhon after them. Should you somehow come out victorious from your own Machia, you may take your defeated opponent as a companion.

Repurposed +300

You lost. Completely and utterly. Zeus did not take kindly to your attempt to defy him and has rewired you in a way that is of use for him. It is impossible for you to deny his

actions, doomed to work whatever purpose he deemed fit for you. The act itself is not without a lot of pain, madness or extreme isolation just two ways this can manifest.

If you are no Machine God a different sort of mind control has been used on you, though no less effective and the punishment no less brutal for the duration of your time here.

Foreign Invasion- +600

The Stars and beyond hold many horrors. Compared to them, the Greek Gods are by far the most preferable Interstellar Guests to have. A blessing that will wane with your arrival. More and more beings from other Planets, Stars, Solar Systems, Galaxies, even Universes, will find their way to Earth. None of them will have good intentions, all wanting to use the Planet for their own purposes, strip it off ressources, destroy it or conquer it. Sefar's two siblings. The horrors described by a certain H.P. Lovecraft in another timeline. Beings from a Universe where everyone is a Servant. Perhaps even that which slumbers in South America and wakes prematurely to destroy all. Even worse you can not avoid any such events, constantly finding yourself pulled into their midst. You do not need to win and triumph over all of them. Just survive.

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 you may take as many as you like.

Divine Judgement

Gods are fickle and confusing beings. This is true even amongst the most mighty ones. But as it just so happens to be the case one of them has started to become interested in you. A quite unlikely one at that. Astraea, the goddess of justice.

As a Goddess Astraea may just embody the idea of standing above humans, personifying justice and very inflexible by nature. Despite all of that something about you made her want to fight with you and have you as a Lover. Your task in this challenge is to manage just that. Seduce impartiality as a Goddess itself. It is very likely that many trials are ahead of you, either because of other individuals seeing a stake in this or Astraea herself wanting you to prove yourself to her. Certain personal flaws of yours could end up being things you need to overcome as well.

Finally when you succeeded in these tasks, the challenge is not quite won yet. Astraea herself will be the final hurdle, as she doesnt allow herself to take sides usually in any conflict. Half of her power will take the form of a mighty Divine Spirit that you and her must defeat and prevail against. A final judgement to see if your worthy of the reward. The reward being? Astraea herself of course, joining you as a companion and lover.

If you'd like, after succeeding in the Challenge Astraea may be influenced the same way a theoretical Pseudo Servant would be by one Luvia Edelfeldt, taking care of some of her rigid features.

The Moon Goddess's Innocent Love

When Zeus punished the Goddess of the Moon and Hunt she was left all alone, circling the Earth. However as it so happens to be the case a Terminal of sorts was left behind. A terminal that embodies Artemis as she would have been as a divine spirit. That being said she is not quite like her, seeming to have her own directive or leftover programming. Something you would discover when you encountered her for the first time. She is cold and distant but seems to have an inexplicable attachment to you, possibly to try and learn more about you. She seems… disgusted but yet intrigued and can not just look away from you.

For this challenge you are tasked with winning the Moon Goddess's heart. There is a spark and possibility for it present, though nowhere near as easy as it was with Orion and her. And its not like that was an easy romance either. You must show her the emotion called love, allow her to understand it and let you be understood by her. That is only the first hurdle of this challenge however. Once you two have your love, the original Artemis will be aware of it enough to want to kill her and you. Survive the true Goddess's wrath, either by striking her down or by managing to keep yourself and your lover save till the end of the Jump. On the bright side she will not always instantly know your Artemis's location unlike with a proper Terminal but will still use every other ressource she has.

The reward for succeeding should be obvious. Artemis herself. Though it is not the Aletheia wielding Goddess, the Terminal and Divine Spirits love for you is true and endless. She will follow you on your journey through the stars and worlds and indeed has one gift in particular to give you. Say the word and she will temporarily let her love flow through you. Whereas others would burst and scatter, you will not even feel muscular pain. Instead you will feel empowered, strong enough to be something comparable to an army.

The Day to Bring Down the Gods

Do you dare to undertake this challenge? To start another Machia against the Omnipotent Zeus? Many have tried to bring him down from his Throne and all have failed. But perhaps you will be different.

Over the duration of your stay you must take control of Olympus, bring down its multitude of machine Gods and finally defeat Zeus. Much like he did his father you will need to strike him down and bring an end to the Age of Gods. The true difficulty of this task should be self explanatory. Zeus has unfathomable might, claiming his Lightning to be capable of destroying the Universe at full power.

Your greatest advantages would be that Zeus is constantly using some of his power to keep Olympus operational and his enormous Pride. He will only send one of his Gods and allies at you at a time, expecting them to be good enough to get the Job done before taking to battle himself. As another word of warning, taking this Challenge means that Zeus is guaranteed to try and follow through on Chaos programming, even in worlds that do not have the Foreign God to terrify him into fleeing. This will also mean the sure death of humanity, including Olympus as all of mankinds history is preserved in his space colony. It is a journey he will depart on in the final year of your stay at latest, perhaps sooner if you give him reason too.

By the grace of your Benefactor you will not have to face Chaos even after you defeated Zeus. The Dyson Sphere will immediately be shutdown instead and there is no threat after the King of Gods. Should you elect to want to face it for whatever reason however, you may do so and choose to battle Chaos as well.

