Grand Foreigner
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In one world a veteran gamer would awaken within the body of his character becoming an all powerful overlord. In another world a young man would become the sole survivor of a great disaster becoming the only hope of humanity. Both of these stories are of grand adventures, legendary warriors, and countless wonders. So what would happen if these stories were intertwined. Well that is exactly what occurs in this story. Somehow the legendary Momonga ended up awakening within the body of the young Master Ritsuka Fujimaru.

Having accidentally replaced the savior of humanity, Momonga would end up taking this task as his new mission. He adventures through the Singularities on a quest to save humanity and learn how he arrived in this world. You will be heading into this world. You could become an ally fighting alongside Ainz, a new foe threatening humanity, or an observer watching this tale play out. Take these **1000 Choice Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.

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Location

You can either choose one of the locations below or roll D9 and receive +100 CP to let the whims of fate decide your path.

1.) Chaldea
Chaldea, the epicenter of your journey, stands as the bastion of humanity's last hope. It is a technological marvel nestled amidst the confines of an apocalyptic landscape. Here, the future collides with the past, a hub of cutting-edge science, and ancient magecraft. As you step into Chaldea, you find yourself surrounded by scientists, mages, and heroic spirits, all united in a desperate mission to save the world from impending doom. The facility's towering spires pierce the heavens, while the remnants of once-familiar cities sprawl beneath, lost to the ravages of time. Lastly, you may start at this location if you wish regardless of role to ensure that you are relevant to the story and don't miss out on any adventures. Given the fact that Ainz went to a conference and to walk with Mash twice, once to the conference room and the other to his room. As such we can roughly estimate that you start 3 hours before the explosion goes off.

2.) Singularity F
Singularity F takes place in the city known as Fuyuki. It is here that one of the most well known Grail Wars would break out. Unfortunately this city has been burned to ashes and is now being destroyed by corrupted Servants. You will start out in a random location within the burning city. If possible I would recommend you seek out Cu Chulainn as he is perhaps the only individual here that won't try to kill you. Otherwise simply wait until Ainz and Olga Marie arrive if you are unable to protect yourself.

3.) Hundred Year War
In this world Jeanne d'Arc was burned at the stake however, she was brought back in a corrupted form. She returned as the Dragon Witch and led an army of dragons and Servants against those who had abandoned her. This singularity takes place in 1431 A.D. You will arrive in one of the various villages in France, though you may choose a specific location if you wish.

4.) Reign of Nero
This world takes place in 100 A.D. during the time of the Roman Empire. There are three main parties within this world. The first is the force under Nero as the current emperor. The second is the legion serving Romulus the founding emperor of Rome. The final is the rebellious forces made up of the celts, the freed slaves, and other assorted forces. All of them are currently unknowingly dancing to the tune of the Demon Kings

who are manipulating them like puppets on strings. You may freely start within one of their territories or at a random location.

5.) Golden Age of Piracy
This is the world of Oceanus where the seven seas are connected. This world takes place in 1573 a few centuries before modern times during the Age of Exploration. As this world is primarily based around the seven seas many of the larger land masses have been removed. You may freely start at any of the fleets traversing this ocean or one of the islands that is significant to the plot. Though keep in mind arriving at a fleet suddenly could be a very good thing or a very bad thing depending on who you encounter.

6.) London
Welcome to London, this world takes place in the nineteenth century. Step into the heart of the nineteenth century, where the mechanized rhythm of industry permeates every corner of the city. Steam billows from towering factories, and the clank of gears provides a constant background symphony. Gas lamps flicker to life, casting long shadows across cobblestone streets. Tower Bridge spans the Thames, a testament to human engineering prowess. In this bustling metropolis, the echoes of progress resound through the air

7.) North American Myth War
1783 AD North America. By default you will arrive near Denver Colorado, though things are certainly different from what you might expect. Nature and myth intertwine in a wild tapestry, as ancient spirits and creatures roam the untamed wilderness. There are three main camps within this time. Scathath's neutral party, Cu Chulainn Alter's blood lusted force, and Edison's so-called city of the future. You may optionally start at any of these camps if you desire or be transported to any area far away from all of them.

8.) The Crusades
The sixth Singularity takes place around 1300 AD during the Crusades. This world however, is special as it takes place inside a Singularity within another Singularity. Whether you find yourself in the heart of the Crusader City, the ancient lands of Assyria, or the storied sands of Egypt, you are surrounded by the echoes of a thousand battles. You may freely start at any of these locations if you wish or be dropped off at a random location within this world.

9.) Free Choice
Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

Time

You will be starting out the same day that the main plot of the story begins.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

YGGDRASIL - Free

YGGDRASIL is a game which would form the foundations of another world in a different reality. It is the original homeworld of Monomga and many other foreign beings who would soon arrive in the Nasuverse. By taking this origin you may be originally from Yggdrasil, and one of its native beings. Perhaps you were one of the many players or a member of the greater cosmology from this mysterious realm. Lastly, this special Origin may be taken with another Origin due to its special properties.

Master - Free

Oh? Well friend you are now one of the Masters of Finis Chaldea found for their mission. You could take the place of one of the 48 canon Masters or will you be the 49th Master. As a Master, your primary duty is to wield the power to summon legendary Servants from the Throne of Heroes, aligning your forces with Chaldea's mission to combat existential threats to humanity. You are the sword and shield of Chaldea, the last line of defense against those who would see humanity's demise. Additionally this also functions as the origin for anyone else affiliated with Chaldea that is not a Master or Servant.

Servant - Free

Congratulations on being summoned, hero! You have likely been called upon to aid in defending humanity. You are a famous figure taken from the Throne of Heroes. For the most part you will be in charge of the heavy lifting due to your Master’s weaker body. Granted, Ainz is a lot more capable than a normal Master. So keep your chin up, the fate of humanity (partly) rests on your shoulders after all!



Singularity - Free

Ohohohoho! Now this option grants you a virtually limitless amount of possibilities to choose from. Are you merely a Citizen in the Time Period in one of the Singularities or perhaps a summoned Servant? You could be one of the individuals seeking to restore the Singularity to its original state or someone who wishes to take advantage of this chaos. The Singularities are rich tapestries of history and myth, and as a denizen or participant, you shall play your part in weaving their tales.

Goetia - Free

Oh? Either you are one of the 72 Demon Kings or Goetia himself, or a completely different demon. No matter what you're on the opposite side of Finis Chaldea (and Ainz). The forces serving Goetia seek nothing less than the complete destruction of humanity and strive to cause chaos wherever they go. This also serves as the main origin for anyone who would be considered a Villain, but it's not directly under the banner of Goetia such as the Beasts, the various crazed servants, and all others who seek to spread devastation.

Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Human - Free/200 CP
Humans are the most common race within this world. While humans may possess shorter lifespans and generally exhibit lesser physical strength compared to other races, they bear within them an indomitable spirit and boundless potential that sets them apart. It is this potential that allows humans to transcend their limitations and surpass even the mightiest of species. As a human, you will begin your adventure in peak physical condition.

- **Demi-Servant - 200 CP:** Demi-Servants are humans who have absorbed the power of a Servant. Through this option, you gain access to the immense power, skills, Noble Phantasms, and memories of a chosen Servant without inheriting their complete personality. As a Demi-Servant, you are bestowed with the unique ability to select any Servant whose template you desire to absorb. This fusion grants you access to their legendary abilities, allowing you to wield their might as your own while retaining your human essence.

Demon King - 300 CP
The Demon Kings are the greatest of the Demons. Each of the Demon Kings are powerful beings hundreds of years old. All of them are powerful combatants on par with stronger Servants. Though the more powerful members of their ranks can potentially even match the Grand Servants. This option allows you to either become a new Demon King or to instead replace one of the 72 Demon Kings. The only member you are not allowed to replace is Goetia himself.

Servants - 200/400/600 CP
Servants also known as Heroic Spirits are living legends summoned from the Throne of Heroes. Each of these individuals were renowned beings from history. Some were great heroes while others were monsters who etched their presence into the world. You may either choose a canon Servant as a template gaining their powers or you may instead create your own unique legend. You may optionally intertwine your legend with other Servants if you wish as well. Lastly, you will receive an additional 400 PP to spend in the Noble Phantasm section to forge your legend.

- **High Servant - 400 CP**: If you are not satisfied being a normal Servant then you may become a High Servant instead. The High Servants are the upper tier of Servants who can easily fight off multiple lower ranked Servants. Some examples of this tier include Merlin, Altera, Nobunaga, Scathath, and Karna. Lastly, you will

receive an additional 800 PP to spend in the Noble Phantasm section to forge your legend.

- **Grand Servant - 600 CP**: The Grand Servants are the ultimate manifestations of the respective classes. They are virtually unmatched by any other Servant and comparable to high level Divine Spirits. It normally takes a team of High Servants or an equal to efficiently combat these beings. You may optionally replace one of the Grand Servants gaining their abilities or instead design your own powers. Lastly, you will receive an additional 1200 PP to spend in the Noble Phantasm section to forge your legend.

Phantasmal Species - 300/600 CP

Oh? You want to be one of the many Phantasmal Species that once roamed the Earth? Alright buddy. We've got all kinds of Phantasmal Creatures you can be! From the Oni, Nagas, Hydras, lesser dragons, and all sorts of other creatures are within your purview. Though if you wish to become a truly legendary creature then you need to pay an additional fee of 300 CP. immensely powerful species such as True Dragons will be 600 CP. This is due to True Dragons and other beings of this level functioning more as Living Concepts rather than actual creatures. Alternatively you can boost a lesser race to this higher tier of strength. For example, a Youkai or Oni could become an Archdemon.

Divine Spirits - 400/800 CP

Divine Spirits is a broad term that refers to deities in this world. These beings are incredibly powerful standing leagues above even the most accomplished Magus and Servants in power. For 400 CP you may be a minor god and receive three domains. This is the level most divine Servants such as Stheno and Euryale are at. Your power will be resistant and superior to most types of energy. You however, will gain a weakness to any anti-divine weapons.

- **Major Divinity - 800 CP**: For 800 CP however, you may instead become a major Divine Spirit such as an Olympian. You will receive six domains of your choice. The exact powers you receive will depend on your domain in question. For example, choosing Death as a Major God would make you a Necromancer on par with Ainz. Alternatively something like Magic would make you a magic user on par with Solomon or Hecate.

World Enemy - 800

The World Enemies are a set of thirty two extremely powerful beings from Yggdrasil. These bosses were so powerful that groups of thirty-six Players were needed at minimum to stand a chance against them and even then there wouldn't be much of a chance to stand against these monsters. By purchasing this option you may become a

World Boss. You may either become one of the canon World Bosses or design your own unique form. The exact power levels are unclear, but it appears that each World Boss is at least as strong as Ars Goetia if not an Ultimate One directly. While World Enemies are level-breaking monsters, even the weakest ones are over level 100. They are confirmed to have a cap that is beyond level 100 and are immune to the abilities of World Items like Longinus. At some point in the past, the guild known as Ainz Ooal Gown was nearly destroyed as a result of fighting a World Enemy. By taking this gain a discount for the **Powerhouse perk** and you may spend 50 CP to gain 10 more Levels until Level 200 and 100 CP per 10 Levels to Level 300. *See Notes*

TTRPG Galore - Varies
The World of YGGDRASIL is based upon the DnD TTRPG Games as such you may choose any race that is in any DnD or Pathfinder Edition and pay the appropriate price for them. The cost is primarily dependent on the power the species possesses. For example, something like a golem or a Minotaur would be cheaper at 100 and 50 CP respectively. For simplicity's sake consider every 5 CR an additional 50 CP. Should it be over the closest increment then count it as the next point. So a CR 14 monster would cost 150 CP since its above 10, but not 15.

On the more extreme end a Time Dragon would cost 900 CP, just look at it's effin' stats! An AC of 90 would mean to damage a Great Wyrm Time Dragon (Lvl12 Time Dragon) you'd need Tier 9 Magic or be at least Lvl 90! Like Holy Shit! OP Plz Don't Nerf! Let there be Glorious Chaos!!! How the hell do you become a Time Dragon? Most likely through using Ouroboros to get a ridiculously long quest and grinding your ass off like a True Gamer. Should you not be from YGGDRASIL then… I got no clue how you became something like a Time Dragon. You may use this Creature Finder to help you find your DnD Species.