The reward for your great feat will be equally as great. As Zeus falls your mind will be flooded with understanding. The same kind of intelligence the Civilization that created these Gods wielded is yours to have. All the wonders of Olympus are understood by you, both in application and what is needed to do so. A digital databank with all their knowledge will also appear in your warehouse. Olympus in all its glory will come along with you as is, perhaps even including Atlantis if you so wish it. It is a technological marvel and the crystal mountain serves as a Leyline font with plenty magical energy to spare. Furthermore it has been reworked to serve as a true space station, the inhabitants on the inside completely save from the dangers of interstellar travel. Should you have also defeated Chaos, you will receive a perfect duplicate of the Dyson Sphere too.

As a final thing to note is that you do not just get to bring the people with you. The Gods as well. Those that fell during the original Olympiamachia will be resurrected, as can be those that were killed by your own hand. However many of them you wish to take along. Even Zeus himself though he is well and truly pacified to obey you. If you yourself are a Machine God you can also claim all the power Zeus wielded as your own. Even if you weren't you could dare to strive for Godhood, gaining your own

Aletheia body as an ascended mortal. And if you struck down Chaos? Your new mechanical frame could feast on its parts as well.

War for Human History (Incompatible with A World on its own)

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. 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. The Lostbelt of the Machine Gods was considered to be the obvious winner. That being said things are never as clear cut as they should be and there are many threats still scattered in the other Lostbelts… and one Lost World.

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 Britain the High Queen Morgan seeks to make her country survive truly forever. She is a magus without peer, having reverse engineer Rhongomyniad itself into a magecraft whose power can even threaten the whole of Olympus.

Finally there will be South America. From it the Goddess of the Deinos species comes, once the Heart of an Ultimate One and possessing the powers worthy of such an existence.

You must face each and every one of them in battle, proving that the Land of Olympus is truly superior. If it is any consolation unless you go out of your way to wake ORT up, it will remain undisturbed. Not even Chaos is anything but a fly for the spider. The same is not true for all the Calamities of Britain or the Abyssal Worm.

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 Tree Magellan and all of the Atlantis Lostbelt. 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.

Apotheosis

Kirschtaria Wodime has a dream. That of a world where humanity itself is redefined. A world where they all achieve their true potential. There would be no more Gods needed to save humanity because all humanity would be Gods themselves.

When all are as gods, then all inequalities will vanish. Each and every person will become a life form that bears responsibility and influence on the world. So that some day, a life form which can reach the 'correct answer' will emerge. It is an ideal that seems impossible, yet the leader of Team A would never attempt something he considered impossible. And indeed fulfilling this vision is your task by accepting this Challenge.

By the end of the Jump, you must have found a way to elevate every human into Godhood. The mere attempt to do so requires extraordinary amount of energy, the kind needed from a Tree of Fantasy with which to form new Textures perhaps. A strategy that Kirschtaria tried to follow through on though not a fool proof plan.

Getting humanity to this level is only the first part of the Challenge however. Human nature will not change so quickly by simply getting phenomenal powers. Kirschtaria believes innate human goodness will prevail and triumph over any such evil but you are required to ensure this is the case. Accompany these New Age Gods and make it so they reach a true utopian conclusion.

The reward for your accomplishment is nothing else but the new humanity itself. They will follow you, their father/mother, to the ends of the Multiverse, bringing with themselves a philosophy of goodness and valour that seems infectious for other human beings. All because of the Worldly Texture attached to the species. Through it any other human will be able to join their ranks once they accept these ideals, a symbol for all the potential humanity has… and thanks to you has achieved.

Ending

Your time in the wondrous lands of Greece has reached its conclusion. What will you choose to do next?

Do you want to Stay Here?

Do you want to Go Home?

Do you want to Continue On?

Notes

Once again special thanks to Valeria, whose Fate Jumps are part of the reason why I make my own to begin with. However I'd also like to give credit for dragonjek and his 'The Island of Sin' Jump about the British Lostbelt. Both of them and their work lead to me making this Jump which I hope remains as a faithful addition to the Fate Jumps.

Also a special mention to PriorPossible834 for giving me the final push to actually do this Jump.I had the idea before but without him it would have probably remained an idea.

For the sake of timeline placing the Titanomachia must have happened around 14000 BCE, the Leukosmachia 12000 BCE because of Sefar and the Gigantomachia at around 1500 BCE. The Olympiamachia however we don't have a solid date for, only that it happened 'several thousand years' before the events of Grand Order. I personally theorize it happened not too long after the Leukosmachia given the Olympians disgust with Zeus by that point and the Greeks being the only Gods remaining that didn't became Divine Spirits. Adele and Macarios mention being alive for about 10000 years and they saw their parents be cast out of Olympus, which means the Lostbelts status as we can find it here must have been set in stone no later than 8000 BCE. This would also mean the Gigantomachia happened at one point while the Gods had achieved their Utopia, which makes sense given it ended with one strong display of godly power considering just how strong Zeus is. It should go without saying that by taking any of the Challenges with the exception of Divine Judgement and Apotheosis you lock yourself in a time after the Olympiamachia, with War for Human History making Foreign Gods Invasion mandatory.

Foreign Invasion as a drawback exists because the Atlantic Lostbelt is itself so strongly associated with Space and to truly lean into that aspect of the Machine Gods. It is also probably among the most brutal drawbacks you could take in the Nasuverse in general. Simply because of how much insane stuff is in the franchises cosmos. Velber, the Outer Gods, Servantverse stuff, TYPES. Even one of these beings is a walking apocalypse and you will routinely have to deal with them or comparable beings. Don't think fleeing earth will help, you will end up getting dragged into these things.