Hybrid - Varies
This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Grand Servant x Major Divinity hybrid would cost 1,600 CP (600 + 800 + (100*2) = 1,600). You will gain unique advantages that are related to the species you choose.

Unique Hybrids

Depending on what options you take it is possible for some unique races to be unlocked. Two examples of some hidden combos are shown below. These hidden options grant the user unimaginable power and access to otherwise impossible to obtain skills. Basically, you can create any kind of race you want, as long as it can make some sense.

Creator = TTRPG Galore (Elder Titan) + Major Divinity (+Creation Domain) + World Enemy: So… You are one of those huh? You've ascended from being an Elder Titan and become Kin to the Creators of the World Tree. While you may not be able to create a World Tree on your lonesome just yet (Lv1000?). Gain 4 Free Extra Domains for becoming something beyond what should have been possible Gain Total Immunity to all Attacks from a 'Divinity'. **Divinity Lordship** Racial Skill grants Absolute Dominion over any Divinity, any damage/attack you deal to divinity-related beings is boosted by 10 times, no skill or ability may stop you from damaging a Divinity and you may create *any* Divine-type being you want. Usually you'd have to sacrifice your own Strength (Levels) to Create something, how else do you think a Creation (Observer) could kill its Creators? However I'll do you a favor so that you merely need energy and materials to create your Divine Beings. The stronger the material is, the stronger the Divine Being you can create. Yes, you are now by technicality a Nascent Overgod… Have fun!

Ur-Dragon = TTRPG Galore (Dragon) + Major Divinity (+Dragon Domain) + World Enemy: You… I stand in Awe… You really wanted to be The Dragon, eh? Alright. By buying all of these together you've ascended to become the Progenitor of All Dragonkind. You are The Dragon. No dragon-related being can do you harm and you gain the **Dragon Lordship** Racial Skill. With the **Dragon Lordship** Skill you have Absolute Dominion over Dragons, any damage you deal to dragon-related beings are boosted by 10 times, no skill or ability may stop you from damaging a Dragon and you may create *any* Dragon-type being you want. However the stronger the Dragon you're trying to create, the more energy and/or materials it will take to create it. Want to make a Dragon God of Creation? Get a hold of some Element X and a fuckton of energy, then you're good. Otherwise you've got quite some work ahead of you. You gain the four Domains of Power, Creation, Fire & Destruction for free. By the way, Congratulations! You're now equal to the Ur-Dragon & Asgorath/Io in Strength/Power but not Scale/Range. Now if you got your Oldwalker Spark… Oh yeah… Most of the World Enemies, you see they are Dragons, ya get where I'm going with this, yes?

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

Existence Outside the Domain - Free
Existence Outside the Domain is the only class skill that is possessed by the Foreigner class. This skill recognizes the Foreigner as a being from outside of reality who can force the world to play by their rules. By their very nature all Jumpers can be considered Foreigners due to their paradoxical nature. This perk enforces your ability to seamlessly use all of your abilities regardless of the world's rules. If it is an ability or item you possess then the world must accommodate it at its greatest potential without any negative effects. For example, this cataloged all of Momonga's feats into a format understandable by the Throne of Heroes. Similarly he was able to view others through a format that he understood.

Job Class - Free
YGGDRASIL had over ***2,000*** basic and advanced job classes available. This perk works by granting you access to the YGGDRASIL leveling system. As such you may use DnD and Pathfinder Classes as *Guidelines* for your build. This however, would ignore unique restrictions such as spell slots while retaining special class features. Your available Class Levels are equal to your Character Level. For example, most Servants were approximately level 50. This means that someone could choose between 5 and 10 different classes depending on the class in question.

You can also mix/combine classes into an advanced/secret class. Think along the lines of unlocking Spellsword by being a Knight and a Mage. Yes, you may use homebrewed content. But nothing too game breaking, mmkay? Also, this perk focuses on class purely rather than racial levels as well. Lastly, you may also freely give the others the ability to use this system as well. This will include other miscellaneous features such as the Inventory, the Stat Page, and messaging between users.

Temporal Resolvement - Free
When the members of Chaldea go through the Singularities they tend to change events even when trying to avoid it. For example, during the North American Myth War nuclear weapons were used by Edison hundreds of years before they were originally created.

Alaya worked to hide this by pretending they were meteor strikes and removing any residual evidence. This perk performs a similar function for any time travel related adventures you go on.

So if you alter the past then the world will be able to safely justify these changes preserving history even in the event of extreme changes. For example, if you went back in time and became a renowned general the same side would likely still have won, but you might be listed in the history books under the identity you used. You will receive this perk for Free to ensure that you don't accidentally destroy history during your stay. Lastly, if you wish you may disable the continuity effect allowing your changes to make drastic alterations though they will still occur safely.

Basic Information - Free/100 CP
When the Servants are summoned they are given a broad packet of information that is downloaded into their minds by the Throne of Heroes. This information includes history, sciences, modern slang, innovations, and a wide variety of other knowledge. Basically everything you would expect a highly educated thirty year old to know about the world. This allows them to immediately adjust, know all of their relevant skills, and blend in without issue. For Free you may receive this information upon arrival and whenever you rayshift to a different point in time. If you wish to keep this ability however, post-jump then you must pay 100 CP. Though keep in mind that this knowledge is closer to the average individual rather than a master of these fields. For example, arriving in Naruto would give you details about Shinobi and the Elemental Nations, but not knowledge of advanced Jutsu.

Legendary Beauty - Free/100 CP
This world is filled with attractive figures and beings. Perhaps this is some sort of idealized view of the world or merely a trait of this setting. To quote Ainz, there is an "abnormally high concentration of handsome men and beautiful women per square meter." For Free, you may receive this trait as well so that you fit in better. For 100 CP your appearance will be enhanced to stand out even in this world. You will be comparable to some of the goddesses and other beings known for their beauty. Lastly, you may choose to embody a certain appeal if you wish.

Universal Translator - Free/100 CP
Each of the Singularities take place in both different times and different locations. This obviously means there can be some issues regarding communication. This perk thankfully is capable of solving this problem. It converts any method of communication you encounter into an understandable format for you and your allies. Similarly any method you use to communicate can be made understandable for those around you.

This will only occur with messages you want to communicate ensuring you don't give away secrets accidentally. You'll receive this perk for Free for the duration of the jump. You, however, must pay 100 CP to keep it permanently.

Powerhouse - Free/300/600 CP
Everyone important in this world has some degree of personal power. Even the simplest individuals like Roman are considered stronger than the average person. To represent this you can start off with a various degree of strength. For Free you may start out with the strength equivalent to that of a Level 20 being from Yggdrasil. This is the level of most experienced Magus or Enforcers within the Clocktower.

For 300 CP you can reach the level of most Servants and so-called Heroes from Yggdrasil. This means that you will be equal to a Level 60 being in strength. Lastly, for 600 CP you may be one of the very few beings at Level 100. You will be a powerhouse above nearly everyone in this world. Optionally by purchasing the 600 CP option you may be a 42nd Supreme Being who was transported here alongside Momonga. Lastly, regardless of which level you choose you may design your classes and abilities based on the tier you purchased.

Parameters - Varies
Parameters is a term that refers to the various stats of a Servant forged by their legends. There are six main parameters including Strength, Agility, Endurance, Luck, Mana, and Noble Phantasm.

- **Strength:** Strength refers to the user's physical power, ability to lift things, and overall strength.
- **Agility:** Agility includes the users speed, reaction time, and flexibility.
- **Endurance:** Endurance refers to their resilience to damage types, how much damage they can take, and the rate the user heals.
- **Luck:** Luck refers to the likelihood of good things happening to the user, bad things happening to their enemies, and how fate views them.
- **Mana:** Mana very simply refers to the total amount of magical energy the user has, their ability to handle it, and sometimes their resistance against magical effects.
- **Noble Phantasm:** Noble Phantasm refers to the strength of the user's Noble Phantasm. It is normally a representation of their strongest Noble Phantasm factoring in utility, sheer power, and overall capabilities. Often this also represents their ability to bypass resistances or immunities.

Furthermore each of these parameters are divided into seven ranks which include E, D, C, B, A, EX, and ★. There is a massive gap in power between each level. By default you will start out with E rank parameters in all categories. For 50 CP you may increase

one of these stats by one rank until EX Rank, from EX to ★ requires 100 CP. These will stack onto any bonuses you start off with, your species, or from perks within this jump. So if you start off with C-Rank Luck you can upgrade it to EX for 150 CP. Lastly, for a separate payment also of 50 CP you may add a + to your stat. This is normally limited to a maximum of three times for each parameter, but since you are paying CP you may purchase it as many times as you can afford. This typically indicates the stat is double that of an average stat. For example, having A++ endurance means you can handle three times as much damage as someone else with A Rank endurance. This boost is additive rather than multiplicative. You may increase your stats as much as you want as long as you can afford it.

Plenty of Time - 100 CP
Managing relationships can be hard, particularly as the number of them you possess grows. Finding the time to communicate and nurture your bonds is a necessity. You, however, have mastered this task through careful time management and a touch of high end magic. This effect allows you to seemingly spread out moments into hours allowing you to meet with hundreds of people in a single day and have meaningful moments with them.

Arcane Vision - 100 CP
Arcane Vision is a special ability possessed by most high-level magicians. This ability allows them to witness alternative spectrums of light and energy. Additionally this ability also renders virtually any form of stealth or invisibility useless. For example, Ainz was able to clearly see Hassan when he turned invisible. Only the highest level cloaking abilities will be to conceal something from you with this perk.

Protection From Arrows - 100 CP
Protection From Arrows is a simple skill possessed by Cu Chulainn. This skill does exactly what its name implies and grants the user protection from any arrow based attack. This even includes any Noble Phantasm or higher ranked skill that takes the form of an arrow. For example, when Lu Bu attacked Cu Chulainn with his God Power the attack should have easily killed him. He however, was able to survive this attack due to this simple skill. By purchasing you may acquire this skill for your own use.

Element - 50/200 CP
Element is a term broadly used to describe your affinity for certain types of magic. Though it generally is used to describe the Five Great Elements which form the foundations of the world. They are Fire, Water, Earth, Wind, and Void. Though some systems exchange Wind and Void for Wood and Metal. Alternatively there are many other elements such as swords or other concepts. By paying 50 CP you may gain a

high level affinity for one of the elements. Alternatively for 200 CP you may gain the title Average One: Wielder of Five Great Elements. This signifies that you have an affinity for all of the main elements and have much greater potential than a normal magus. If you don't want an elemental affinity then you may instead purchase five related elements. Lastly, if your element and origin are the same they will increase exponentially in effectiveness and power due to their synergy.

Origins - Free/100/200/400 CP
Elements represent talent and affinity with the world. Origins however, represent the starting point of one's existence and their driving force from the Root itself. These are the driving aspects of your personality and determine a great deal of what you can accomplish. For example, Shirou's adopted father Kiritsugu Emiya had the dual origins of Severing and Binding. This made it so that he enjoyed working with simple machinery, but hated complex machines. Additionally your Origin can greatly enhance your capabilities. Shirou is a perfect example as he lacked an affinity with most magic, but he was able to pull off unmatched feats related to the concept of swords. For Free you may gain an Origin suitable for you. For 100 CP instead choose your Origin yourself. As you are paying with CP you don't have to worry about your personality being altered by this. Should you pay 200 CP then you may become one of the few individuals with a dual Origin. Similarly they will function regardless of any conflicting aspects or other issues that could arise. Lastly, for 400 CP you may choose an unmatched Origin such as Emptiness. The Origins of this level grant the user immense potential and incredibly powerful innate abilities. For example, Shiki Ryougi is the one of the only beings known to have this origin. It is one of the main reasons for her overwhelming power.

Magecraft Specialization - 200 CP
Magecraft is an expansive field comprising hundreds of different specializations. By purchasing this option you may acquire mastery of a single specialization of your choice. Some examples include Jewelcraft, Orpheus Magecraft, or Tuning Magecraft. You will gain the experience and skill of a master of your respective magic. For example, purchasing Orpheus Magecraft would grant you skill on par with Mozart. You may purchase this perk as many times as you can afford it.

True Berserker - 200 CP
Lancelot is an interesting Berserker Class Servant. He sacrificed his mind when he became a Berserker, but it didn't reduce his skills. If anything he became even more dangerous. By tapping into his wrath he can channel it, bolstering his physical prowess even beyond Artoria's. With every strike he unleashes his strengths grows a tad bit

more. You have somehow learned to mimic this state and unleash your inner rage upon your foes. Like Lancelot you will retain your rationality using your wrath as a weapon rather than blindly charging. This effect will hone your skills and your physical attributes. Although excess use of this power can be physically draining making it unsuitable for long fights.

- **This perk is Discounted to any Berserker Class Servants**

Archer's Sight - 200 CP
The Archer-Class Servants are imbued with incredible senses. These senses can even surpass the other Servants, though their vision is their most powerful sense. For example, Archer (Emiya) was capable of clearly making out details from dozens of kilometers away and accurately hitting targets with his bow. By purchasing this perk you can gain this level of senses as well. Should you already have impressive senses then this skill will multiply them by the same degree.

- **This perk is Free to Archer-Class Servants**

The Chief - 200 CP
Running an organization like Chaldea is actually much simpler than you might expect. Granted this is only true if you have experience dealing with people and acting as a commander. Luckily you happen to have this exact experience in spades. You are a master of management, efficiency, and failsafes. Any business or group you are in charge of can be kept at peak efficiency. This includes any trait that would affect this even the less important ones like employee morale. So take pride knowing that you are a worthy chief for any leadership position.

True Death - 200 CP
Resurrection is a surprisingly common trait possessed by Servants and other species. This however, does go against the natural order. Normally when something dies it should remain dead. You seem to have found a solution to this and gained the ability to permanently kill your foes. This simply means that if you kill something it will stay dead. No attempts at resurrecting, summoning its soul, or even raising it as a zombie can succeed.

Metamagic - 200 CP
Metamagic is a special type of magic designed to alter other spells within Yggdrasil. Some examples include Maximize Magic, Over Magic, and Triplet Magic. These are only some of the possible applications. By purchasing this perk you not only gain the ability to use metamagic, but you can apply it to any technique you possess.

For example, you could use Triplet Magic to launch three spells at once from your wand if you went to Harry Potter. The only cost is that each enhancement increases the cost of the spell. You can however, prepare them in advance and stack the effects of multiple meta magic enhancements.

Mana Burst - 200 CP
Mana Burst is an ability that allows the user to spend mana in short bursts. This greatly increases the users' agility, physical strength, and any damage they deal. Additionally this energy can cause certain effects depending on the user. For example Arthuria Alters contains dark magic and negative energy. You will become as skilled as Arthuria with this perk. Lastly, your Mana Burst will be extremely efficient allowing you to use this skill longer than most users.

I Will Not Submit - 200 CP
There are many terrifying fates that can befall you. One of the worst amongst them is to be mind controlled or too otherwise lose your will. This perk protects you from any ability that would take control of you. This includes mind control, emotional manipulation, and any other powers that would take control of you. All of these abilities will be rendered completely ineffective. This way your mind will remain your own. Though this also means that you can't blame others should you screw up.

As If It Was A Dream… - 300 CP
As if it Was a Dream is a skill possessed by Oda Nobunaga. It was created due to the Demon King being a fusion of countless what if scenarios. It allows her to dematerialize and become immune to all attacks from the real world. Additionally while using this power she is still able to launch attacks while safe herself. By purchasing this perk you can gain the ability to use this ability as well. This will allow you to avoid most attacks. The only way for you to be injured is through multidimensional attacks or conceptual methods that can directly touch your essence.

Galvanism - 300 CP
Galvanism is a unique skill possessed by Nikola Tesla. This skill allows him to convert magic and any form of mystical energy into electricity which can recharge his reserves. As long your foes provide sufficient energy you can fight limitlessly. This also has a special application regarding any metal. The power over electricity you receive with this perk allows you to manipulate these weapons.

For example, when Tesla fought Rama he was able to prevent Rama from hitting him a single time. This however, was only due to Rama using a metal sword. The legendary

king ironically could have put up a much better fight if he had simply discarded the sword. So overall, this skill is an excellent defensive measure to assist you in combat.

Create Greater Item - 300 CP
Create Greater Item is an eighth rank spell that allows the caster to create any item. The only restriction is the amount of energy you have to power the spell. Items of greater complexity and higher quality require more energy. For example, a medium sized pirate ship required the same amount of mana as five tenth rank spells. Aside from mana you may also use any other form of energy to power this spell.

Harsh Competition - 300 CP
Amusingly despite Ainz's lacking social skills he ends up ensnaring the hearts of those around him with ease. This is often due to a combination of his actions towards those around him and their own desires. Regardless, it allowed him to not only accidentally have a few dozen female Servants fall in love with him, but for them to agree to form a harem for him without his knowledge. By taking this perk you can share Ainz's luck with those you are attracted to. Simply going about your day could easily result in you earning the interest of those around you. Every action you take will become more meaningful to others. What to you may be a minor gesture could feel like a life changing moment for others.

The most interesting thing about this effect is that it is passive without any effort on your part. Should you actually try to earn someone's interest you could melt someone's heart and accidentally turn them into a yandere with ease. Granted this perk would prevent the negative aspects from appearing unless you wanted them to for some reason. Lastly, you receive one other special gift. There are many obstacles that make it difficult for some Servants to connect with others such as Medusa's inability to look at others or Serenity's poisoned body. This perk makes you immune to these negative effects if you are interested in them. So you could give someone a hug that had never been able to touch another person. Just remember that this is not true immunity, but selective protection from your lover's powers and anyone that you are attracted to.

Magic Resistance A+ - 300 CP
Magic Resistance is a simple, but incredibly useful skill. It does exactly what its name implies and makes the user resistant to magical attacks. The A+ ranked version of the skill is sufficient to make the user virtually immune to any modern Magecraft and even make the power from the Age of the Gods useless. For example, if the user was hit with an A++ ranked magic skill it would be weakened to the point that it would only be as strong as a E ranked spell. This also protects the user from magic based Noble Phantasms and rituals.

Stalwart Vitality - 200/400 CP
Guardian of Troy is a special skill possessed by Hector. This skill enhances his ability to survive lethal wounds. For example, Hector was still able to stand up after having his heart torn out of his body. This ability doesn't increase your regeneration, merely your ability to survive normally lethal wounds. This is limited to a degree. So you would still die if your head was torn off, but you could survive having most of your vital organs destroyed.

For an additional 200 CP you can upgrade this further to the unnamed skill possessed by Scathath. After absorbing the power from the Land of Shadows and bathing in the blood of hundreds of gods Scathath lost the ability to die. Her regeneration became so strong that any injury would fade away no matter how devastating. She can't even go to the afterlife as her body is restored shortly after complete destruction. It honestly would probably take something on the level of conceptual destruction for you to actually die. Though you could probably still be sealed away or imprisoned.

Golden Rule - 200/400 CP
As Yggdrasil was a game every action granted the players a reward no matter how simple. When Ainz was transported to the new world his belief in this concept was taken as well. His view was enforced on the world similar to a passive Noble Phantasm. As a result every action will grant the user an appropriate reward even if there should be none. For example, Ainz found that every foe he killed dropped a Data Crystal and some other treasures even though the vast majority of them shouldn't have left anything behind.

For another 200 CP you can upgrade this to Golden Rule EX. This unlocks the skills true potential allowing to acquire vast riches with ease. Merely by following your journey you will attain unlimited resources. This includes limitless wealth, legendary artifacts, lost knowledge, and valuable materials. Should you actually attempt to gather resources you will find these resources even more easily in greater quantities.

Thrice Setting Sun - 400 CP
Invictus Spiritus: Thrice, Though I Welcome the Setting Sun is an overpowered skill possessed by Nero Claudius. This skill allows Nero to resurrect three times in each battle. It however, must be set up in advance with designated a revival spot. You may freely designate any location you wish as your revival location. You may set your warehouse as a revival location if you wish. Should you have sufficient mana however,

then this skill can be used limitlessly. For example, Nero claimed that she could revive endlessly given the amount of mana that Ainz provided her.

Imperial Privilege/Natural Born Genius - 400/600 CP
Imperial Privilege is a special skill that allows the user to acquire any skill the user needs. Granted this skill is limited in what it can call upon. For example, Caligula's version can give him any skill associated with combat and not involving magic. By purchasing this you may acquire this ability for yourself. You may choose a single broad classification such as combat. You can then call upon any skill from this group.

If you are not satisfied however, then you may pay an additional 200 CP to upgrade this into Natural Born Genius. This is a skill possessed by Da Vinci which allows her to call upon any skill attainable by humanity. If a skill can be acquired through training even if only in theory Da Vinci can seize it. The only restriction is the number of skills she can use at once. Additionally every technique that this skill grants you is automatically boosted to A rank.

Yggdrasil Magic - 600/800 CP
Yggdrasil Magic is a skill that refers to the user's mastery of the Yggdrasil magic system. This includes all forms of Tiered Magic, class unique magic, and other magic such as those unique to various races. An example of this is Wild Magic possessed by the Dragons. By acquiring this perk you can gain a mastery of magic on par with Ainz who was considered to be the most knowledgeable mage in Yggdrasil. This is considered an A++ rank skill. The Magic of Yggdrasil is way stronger in this Universe as when Momonga used the Super-Tier Spell: Creation, he *actually* created something instead of doing what it did in Yggdrasil; Creation is a Super-Tier Spell that can change the terrain itself. This is some real Nasuverse Bullshit Hax, but Good Hax, for you & us.

- **Yggdrasil Magic EX - 800 CP:** If you are still not satisfied with this then you may upgrade this for an additional 200 CP. This will break the skills limit pushing it to the EX rank. You will now be considered the God of Magic in Yggdrasil possessing mastery over literally every single form of magic from the Nine Realms. This includes forbidden magic and the legendary Super-Tier Magic. Lastly for any spells with special cost such as Wish Upon a Star you can pay with Stamina rather than levels.

Heir of Earth and Humanity - 800 CP
In the wake of the third World War, the once formidable spirits of Gaia, guardian of Earth, and Alaya, protector of humanity, were tragically consumed in the nuclear inferno. From their combined essence emerged a singular entity, a fusion of their ancient powers. In one world, this fusion gave rise to Ainz; in this world, it forged you.

You are the protector spirit of a devoured and ruined world though your presence contains the potential to restore it. This grants you a number of abilities.

First, having inherited the power of humanity and earth you are now an incredibly powerful being. You will be on par with a Type and beyond most Grand Servants. Second, as a protector spirit you have an uncanny ability to sense disruptions and threats. This foresight allows you to anticipate natural disasters, cosmic events, and even potential global-scale conflicts. Third, you have the ability to restore damaged worlds and to create protective spirits who can safeguard against future threats. Normally this takes the form of the Counter Guardians, the Heroic Spirits, and the True Ancestors. Fourth, you gain an unmatched connection with any being related to nature and humanity. Lastly, you possess every other ability that both Gaia and Alaya have displayed that is not listed as well.

True Magic - 800 CP

True Magic is considered the ultimate form of magic that a Magus can acquire. Upon doing so you can officially receive the title of magician. This option allows you to purchase one of the five True Magics. Your initial skill will be on par with other users such as Zeltrech. You may purchase more True Magics for 400 CP after your first. You may choose which of the True Magics you desire from the following list:

- **First Magic - Denial of Nothingness:** Little is known about the First Magic since its user died many years ago. It however, is known that the First Magic possesses the ability to create objects known as Ether Clumps. These are essentially the foundational building blocks of reality. As a result it is likely that the First Magic has a domain over creation. You will have to explore this ability on your own should you purchase it.
- **Second Magic - Kaleidoscope:** The Kaleidoscope is arguably the most famous of the True Magics due to its wielder Zelretch. The Kaleidoscope also known as the Operation of Parallel Worlds possesses a domain over Time and Space. It allows the user to freely travel between different realities and draw on aspects of other worlds. This includes information, energy, skills, and other pieces. Initially you will be restricted to your local multiverse, but once you spark you will be able to freely access all of reality.
- **Third Magic - Heaven's Feel:** The Third Magic known as Heaven's Feel: Cup of Heaven possesses domain over materialization of the soul. The Third Magic allows you to manipulate the soul which contains the essence of an individual. Heaven's Feel allows the user to stop the natural dispersion of the soul effectively granting immortality and an unlimited source of energy. You can also

grab souls and place them back inside bodies which will then be transformed to match their original form. Though you may disable this if you wish.

- **Fourth Magic - Unknown:** The fourth True Magic is the most mysterious of the five as virtually nothing is known about it. It supposedly however, is said to be the opposite of the First Magic. It's believed to represent the domain of Death, Destruction, or the end of everything. With the Fourth Magic you can bring anything to an end including immortal beings, separate dimensions, and even concepts of the universe should you be strong enough.
- **Fifth Magic - Magic Blue:** The Fifth Magic is believed to possess dominion over Time. This however, is contradictory as the Second Magic is directly linked to Time as well. Touko Aozaki claimed that the Fifth Magic was linked to Consumption and Extinction. Exactly how this grants the user the ability to time travel is unknown, but perhaps you could figure it out for yourself.
- **Custom Magic - Your Choice:** Perhaps you aren't interested in the True Magic's despite their immense power. If none of them are to your satisfaction then you may use this option to create your own unique True Magic. The only limitation is that it cannot greatly surpass the others. This custom True Magic however, will grant you control over your own single aspect of reality allowing you to do the impossible within it.

YGGDRASIL

Territory Creation - 100 CP
Territory Creation is a skill possessed by anyone who owns a homebase, guild base, or similar structure. This skill allows the user to freely alter the appearance of the facility, set traps, and perform a variety of other functions for their properties. You will have a set amount of materials to work with initially, but you can provide additional materials to expand your property. Additionally this also allows the user to create NPCs to staff the base. The amount of levels you can distribute will depend on the quality of the property. For example, a campsite you assembled in a few minutes might offer you ten levels. A super massive fortress like Nazarick however, would likely give you 4500 levels to distribute.

Item Construction - 100 CP
Item Construction is a skill that allows the user to assemble various items instantly. By gathering the materials you can directly assemble them creating weapons, enchanted items, and other useful resources. This also can follow any recipes to create a perfect product. This skill will start out by allowing you to create anything up to the Legacy level. This limit however, can be improved by developing various crafting proficiencies. Should you sufficiently develop your skills you will be able to create Divine level items and products of unparalleled quality. Lastly, this ability can also be used to generate large structures such as camps, castles, and other facilities.

Auto Loot - 100 CP
Looting is a critical feature that is ingrained into all players from Yggdrasil. In fact it is considered a great crime to forget to loot your foes regardless of strength. Thankfully a legendary feature was developed to deal with this issue. This ability will automatically pick up any loot dropped by your foes or anyone else around you. This will ensure that you receive all of the rewards from defeating a boss or completing a task. Since this occurs automatically it will retrieve treasures from out of reach bodies, enemies whose bodies are completely destroyed, or anything else that is simply lying around the area you walk through.

We Will Return - 100 CP
Given the nature of legends and magic there is a large amount of instant kill techniques. Luckily, you seem to have managed to deal with these issues. As a result, you are protected from all forms of instant death magic or one hit kill attacks. Keep in mind this is mainly referring to esoteric means. So it won't stop a single sword slash from cutting

off your head. On the other hand, something like Gae Bolg automatically piercing your heart would be stopped.

Magic Knight - 200 CP
Amongst the four vampires who serve Cainabel, Dracula is considered the most dangerous. This is due to his class as a Magic Knight. He is weaker than a mage or warrior, but he makes up for it with his synergy between power systems. Taking this perk grants you two special abilities. First, it grants you the Magic Knight class and increases your skill with it to match Dracula. Second, this perk allows you to synergize your abilities to create more classes similar to the Magic Knight. For example, you could combine Healer and Archer to create a long distance healing class.

A Starting Point - 200 CP
Ainz honestly doesn't actually do anything most of the time to direct his Servants. His main effort is to simply direct them towards a task before they find a way to complete it themselves. Like the various Servants it seems your subordinates are capable of carefully carrying out your desires with minimal effort on your part. For example in the North American singularity all of Ainz's Servants eagerly played out their roles gathering allies as Ainz essentially wandered around unsure what to do. Even if given no orders at all, your subordinates will advance any plans you have or create beneficial preparations.

Negotiating From Strength - 200 CP
Negotiating is an art that is practiced by everyone from common citizens to royalty. Although the art of diplomacy used by nobles tends to be more complex. An excellent example of this is the meeting between Medb and Ramses. Every aspect of their meeting from the wording to simple gestures was meant to represent a clash of ideals. You thankfully are experienced and have mastered this unique form of conflict. Your skill when it comes to weaving words and commanding the course of a conversation is unrivaled. In fact you could even rudely barge into an emperor's palace and somehow come out as the one with the high ground through your words. You can apply this skill to virtually any conversation or negotiation allowing you to walk away as the winner.

The Shield - 200 CP
Bukubukuchagama was the main defensive fighter in Ainz Ooal Gown. Her offensive capabilities were practically worthless, but her defensive skill was so impressive that virtually no one could break through her shields. Mashu and now you seem to be following her path. You may lack the ability to cause damage, but you more than make up for it with your ability to protect.

This grants you an innate mastery over shields, and any other defensive technique. Secondly, you gain the ability to aggro targets making them pay attention to you exclusively during fights. Lastly, you gain a sixth sense about when your allies are being attacked and most importantly how much the attack will hurt them. This will allow you to prioritize your allies in the midst of combat.

Mind of the Overlord - 400 CP
Be it in the New World or here in Type-Moon. One thing that happens to Momonga is the fact that people think he's some Genius that is at least already 100 steps ahead of you at any and all times. Ainz is a skilled person, but he is far from what people seem to believe is capable of. However, what if someone actually did possess this god-like mastery of manipulation, management, and foresight. Well you can answer that question since you possess those skills. You have every bit of advanced knowledge and foresight that everyone thinks Ainz has.

You could weave plots that may seem insane only to be revealed to have been carefully spun upon their completion. You will be capable of pulling off incredible feats even without a solid background. Those around you will quickly learn that even the simplest action you perform accomplishes a dozen goals before anyone else realizes that it even needs to be done. Have Da Vinci run around in circles trying to understand what is going on, make Solomon/Goetia have a Mental Breakdown and make even the Gods of Wisdom and Knowledge want to lie down and cry. Truly! Only a Higher Being like you could be so brilliant to do such things.

World Disaster - 400 CP
World Disaster is said to be the strongest class in Yggdrasil when it comes to raw firepower. This class is designed to unleash extreme amounts of damage against bosses and armies. By purchasing this perk you can gain the World Disaster class and all of its associated abilities. One example of its destructive prowess is the Grand Catastrophe spell. This spell requires 60% of the user's mana and is capable of even surpassing super-tier magic in power. Nearly any being including level 100 beings can be killed instantly should they be hit head on by this attack.

Eye of the Mind EX - 400 CP
Eye of the Mind EX is a skill that Ainz earned by winning countless battles and killing every known species imaginable. This skill grants the user a number of boons. Firstly, they gain the tactical knowledge to win and prepare for literally any scenario. Second, as an extension of the first ability the user gains the power to never lose. This is not an automatic win button, but it allows the user to flip any situation to their advantage, find a way out of an impossible deadlock, or bring victory though another condition. Simply put

things may not go your way perfectly, but you will always have the power to achieve a flawless victory becoming the winner.

Eternal Beauty - 400 CP
Medb is a renowned figure for her sensuality and beauty in both worlds. Her Yggdrasil variant however, takes this to a whole new level. She is the pinnacle of feminine beauty capturing the warrior-like nature of the valkyries, the innocence of a young woman, and the seductive wonder that even a goddess of lust would be jealous of. Her passive charm is so great that even those individuals such as Scathath and other Servants can fall under her sway with a mere look.

The only individual shown to be unaffected by her charm was Ainz due to his immunity to charm. By purchasing this perk you can gain beauty and charm on par with Medb herself. This will also adjust to show the type of beauty that you want to give off. For example, most men would receive the heroic presence of a knight, the charming aura of a gentleman thief, and the pure aura of a small town boy. Like Medb this ability will affect anyone though it will be enhanced on those that you are attracted to.

Master of Many Resistances EX - 600 CP
Master of Many Resistances EX is a skill that grants the user immunity to nearly all status effects. Everything from resistance to specific diseases, to special weapons can be gained with this skill. Though the more general this protection is the less effective the skill becomes. For example, you could acquire complete protection from a single specific type of attack, or you could have a decent resistance against everything. You may freely shift this parameter at will, but you will only retain your active resistances.

Master of Death - 600 CP
While Ainz is a master of numerous forms of magic his main specialization is Necromancy. Necromancy is the art of manipulating death to create undead servants, cast black magic, curses, and many other so-called evil arts. Yggdrasil Necromancers, however, differ from standard necromancers as they don't actually require dead bodies to create undead warriors. Although using materials can greatly decrease the amount of energy required to perform their magic. This perk makes you a Necromancer on par with Ainz along with all of the advantages of the Yggdrasil system.

NPC/Servant Creation - 600 CP
Hey buddy! Remember what Ainz Ooal Gown did with their Guild Base? They filled it with their *custom NPCs*! Which I will give you as an ability. The only things you need are Data Crystals (a whole lot of them if you wanna create some real strong ones). Any and all NPCs you create with this ability will be *Unshakably Devoted* & *Absolutely Loyal* to

you no matter what. No **Downfall of Castle and Country** or other mind control shittery is gonna work on your cuties. A reminder. Just because they're loyal & devoted to you doesn't mean they will be yes (wo)men. You can customize everything about them but should you not want to go too deep into creating them, they'll be automatically created to compliment your abilities and personality.

World Champion - 600 CP
The World Champions are considered to be the ultimate warriors of their realms unmatched by any other. In fact it was stated that a World Champion could match six members of Ainz Ooal Gown simultaneously. Their strength is enhanced even further once they receive the recognition of the world. They are given incredible combat prowess, empowered within their respective worlds, and gain access to some unique skills. These skills include Dimension Gap, Dimensional Slash, and World Break. You may optionally choose one of the nine realms to gain a connection to. This will have some special effects on the realms and the beings within the Realm/Plane/World.

The Last Higher Being - 1000 CP
Leonardo da Vinci had a theory that by being the Last Being in YGGDRASIL Ainz *took* the place of the Devourer of the Nine Worlds also known as the Observer. This may not have necessarily been true for Ainz personally as Satoru, but it certainly will be for you. This perk grants you immense power (200 Free Levels) and greatly boosts the power of all skills from Yggdrasil. Listed below are some of the skill boost and other effects:

- **Higher Being**: This is a unique skill that you will unlock by purchasing this perk. The Higher Beings are those who have gone beyond the gods and reached boundaries that even True Magic cannot touch. The High Beings have stepped beyond Divinity as it is just another form of mortality. The exact effects are unclear in Yggdrasil, but when applied to a true world this has some fascinating effects that you will learn about in time.
- **Create Greater Item** allows the Creation of World Items
- **World Disaster** grants the Ability to Destroy/Devour Worlds
- **Dark Wisdom** grants Momonga's entire Repertoire of 718 Spells, and gives you all the Skills & Spells from those you kill. Should you have a similar Skill and/or Spell then they get strengthened
- **Metamagic** + **Yggdrasil Magic EX** grants the Ability to Create and Freely Modify Spells within the YGGDRASIL Tier Magic System and one day perhaps create Spells of a Tier higher than Super-Tier
- **NPC/Servant Creation** is now boosted so that you can create an NPC with only some energy instead of needing materials
- **World Champion** is now released from the Realm you choose. What? No! You haven't lost your position, but instead of being a Guardian of *a World*. You are

now the Guardian of the World Tree aka the *Universe*, baby! Light blows crack continents, Minimum Effort splits a Planet/World, Serious Blows *Obliterates* The World into smithereens

- **Master of Death + Denial of Life** to know Death one must first know Life. You are now The Cleric/Healer. You can cure anything and everything. God-Slaying Poisons? Yes Siree. Curses? Eyup. Mental Illnesses? Er… Sure? Anyway, you can cure any wound and heal any status effect
- **Master of Many Resistances EX** + **High Tier Physical Immunity** combines into **Top Tier Immunity** which grants immunity to attacks of EX rank and lower. It will automatically block anything that is below 99.9% of your full power. So if your full power was equivalent to level 1000 then only attacks at level 999 or higher would even be capable of touching you. You're also granted immunity to all status effects and near total immunity to special weapons. This protection is now no less effective no matter how specific the protection. Gain near complete protection from all types of attack and near total immunity against everything.

Master

The Pinnacle Moment - 100 CP
During the North American Myth War singularity Ainz traveled around unaware of the battles occurring. Despite this his Servants summoned him at the climatic moment allowing him to quickly eliminate all of their foes in one swoop. Although this was an accident, the principle of it is the interesting part. This perk allows you to perform similar feats though on purpose.

Essentially as long as you intend to arrive at an event or battle you will be able to make it before the climax of the battle. Think of it like a main quest pausing while you go off on a side quest. Logically if you waited an hour the villain would win and the world would be destroyed. This perk prevents that as long as you intend to deal with the situation eventually. The world's story will not progress until you willingly choose to advance it or arrive to play your part.

You're a Good Person - 100 CP
When Ainz reveals that he is a necromancer, many become suspicious of his past, even his Servants. Despite this some are unbothered such as the Hassan and Mashu. They either do not care about the implications or they instead choose to believe in him despite the possibilities. Like in this situation you will find that all of your allies will treat you fairly regardless of your alignment or actions.

For example, you could be one of the most evil people to ever live and still become friends with a legendary hero known for their kindness. Put simply, everyone will treat you based on how you act towards them directly, rather than using any outside negative factors. You however, may selectively allow pieces to bleed through. You could do this if you want your positive deeds to influence someone or to make them afraid of you due to atrocities you've committed.

Beauty Within All - 100 CP
Da Vinci is considered to be one of the greatest artists to ever live alongside her other titles. This trait clearly shows in every item she makes. In fact, even when intentionally trying to produce a bland item it still possesses overwhelming beauty. It appears that you have learned from Da Vinci as anything you make is a thing of beauty and its quality is improved beyond what it should be. You are literally incapable of producing relics of poor quality or with an average appearance. Since you are paying for this with CP you may optionally disable these effects if you wish to for some reason.

Target My Location - 100 CP
In comparison to Servants nearly every Master is far weaker in all attributes. Ainz is an exception as he himself is a Grand Servant. This trait however, means that it can be dangerous for a Master to fight alongside their Servants. Simply being around them restricts the capabilities that a Servant can unleash. This perk solves some of these issues. It won't make you stronger, but it makes you completely immune to any damage or negative effects caused by your allies. For example, your Servant could launch a nuclear grade attack at point blank rage and you would be completely unharmed.

Level Cap Begone - 200 CP
In Yggdrasil the maximum level a player could reach was level 100. This represented the pinnacle of power, but it also acted as a limiter on the players due to the game system. Purchasing this perk removes the hard limit or level cap on you. For example, if you were a Yggdrasil player then you could continuously level up as long as you continued to gather EXP. As long as you keep putting in the work, however, you will never reach a ceiling to your growth.

Transportation and How to Stop It - 200 CP
There are many special avenues to move quickly within this world particularly due to magic. Many of these methods however, are considered high level skills that only a select few individuals can master. Interestingly it seems that you have managed to do this feat and figure out how to prevent others from doing so as well. Your skills include teleportation, greater flight, and other methods that allow you as well as others to move quickly. The flip side of this is the ability to seal others' movement off. This primarily takes the form of special spells such as those that lock space and prevent teleportation. With this perk you have a massive edge when it comes to moving quickly.

Full Power Servants - 200 CP
Servants are normally limited by the amount of energy their Masters are able to provide them. You however, have a special ability. You possess a limitless well of power which can be used to power your Servants. This boundless reserve allows your Servants to operate at peak performance, constantly fueled at 100% capacity, unleashing their full potential without any risk of depletion. Your Servants will never experience energy shortages or limitations under your command, making them formidable and unstoppable forces on the battlefield. This reserve is exclusively used for Servants and other beings that rely on you for power.

Perfect Compatibility - 200 CP
Most Masters have a certain degree of compatibility with particular Servants. Your body is, however, unique as you seem to be perfectly compatible with all Servants.

Summoning any Servant becomes a seamless and effortless task for you, as they are drawn to your presence like moths to a flame. Even the most reticent and prideful Servants cannot help but feel an inexplicable and profound bond with you. Your understanding of their natures, personalities, and abilities is instinctive and unparalleled, enabling you to communicate with, befriend, and command any Servant with remarkable ease.

Dark Wisdom - 400 CP
Dark Wisdom is a passive skill that allows the user to gain a spell or skill from any target they kill. This normally would only give you a single spell you don't know, but this version will instead randomly give one power from your target. This ability could be anything be it a spell, a skill, or even something unique like the Noble Phantasm of a Servant. Since you are paying with CP this chosen power will always be something useful. So you won't get something useless like a mopping skill.

Something Greater - 400 CP
A strong leader can become a pillar, but many must rise for a group to prosper. This is a lesson that you have learned and put into practice. As a result you will find everyone that is allied with you growing. Like a set of broken swords being reforged and strengthened, your people will reach greater heights. This effect will passively affect the massed workers and your few elites alike. Additionally this effect can be bolstered through any personal efforts you make. For example, if an employee was working through a personal issue a few words from you might let them make months of progress in a few moments.

Your Full Potential - 400 CP
The Servants are summoned at a fraction of their potential and able to suffer from their repeated deaths due to the damage inflicted on the FATE system. By studying the FATE system you have learned to manipulate it. This has ensured that whenever you summon a Servant they will be brought forth at their maximum potential. They will wield the strongest aspects of their legends, their strongest powers, and be in their greatest mindset. For example, if you summoned a version of Artoria she would possess her strongest equipment and be free from the guilt that she normally suffers.

Charisma EX - 400 CP
Charisma is a common personal skill possessed by virtually anyone that is a leader. This skill represents the ability of a leader to inspire and please others. Ainz's charisma was ranked A++, and only avoided becoming EX directly due to his not being the original guild leader and his short reign of the world. This perk however, allows you to directly purchase Charisma EX. This level makes it so there is literally no one that you

cannot find common ground with or any group which you cannot seize control of. Your sheer charisma is comparable to a permanent mental effect that will make anyone recognize you as their true king. Even your most hated enemies will understand this and be willing to submit to you. Like Ainz you are capable of uniting massive squabbling pantheons together into a proper army and bringing the entire world under your control.

Unlimited Blade Works - 600 CP
Unlimited Blade Works is Archer's most powerful ability. This power allows him to create a world with himself existing as its origin. By purchasing this you can acquire the Reality Marble known as Unlimited Blade Works. This takes the form of an endless battlefield. Unlimited Blade Works allows Archer to produce copies of any weapon he has ever seen. Additionally you can recreate the weapons even after they have been destroyed. This grants you access to a unique power.

By overloading a Noble Phantasm or similar weapon you can push it beyond its limits, though this process will normally destroy the weapon. By doing this you can access power that even the weapons true master would have difficulty creating. Lastly, while this does take a certain amount of energy it tends to be very low considering that you are reforging legends. These weapons will also stick around after they have been created though you may dismiss them at will.

Engineering Marvels - 600 CP
Chaldea is a marvel of engineering and Magecraft constructed by some of the most intelligent beings humanity has produced. This complexity however, means that even repairing its systems requires highly skilled individuals. Luckily you are not only capable of this, but you are in fact on par with the beings who created Chaldea. You are a master of the various technological aspects of Magecraft such as forging, alchemy, and all of the other fields needed to construct Chaldea. This includes the more esoteric knowledge behind the FATE system and the Main Core which can generate an impressive amount of power.

Blessed by Magic - 600 CP
After Olga's body was rebuilt by Ainz she gained an unmatched affinity for all forms of magic and elements. This granted her an incredible talent for any type of magic that exists. For example, when Mozart taught Olga Orpheus magic, she mastered it in only three weeks. For comparison it took Mozart himself six months and he was considered the be the most gifted genius in music magic that humanity had produced. Similarly she learned everything Medea could teach her in less than two months. This perk grants you an incredible talent for all forms of magic. You won't be the most talented magus to

ever live with this alone, but you will have the potential to reach the pinnacle of any field given time.

Deicide EX - 600 CP
Deicide is a skill that can be acquired in Yggdrasil through the slaughter of gods and divine beings. Honing this skill to the EX rank makes the user the bane of any divine being. Activating it fully performs the following effects. First, it lowers the parameters and skills of any divine opponent by two full levels. Second, it weakens and seals away the opponents Noble Phantasm. Third, it seals away their divinity completely leaving them powerless.

Its final and most terrifying power is to declare the deity has no right to exist, destroying them completely. Additionally, all of the listed powers grow stronger the greater the divinity within the target. So, a Demi-god would actually be affected less than their divine parent if they fought you together. Lastly, while this ability is meant to be used against gods it can affect similar beings as well. For example, Buddhas, Demons, Devils, Holy Beings, divine abilities, and relics can be affected as well.

Servant

Independent Action/Manifestation - 100/400 CP
Independent Action is a special skill possessed by a variety of Servants particularly those of the Assassin class. This skill allows the Servant to survive without a Master for a period of time or based on a condition. For example, some Servants can devour souls in place of energy or instead can survive off a minuscule amount of energy. You may optionally design the specifics of your skill. Regardless of the specifics you will be able to survive indefinitely without a Master though extended use of your abilities will weaken you. For example, if you go a month without receiving any new energy you will not be able to use your Noble Phantasm due to their drain.

If this is not to your liking you may buy the enhanced version of the Independent Action skill called Independent Manifestation. This is a special skill that permits unsupported manifestation into reality, without necessity of energy cost or of summoning by a Master. This skill signifies a confirmed existence, making reality accept the holder and their current state as a natural part of their current location. For example, if you find your way into an afterlife, you would not be instantly banished from there due to being alive, nor be suddenly dead or gradually lose your life force due to the laws of reality stating that only dead things are able to exist there. This does not stop any present environmental factors (such as the presence of necrotic energies causing you to decay), or a lack of some factor that empowers you (such as infinite regeneration as long as living beings exist), from affecting you as normal. Those with this skill have a resistance to instant death and time-control attacks. The Skill is normally restricted to the Beast class. It has been described as being akin to an inferior form of the Third Magic.

Lore Master - 100 CP
Given the role of Servants throughout history it is quite beneficial to have studied the lore of the world. Da Vinci is a perfect representation of this for her world while Ainz has a similar level of knowledge for Yggdrasil. You however, seem to share the combined knowledge of both figures. Your knowledge of legends, mythologies, and history is unmatched.

This provides you with the ability to recognize any Servant on sight, knowledge of every noteworthy event to ever occur, and a perfect understanding of all civilizations. Surely there is something that you could do possessing the knowledge of quite literally hundreds of worlds. Lastly, post-jump your knowledge will be updated with the history of the setting up to your arrival.

Golden Rule (Body) - 100 CP
Golden Rule (Body) is a simple skill possessed by Da Vinci. This skill allows her to freely alter any aspect of her appearance including her gender and other unique characteristics. The only restriction is that these changes can only be cosmetic. For example, you could grow a pair of wings, but you wouldn't actually be able to fly using them. Simpler changes include height, hair color, age, and other common cosmetic changes.

Master of the Kitchen - 100 CP
Emiya is a powerful Servant with many dangerous skills. One of his most appreciated skills however, is his cooking capabilities. Emiya and you with this perk are master chefs easily capable of making a 5-star meal out of trash. There doesn't seem to be a single person who is not in love with your dishes upon tasting them. Your food also seems to be an excellent tool for helping others relax. For example, both Roman and Artoria felt much better after having some of the food Emiya made.

Insight in the Jaws of Death - 200 CP
Insight in the Jaws of Death is a skill possessed by the Argonaut Jason. This skill boosts the user's strength proportionally based on how dangerous the threat they face is. For example, fighting someone slightly stronger than you would provide a minor boost. On the other hand if they were vastly more powerful than you then your strength could be multiplied a dozen times over. For example, when Jason fought Megalos he was able to slay Megalos once when by all rights he shouldn't have survived a single blow.

What Makes You Tick - 200 CP
As both an emperor and a general Caesar needed to develop the skill to read others. His knowledge of psychology and personal ticks allows him to build a complete profile of any individual within a minute of meeting them. As a result he can easily predict their strategies, weak points, and other important information about them using this profile. Like Caesar you too can analyze others to an immense degree. Keep in mind though this merely allows you to understand others, you aren't actually a qualified psychologist with this perk.

Who Said It Only Worked Once - 200 CP
Generally most Servants can only use their Noble Phantasms once. This is due to both the immense energy required to use them and due to the act of manifesting them. Calling upon a Noble Phantasm is to summon the might of your legend forcing it on

reality. To do so repeatedly is to make a mockery of both the universe and your own feats. You however, are capable of doing this without any issue.

This effect firstly makes it so that the energy requirements for these powers is significantly lowered. You could easily spam your phantasms dozens of times where others could only do so once. Secondly, like the Noble Phantasms you can utilize and perform any one time option more than once. For example, if a power could only be used once then you may use it repeatedly. There will likely be some sort of cost though such as an immense stamina drain. The item or power in question however, will no longer be limited. You will not die from using it or the relic in question won't shatter after being used.

Alter - 200 CP
The Alters are the darker counterparts of various Servants. These beings are often considered evil variants much better suited for combat than the normal Servants. For example, Jeanne Alter lost her shielding abilities in exchange for control over dragons and much stronger offensive attacks. By taking this perk you may gain the characteristics of an Alter. The exact powers and abilities you manifest will depend on your current build. Though many of these abilities will be mirrored from your current powers. For example, if you specialize in healing and debuffs then your Alter powers will likely be based around damaging curses.

High Tier Physical Immunity - 400 CP
High Tier Physical Immunity is a skill that virtually everyone acquires in Yggdrasil once they reach a high enough level. This skill protects them from any damage. You cannot be harmed by any attack of A rank or lower. Normal damage, Noble Phantasms, and any other attack must be of a certain level to affect you in any way. For example, aside from threats such as powerful Noble Phantasms and Servants no one can hurt you in this world with this perk. Granted this only prevents them from affecting you.

So for example if Artoria used Excalibur on you this perk wouldn't offer any resistance to the attack. The most important part of this perk is that it will scale with your strength. Once you reach a high enough level it will automatically block anything that is 80% of your full power or below. So if your full power was equivalent to level 1000 then only attacks at level 801 or higher would even be capable of touching you.

The Jumper Emperor - 400 CP
Nero is a bit of an airhead, but she is a surprisingly capable empress. She is beloved by her people and a pillar supporting her emperor. She and Romulus ended up in a conflict over which of them was the true Emperor of Rome. This may seem like a petty conflict

over a title, but this position grants immense power. Within any empire or territory you possess, your strength will be multiplied. The exact boost will depend on the size, legacy, and total existence of your empire. For example, an empire that covered a continent existing for a thousand years could make you ten times stronger. Now what if you had a million year old empire that was the size of a galaxy. You may very well become thousands of times stronger if not more so.

Palingenesis - 400 CP
Palingenesis is a process devised by Da Vinci to strengthen and repair Servants using a Holy Grail. By providing this with an overwhelming supply of energy and a stronger base the Servants can grow far more powerful. For example, when Medusa used the grail she gained multiple Noble Phantasms, her parameters increased across the board, and her innate divinity grew stronger. By purchasing this perk you will have undergone palingenesis or a similar process. All abilities you possess will be greatly increased in power. If you were an average Servant beforehand then now you will be on par with a High Servant. This boost will be equally effective regardless of your strength. Lastly, you will likely develop a number of new abilities related to your current powerset in some way.

The Power of Legends - 400 CP
Most Jumpers are legendary beings who are known across the multiverse. So wouldn't it be befitting for them to receive the powers of the Servants. This perk has two main effects to represent this. The first is that your relics, renowned feats, and powers can be turned into Noble Phantasms. The boost they receive will depend on the spread and belief of your legend.

The second effect is technically the core of the first effect. As your renown grows you will receive a boost to all of your parameters. For example, being a renowned hero in a single country would provide a decent boost. Being a world famous hero however, would multiply all of your powers greatly. Lastly, as age is an important property of any legend you will find yourself passively growing stronger as your tale grows older.

Pseudo-Noble Phantasms - 600 CP
Da Vinci's intelligence is what makes her one of the most dangerous Servants in the throne of heroes. One of the greatest demonstrations of her intellect is her ability to replicate the Noble Phantasms of other Servants. For example, Da Vinci was able to casually create a prototype that replicated Mashu's Lord Camelot. This perk makes you a peer worthy of being Da Vinci's rival after her mind was unlocked and she became a Grand Servant candidate. You will be capable of replicating any feat that Da Vinci has made and recreating the Noble Phantasms of every other Servant. There is little you

don’t know and even fewer things that you are unable to learn. This perk makes you one of the greatest geniuses to ever live. Even after you travel to future worlds you will remain one of the greatest minds capable of matching the settings brightest.

Immortality - 600 CP
When Ainz learned of Mashu’s condition he decided to make her immortal in order to heal her completely. The form of immortality he gave her was spiritual immortality. This doesn’t make the user invulnerable, but instead makes it impossible for their spirit to be destroyed. For example, if Mashu is killed she will linger as a spirit and can be placed into a new body. Additionally, any body the user inhabits does gain ageless immortality allowing them to live eternally as long as they are not slain. For the sake of the jumpchain you will not chain fail if your body is destroyed. You however, must have a physical form at the end of the jump or it will be considered a chain fail.

Complete Servant - 600 CP
Nearly all Servants can actually be summoned in multiple classes due to the expansive aspects of their legends. For example, Artoria can be summoned as a Saber, Rider, Lancer, Archer, Caster, Berserker, and Ruler. By purchasing this you will not be limited to a single class. If you choose the template of another Servant then you will gain the powers of every variation they possess. If you are an original Servant or not a Servant yourself you will receive a massive boost in power related to all Servant classes. For simplicity's sake all of your parameters will be at least B-rank and you will likely have a few higher rank parameters as well. Even a weaker Servant with the complete power of their legend will become on par with a top tier servant.

Ruler - 600 CP
The Ruler-Class Servants are impartial judges meant to act as referees for Grail Wars and other conflicts. To perform this duty they are given a number of boons by the Throne of Heroes. Firstly, they possess an ability called True Name Discernment. This allows them to learn the True Name, skills, and parameters of any being they lay their eyes on. Second, they have a skill known as God’s Resolution. This grants them a set of Command Seals for each Servant they encounter. Lastly, they receive EX rank Magic Resistance which makes nearly any hostile magic useless. Even extremely powerful magic from the Age of Gods is unable to hurt them. By taking this option you may either become a Ruler Servant or gain the properties of one.

Singularity

Kingly Presence - 100 CP
As a normal human, Suzuki Satoru is not a being who inspires others. Momonga however, was a legendary guild leader who unified a scattered force of dozens of all powerful gods. This position imbued Momonga's every action with the regal authority of a king. Even when making a hasty apology his presence demands respect making his action worthy of admiration. You too have the regal presence of a king imbued within your every action. This innate regal charisma transforms even the simplest of deeds into praiseworthy acts. Whether it be a grand speech to a kingdom or a simple apology to an ally. This dignified air of royalty, ensures that your every action leaves an indelible mark and inspires those who witness it.

Hero of the Poor - 100 CP
Karna is a special Servant amongst the Throne of Heroes. He is widely regarded as one of the kindest heroes lacking any selfishness. This makes him one of the most beloved and respected heroes. For example, in Chaldea Karna is the only hero aside from Hector who is considered approachable by normal humans. This perk gives you a similar reputation. Even your enemies will feel positively towards you. This doesn't mean that they won't try to kill you, but literally everyone will start off with a noticeably warm opinion towards you. If you had a way to measure your reputation then this perk would automatically make everyone start off at 30 out of 100 rather than 0.

Patron of Children - 100 CP
There are a number of Servants who were famous for their actions involving children. For example, Atalanta was known as a protector of children. On the opposite side beings like Asterios and Jack are famous children despite their power. This perk reflects both of these properties. Firstly, you will easily gain the trust and friendship of any child or child like being. For example, Ophis from DxD would qualify as despite her age she has a child-like mentality.

Second, to support this you will be given the experience, skills, and knowledge to handle any child with ease. Lastly, should you be a child or possess a child-like form then you will gain access to the second main aspect of this perk. You will emit an innocent aura which makes those around you more likely to trust and care for you. This will only be positive so think doting mother, not creepy uncle in case you are concerned. This effect will be particularly effective on parental figures. This might accidentally get you adopted though that could be a good thing depending on the person in question.

He's Harmless - 100 CP
Caesar is arguably one of the most famous Servants, but he possesses a few skills that you might not expect. One of these skills is his relaxed demeanor. Upon seeing Caesar it is incredibly difficult for most people to consider him a threat or to view him negatively. By taking this perk you can gain a similar presence. Those you encounter will lose their sense of caution and paranoia when near you. This doesn't outright make it impossible for them to dislike you, but no one will consider you a genuine threat until you show them you are. This will even bypass effects such as a brutal reputation though you may deactivate this perk at will if you wish.

Holy Maiden of the Waterside - 200 CP
Holy Maiden of the Waterside is a unique skill possessed by Martha. This skill enhances her power whenever she is in or near a body of water. The exact boost is unclear, but it was enough to let her turn the tables in a fight against a stronger Servant where she was previously badly losing. Additionally this effect is enhanced even further if the user happens to be wearing a swimsuit (for some reason). By taking this perk you may acquire this ability as well.

Hero Maker - 200 CP
Often heroes and legendary figures start out weak. Very few heroes immediately burst on the scene as you imagine them. They will often acquire a teacher who can turn them into a proper hero. You are not being given this opportunity. Instead you are one of the beings who creates these moments for others.

By purchasing this perk you will become a legendary instructor on par with renowned teachers such as Chiron and Scathath. Under your tutelage even ordinary people can become legends and famous heroes. You can teach virtually any skill and adapt your methods for each student. You will recognize the best methods to bring out someone's potential and to push them beyond their limits.

This is Insanity - 200 CP
Blavatsky is simultaneously a lunatic and a rare genius. Her work by all logic is impossible to use correctly and incomprehensible to anyone who tries to analyze it. You are a similarly terrifying being beyond logic. This has a number of different effects. Firstly, any attempts to replicate your work or techniques. In fact not only is doing so impossible, but it is actually extremely dangerous. The bizarre methods you use can literally drive others insane.

Secondly, this makes it impossible for anyone to predict your actions or find patterns in your movements. You are a bane of order disrupting any attempts at logic and understanding. Lastly, if you wish you may selectively disable these effects. For example, you can only have it affect your enemies or those who are not loyal to you, or alternatively make your work not be insanity inducing, but still impossible to replicate.

Let Them Kill Each Other - 200 CP
Sometimes it's a lot easier to simply let your foes kill each other. This perk makes it so that as long as you aren't actively attacking your enemies they will instead attack any other nearby foes ignoring you. You will not be factored into any of their plans and they will wait to make any preparations against you until all other opposition has been dealt with first.

This effect will only be broken once you openly move against them. Additionally it does a reset period depending on how large the conflict is if you move against them. So you can't assassinate the leader of an enemy force and then simply hide. They will not forget about you for at least a few weeks in this instance unless there is a more dangerous threat they need to deal with.

Protection of the Faith - 400 CP
Protector of the Faith is a Skill possessed only by martyrs who have sacrificed themselves for their beliefs particularly those of the Abrahamic Faith. For example, Martha and Noah are the two main Servants capable of using this power. Their sheer faith in God protects them from nearly any form of harm. Granted sufficiently powerful attacks can still break through this effect such as Noble Phantasms. This ability however, allowed Martha to fight both Hassan and Archer (Emiya) together ignoring multiple lethal injuries. Your strength will be greatly boosted while this ability is activated as well. Lastly, the protective effects of this skill also extend to any mental effects such as illusions, brainwashing, or charm magic.

Dragon Slayer - 400 CP
Many heroes such as Siegfreid and Georgios are most famous for their battles against Dragons. These legendary beasts are the strongest natural species in the world, but there are many means specifically designed to kill them. You are a Dragon Slayer and one such means. Your body and spirit has been forged specifically to combat dragons. As a result you are incredibly resilient to any of their attacks, your own blows are more effective, and you can absorb their power upon slaying them. Additionally, this gives you an aura that naturally makes dragons fearful and submissive towards you as you are perhaps their only true predator.

The Star Emblem - 400 CP
The Star Emblem is a power wielded by Altera gifted to her by her true body. This creates a network running through her body which functions similarly to magical circuits though at a much higher level. Activating these circuits grants the user an incredible boost in power. Altera claimed that the boost she received was equal in magnitude as the difference between Spartacus and a normal human. Upon activating the power a series of white lines will cover your body originating from your heart.

Knight of Knights - 400 CP
Lancelot is considered to be one of the greatest sword users to ever live. He was said to have surpassed every member of the Round Table in skill including Artoria herself. You are a peer to the legendary knight wielding skill on par with him. You are a well rounded warrior having honed nearly every form of combat related to the blade to the pinnacle of mastery. Even a normal man with this level of skill could slay entire armies without receiving a single wound.

Should you have a strong enough body then even a divine spirit will find themselves being cut down with a single slash. Additionally as befitting such a peerless warrior your talent when it comes to learning nearly any skill is impressive. You will easily be able to pick up new techniques and skills surpassing masters of the craft in only very short periods. Lastly, like Lancelot you have the ability to enter a berserk rage. Rather than becoming a mindless monster this will only strengthen your attacks and allow you to launch them at an accelerated rate.

The Unifier - 600 CP
The entire situation involving Rome was a powder keg waiting to go off. It however, was not a situation that couldn't be resolved under a careful hand. Which is exactly what Ainz did by bringing the three leaders together against their common foe. You possess a similar ability to bring peace between warring groups. Even the most heated parties can be brought to heel under your guidance. The most significant part is that not only can you bring peace, but you can unite them as allies under your command. Lastly, this will also have the effect of making you the ideal choice whenever a neutral party is required.

Pioneer of the Stars - 600 CP
Pioneer of the Stars is a unique skill acquired by those who single handedly advanced humanity such as Da Vinci. This represents the ability to accomplish the impossible. For example, the user can use skills without learning them and can automatically identify anyone's abilities. Additionally this allows you to access any powers that would normally

be blocked off. So, you will be able to grow limitlessly and accomplish any deed. The exact limitations are unclear, but with this perk you now possess the ability to do anything. Though there may be some other requirements depending on the deed.

The Queen of Shadows - 600 CP
Scathath is considered to be one of the most feared Servants. This is not only due to her immense power, but her nearly unrivaled skill. Scathath is by far one of the most experienced Servants having fought in the Land of Shadows for thousands of years on end. By taking this you will become one of the oldest and most skilled beings within this world.

This is an immense level of skill potentially allowing you to replicate Scathath's feats and become a Godslayer as a mortal. Second, you can now be considered a mastery of virtually every weapon ever made. Though your skill with one particular weapon will stand out similar to Scathath's mastery over the spear. Lastly, this will also grant you a mastery of Primordial Runes on par with Scathath herself.

The Dragon Witch - 600 CP
After being reborn through Gilles' wish, Jeanne Alter gained the powers of dragons. This gave her control over flames, the ability to boost her allies' attack power, and the ability to command dragons. By taking this perk you can gain these abilities as well. You will be able to command any dragon you encounter though more powerful dragons may take slightly more effort. This ability alone however, was sufficient for Jeanne to turn Fafnir into her mount.

Additionally, this also gives you the skill needed to flawlessly ride any draconic creatures. That way you don't accidentally fall off a dragon while riding it. The last of the draconic boons will be the ability to become a true dragon. You will be able to transform into a powerful body similar in power to Fafnir. The final boon you will receive is an enhanced magical regeneration rate. As Jeanne Alter was effectively reborn using the Grail, her ability to regenerate magic was increased massively.

Goetia

Scientist - 100 CP
Scientist is one of the many classes available within Yggdrasil. Scientist is primarily used by crafters and magic classes. It allows the user to increase the quality of blueprints, create new potions, and more easily memorize new spells. The class does provide a relatively low amount of stats, but every five levels it allows the user to gain special perks and unique sub-classes such as the Magic Explorer class. These perks are normally special abilities related to learning or development. An example would be using less materials to create items, learning blueprints, or discovering new potions. If you lack a leveling system then this skill will naturally grant you these perks as your proficiency develops.

Air-Walk - 100 CP
Air-Walk is a simple, but useful ability that Megalos possesses. This ability allows the user to jump on any surface including air to propel themselves. By focusing you can even run on air by timing your jumps correctly. As you are paying for this with CP you will start out with a mastery of this power. This means it will be built into your body with the appropriate muscle memory and skill needed to use this power at its full potential.

Emotional Suppression - 100 CP
Suppressing your emotions is a useful, albeit dangerous skill. This allows you to keep all of your emotions under perfect control. This makes it impossible for anyone to forcefully alter your emotions or make you go out of control. This also has some other uses for special situations. For example, Ainz noted that he could suppress certain sensations to last longer with Medusa. Those of you who understand can realize the benefits this might give you. A more practical example though would be maintaining a cool head in a cool chaotic situation.

Strong Insides - 100 CP
While some heroes are famous for invulnerable skin they often have weaker insides. A clear demonstration of this was when Ainz fought Rama, Scathath, and Cu Chulainn Alter. His acid mist spell didn't do much damage to their bodies, but as soon as they inhaled it all of them collapsed in agony. This perk is designed to protect against similar issues. It works by making every aspect of your body as durable as your strongest point. This means that your organs, skin, eyes, and everything else will share the same durability. It will be far more difficult for anyone to hurt you with this perk.

Denial of Life - 200 CP
Denial of Life is a skill that all undead possess. This skill causes them to release negative energy. It is what gives them immunity to charm, instant death, and a few other abilities. Purchasing this will give you the ability to generate negative energy on par with Ainz himself as an Overlord. This amount of negative energy is sufficient to convert a normal human into a relatively powerful undead, turn holy silver into ash, and even dissolve a Servant with a few seconds of contact. Even divinity is not safe from prolonged contact with this level of unlife. You can choose to either suppress this skill or to instead amplify it by actively channeling the negative energy.

- **This perk is Free to any Undead species**

Scourge of God - 200 CP
Scourge of God is a passive skill that Altera possesses. It allows the user to instantly identify any weak points an enemy possesses and deal more damage when they are struck. If the foe is unable to defend, the attacks can also bypass any armor and defensive skills they possess. The most useful part of the skill however, is that it applies to your entire party. So if you were leading an army of 10,000 then every soldier under your command would gain access to the skill.

Faster than Achilles - 200 CP
Achilles was known as the fastest hero in the world. As a result this became part of his legend. No matter what foe he faces his speed will be enhanced making him faster than them. This however, does not affect his combat prowess. The exact boost is unclear, but it was enough to allow Achilles to avoid all of Cainabel’s attacks. Purchasing this perk grants you access to this ability. This ability will automatically make you faster than any being you fight. Just remember your speed is the only thing increased, so you might not actually be able to hurt your opponent.

Adaptive Regeneration - 200 CP
Adaptive Regeneration is a skill possessed by Heracles' corrupted form known as Megalos. This skill made him adapt to any attacks that heavily damaged or killed him. For example, after Ainz killed him with the Acid Cloud spell it only did one hundredth of the damage it did previously. Purchasing this perk grants you a similar adaptability. The perk however, will only activate when you are gravely injured or killed by something. This protection, thankfully, does extend across a wide range. For example, if you were killed by a fire spell then you would receive a resistance to all fire based techniques.

Bane of Heroes - 400 CP
Bane of Heroes is a class unlocked by Ulbert once he killed all of the heroic NPC's in Yggdrasil. This class recognized his position as one of the greatest villains in Yggdrasil. This class makes the user more effective against any being classified as a hero, with positive karma, or aligned with good. You will receive a variety of skills, resistances, and other boons to make you a better hero-killer. For example, you will take less damage from any hero and your attacks will deal more damage to them. The greater their heroic affinity and positive karma the more they will suffer under your hand.

Curse Breaker - 400 CP
There are numerous curses within this world. Some are minor curses that inconvenience you while others are terrible curses imposed by the Will of the World itself. As there are many curses there also exists someone capable of breaking these curses. You are a master of creating and breaking curses on par with Tabula who was considered to be the greatest curse user in Yggdrasil. Like Tabula you are a true master of all curses from both Yggdrasil and Type-Moon. An extreme example of a curse that you could cast or shatter would be one similar to the curse on Rama and his wife Sita.

Potnia Theron - 400 CP
Potnia Theron is the authority representing Taimat's authority as an Earth Mother Goddess. This authority is what allows Tiamat to give birth to an infinite amount of monsters provided that she has the resources. For example, a single human body can give birth to three large monsters. The only restriction is that producing larger and more powerful monsters requires a larger "womb". Additionally combining this with the Sea of Life allows you to produce an immense amount of monsters. For example, Tiamat was capable of producing millions of Lahmus in seconds. Each of which were on par with weak Servants and more powerful versions which matched the Demon Kings.

True Resurrection - 400 CP
True Resurrection is a feat considered impossible even by Gods and users of True Magic. True Resurrection is to revive a being long after they died and to restore them to their pinnacle condition removing any flaws. You however, are somehow capable of this legendary feat. You can resurrect the deceased no matter how long ago they died or what damage they suffered. Should their souls be damaged they will be repaired along with their bodies. Lastly, this process only requires some connection with the user. For example, you don't require the target's body. Instead you could use information to target them such as their time of birth or death.

Clairvoyance EX - 600 CP
Clairvoyance EX is a skill possessed by Solomon. This skill allows him to observe his foes from a distance and instantly learn everything about them. He can see their past, present, and future. However, information belonging to stronger beings requires more power. By purchasing this perk you can gain access to this skill. It will be modified to be effective on any being. Beings that are normally undetectable will require a massive amount of energy to view, but this can be reduced by having more information about them.

Sea of Life - 600 CP
Sea of Life is the authority possessed by Tiamat. It represents her aspect as a Primordial Goddess who has dominion over the world and the seas. This sea is filled with black mud capable of corrupting anyone it touches. For example, any Servant covered in it will be transformed into an Alter variant and bound to the controller of the mud.

If you wish you may disable the corruptive aspect of the mud instead simply seizing control over anyone it covers. You can generate a limitless amount of this mud due to it being made from an imaginary number. One other property of the Sea of Life is that it efficiently grants the user access to a limitless supply of resources and energy. Lastly, this is the same mud that the corrupted grail creates meaning that it shares all other powers that either version has shown off.

Beast - 600 CP
The Beast are a group of beings who each represent calamities against humanity. Each of the Grand Servants were originally meant to serve as counters against the Beast and other threats. Some examples of the Beast include Tiamat, Goetia, and Kiara Sessyoin (Heaven's Hole). By purchasing this perk you can become one of the Beast and gain power on par with a Grand Servant. In addition to this initial power boost you will also receive a Nega Skill. These skills are some of the most powerful abilities shown within this world. For example, Tiamat's skill Nega Genesis allows her to erase any being born from the history of man and to create a space where new life can be born.

King of Kings - 600 CP
Ars Goetia is the leader of the 72 Demon Pillars and the true Demon King. He wields a vast array of powers making him an incredibly dangerous threat. First, he possesses overwhelming power on par with the mightiest of Servants. Second, he has the ability to create and alter each of the 72 Demon Kings. Should they fall in battle he can revive them immediately by his side, see everything they do, and warp their entire personalities at will.

Third, as he was with Solomon for nearly all his life he gained Solomon's immense mastery over Nasuverse Magecraft. By purchasing this perk you will receive similar powers. Your power will now be on par with Solomon, Ars Goetia, or any of the Grand Servants. Next you may create 72 beings who will perform a similar role to the Demon Kings. You may optionally copy the 72 Demon Kings if you wish or create your own unique warriors. All of them will be hundreds of years old at minimum and on par with strong Servants.

- **Lastly, this perk will discount the Ars Almadel Salomonis Noble Phantasm**

Noble Phantasms

You will receive a 400 PP stipend to spend on the listed Noble Phantasms. You receive three discounts that can be used on any Noble Phantasm below. Lastly, you can convert CP to PP at a 1:2 ratio. So 400 CP is worth 800 PP.

Custom Phantasm - Varies
Given the sheer volume of Servants there are hundreds if not thousands of known Noble Phantasms. This isn't including the numerous unknown Noble Phantasm or those which have yet to be born. To deal with this issue you may use this option to freely create any Noble Phantasm you can imagine. You may use the rest of the section as a price guide. The cost will primarily depend on its overall strength, capabilities, and the drawbacks of using it. For example, an extremely powerful Noble Phantasm can be made much cheaper if it has harsh restrictions on when it can be used.

But It's Stronger - Varies
Given the different ways that the Noble Phantasms have been shown their power can vary. This option allows you to boost or lower the power of the various Noble Phantasms by paying more or less. For example, maybe you want an uber-charged version of Requiem for Death. Paying more will allow you to increase their power and remove various restrictions. Alternatively if you want you could pay less to decrease their power or add restrictions. Though you should keep in mind that you cannot abuse this. For example, you could not add a 100 year cooldown to Ea to make it a Tier 1 Phantasm, as its effect of conceptual destruction would keep it at a higher tier.

Tier 1 Phantasms

Speak of the Devil - 200 PP
Speak of the Devil is a simple Noble Phantasm possessed by Baal. By uttering the phrase Speak of the Devil anyone who hears it will relax and be willing to talk to him. They will be open to answering any of his questions even if they are secrets or were openly hostile to him mere moments beforehand. This ability can be resisted by those with especially powerful souls, but will otherwise affect anyone. The last and most important aspect of this phantasm is that it will remain activated until the user cancels it. Even if they realize they're being manipulated the target can't break out of its influence unless you are vastly stronger than the user.

Kazikli Bey - 200 PP
Kazikli Bey is the Noble Phantasm used by Vlad III the Impaler. This phantasm allows him to claim the land around as a ruler. This process however, can take time to subjugate the land. Within this territory he can summon a limitless supply of stakes to impale his foes. This Noble Phantasm is meant to be an anti-unit phantasm, but it can be overcharged to devastate the entire area you've claimed. The only weakness the phantasm has is that the stakes cannot hit aerial targets.

Yew Bow - 200 PP
Yew Bow is the Noble Phantasm wielded by Robin of Locksley. Though you probably know him better as the famous Robin Hood. The Yew Bow is a small wrist mounted crossbow that can be used to target an area. The area surrounding the struck location will become incredibly poisonous and a massive Yew Tree will grow there. The tree however, will quickly die spreading its poison throughout the area. This Noble Phantasm is meant to be used to cripple lone individuals, but its massive area allows it to devastate entire armies at once. This poison however, will affect anything in the zone including allies aside from the user. This makes it a dangerous tool when fighting in groups.

O Christine Christine - 200 PP
Christine Christine is the main Noble Phantasm used by the Phantom of the Opera. It takes the form of a massive pipe organ. By synergizing the user's voice with the music they can unleash a magical attack. The user will be immune to any damage caused to the surrounding area. The attack however, can be blocked by defensive spells and armor.

Requiem for Death - 200 PP
Requiem for Death is Mozart's main Noble Phantasm. This tune was meant to serve as Mozart's own funeral march. Anyone who hears it has to undergo a mana and luck check. If they fail their parameters will be reduced by two ranks and they will suffer severe damage. Should they succeed then their parameters will only be reduced by one rank and the damage they receive will be halved.

No Face May King - 200 PP
No Face May King is a stealth-type Noble Phantasm belonging to Robin Hood. This green cloak allows the user to become undetectable. For example, Karna was unable to notice Robin Hood even though he was only a few feet away from him. It hides all physical signs of the user such as their sounds and scents. It however, cannot hide the user's magical energy. One feature though that makes it special is that you can give this Noble Phantasm to others. Should it be destroyed or lost you will be able to summon it in perfect condition.

Tier 2 Phantasms

Phoebus Catastrophe - 300 PP
Phoebus Catastrophe is the main Noble Phantasm used by the huntress Atalanta. This Noble Phantasm allows the user to fire two arrows into the sky to seek Divine Protection from the Sun God Apollo & the Moon Goddess Artemis. Upon reaching their peak they will detonate exploding into a rain of thousands of arrows. Each of these arrows is filled with the divine power of Artemis and Apollo making them extremely dangerous. This energy also allows the user to control the arrows aiming them at specific locations and targets.

Lord Chaldeas - 300 PP
When Mashu was struggling to learn which Servant bonded to her she was given a lesson by Cú Chulainn. He instructed her to focus on what mattered to her to protect her Master. As a result she channeled her love for Chaldea and her Master creating a powerful shield. It was not the true Noble Phantasm she possessed, but her own unique copy. This Noble Phantasm takes the form of a large shield. It may not be as strong as Lord Camelot, but it also doesn't require as much energy. This phantasm additionally is still strong enough to resist head on attacks from Excalibur and similar powerful blows.

Jaws of Annihilation - 300 PP
The Jaws of Annihilation refers to the combination of Beowulf's Noble Phantasms, Hrunting and Naegling. Hrunting, is a twisted blade, possesses the uncanny ability to unfailingly strike with optimal precision. The strength of the blade grows with every drop of enemy blood it absorbs. Naegling, its partner, takes the form of a colossal club-like blade, engineered for the singular purpose of inflicting devastating damage.

This lethal combination creates a deadly trap akin to the inexorable jaws of a predatory beast, closing in on its prey with calculated ferocity. One blade pierces through defenses like a surgeon's scalpel, while the other cleaves through the enemy, leaving devastation in its wake. The strength of the blades is still dependent on the user though. As demonstrated in Beowulf's fight against Angrboda.

Phantom Maiden - 300 PP
Phantom Maiden is the Noble Phantasm used by Carmilla. The Phantom Maiden takes the form of a large Iron Maiden with a set of chains that can pull its target inside it. There are three qualities that the target can possess that makes this phantasm far more effective. The first is whether the target is female. The second, is whether the target is considered beautiful. Third, is whether the target is considered young. Ironically this means that Carmilla herself is the perfect target for her own phantasm as she is

considered a young beautiful woman. Lastly, all of the damage dealt to the target is then used to heal the user.

Kilenc Sarkany - 300 PP
Elizabeth Bathory is an amusing Servant who embodies multiple separate concepts. Kilenc Sarkany is the Noble Phantasm that reflects her more innocent side. The young girl who merely loved singing and wished to put on a grand performance. Kilenc Sarkany takes the form of a distorted castle with incredibly large speakers. These speakers are capable of amplifying any sound by an immense degree. This level of noise was capable of killing other Servants such as Carmilla and the Phantom of the Opera.

Fleur de Lys - 300 PP
Fleur de Lys is the Noble Phantasm of Chevalier d'Eon. It is activated with three different phrases depending on which level you use. This is a charm type Noble Phantasm that hypnotizes any who see the user. Many consider this endless beauty similar to that of a radiant angel descending. This is effective on anyone regardless of their preferences or gender. The only way for someone to avoid it is to be immune to charm type magic or to avoid looking at the user. Even indirectly seeing the phantasm however, will cause a target to be affected. Lastly, you may selectively target those around you to exclude your allies.

Eye of Euryale - 300 PP
The Eye of Euryale is a passive Noble Phantasm possessed by Euryale. This phantasm is a manifestation of her divine charm and overwhelming beauty. The Eye of Euryale specifically represents crazed love and the grief of rejection. The target will be damaged to a various degree depending on how charming they find the user. This means if they find you completely repulsive then nothing will occur. However, if they view you as the ultimate beauty they will be killed immediately and their soul destroyed. This Noble Phantasm quite literally weapons your appearance and charm.

Mystic Eyes: Cybele - 300 PP
Cybele is the Noble Phantasm used by Medusa. This passive phantasm allows her to turn anyone she sees to stone. Normally, this power would be on constantly, but you may deactivate the ability at will. Once you gaze at someone their body will passively turn to stone. The only way for them to stop it is through a high level power or by removing the stone coated portion of their body.

Tier 3 Phantasms

Gaé Bolg - 400 PP
Gaé Bolg, also known as The Cursed Spear of Striking Death, is a legendary weapon famously wielded by Ireland's greatest warrior, Cú Chulainn. This spear is unique in that it embodies the concept of cause and effect, with a focus on power and area of effect. The spear is said to be cursed, as once it is thrown, it cannot be avoided or defended against, making it a deadly weapon in the hands of any warrior. It does this by proclaiming that the heart was pierced therefore the spear must have struck. The only way for a target to avoid being pierced by Gae Bolg is to rely on pure luck.

Samadhi Through Transforming Flames - 400 PP
Samadhi Through Transforming Flames is Kiyohime's Noble Phantasm. By activating Samadhi Through Transforming Flames the user is able to transform into a massive dragon coated in blue flames. By turning into a dragon you will gain access to powerful physical abilities, a dragon's fire breath, and some other useful traits. While in this form Kiyohime's physical capabilities became on par with high ranking Servants despite her normal parameters being below average for a Servant. You will receive a similar boost in strength. Lastly, as you technically are not a true dragon, you will not suffer additional damage from anti-dragon weaponry.

Caladbolg - 400 PP
Caladbolg is the Noble Phantasm of the Irish hero Fergus mac Roich. The phantasm takes the form of a massive drill-like sword. By striking the ground you can shatter the area and nearby fortresses. This attack will form massive gorges that can envelope entire cities swallowing them beneath the ground. The only restriction the phantasm has is that it will target everything around you. This means it can be dangerous to use this Noble Phantasm when surrounded by allies or targets that you don't wish to damage.

Dimensional Poison Body - 400 PP
Dimensional Poison Body is the official name of the Noble Phantasm used by Hassan of Serenity. This makes quite literally every part of her body extremely poisonous making it fatal for anyone to even touch something she held. This also makes her immune to virtually every poison imaginable. You share this trait with Hassan of Serenity though unlike her you have the ability to control our poison. This would allow you to actually touch others without hurting them or to instead increase your toxicity making it impossible for anyone to come near you.

Rule Breaker - 400 PP
Rule Breaker is an incredibly useful weapon possessed by Medea. This Noble Phantasm takes the form of a small dagger. The weapon is virtually useless in actual combat, but that is not its intended purpose. Rule Breaker is capable of breaking any enhancement or contract. Even bonds between a Master and their Servant can be severed with a single cut. Aside from contracts, Rule Breaker is also capable of destroying any magic with a single touch. It however, is limited by the users accuracy and reaction speed. For example, a magic user could blitz you with spells making you unable to destroy them in time if your reaction speed was insufficient.

Chaos Labyrinthos - 400 PP
Chaos Labyrinthos is the Noble Phantasm of Asterios. The labyrinth is forged from the angst that Asterios suffered while imprisoned. While inside the labyrinth the parameters of any foe will be decreased by one full rank. The labyrinth is also filled with various traps, turns, and other obstacles designed to make it more difficult for anyone trapped inside. You may optionally use the default labyrinth's design for your own labyrinth if you wish.

Astrapste Argo - 400 PP
Astrapste Argo is the Noble Phantasm wielded by the leaders of the Argonauts Jason. Having been made great by the efforts of his crew he can call upon their strength to aid him in battle. The agility of Atalanta, the knowledge of Asclepius, the skill of Pollux, and all other traits will empower him when he summons his allies. Purchasing this grants you two effects. The first is that you may do this as well calling upon the strength of the Argonauts to empower yourself like Jason. The second however, allows you to do the same thing with your own allies. The power you receive will depend on the strength of your allies, the amount of them you possess, and your bonds with them. For example, a single unbreakable bond with one person would provide more of a boost than that of a hundred people albeit it might be specialized. This skill will grow exponentially more powerful as the number of bonds you possess grows and deepens.

Chrysaor - 400 PP
Chrysaor was the child born from Medusa who would in turn father Echidna. Despite this he was quickly forgotten and his story was never finished. This makes it impossible for anyone to kill Chrysaor however he can not end the life of another as a result as well. Purchasing this option allows you to summon Chrysaor. He takes the form of a titanic metallic man wielding a large sword. He is meant to be the ultimate tank or training dummy.

Only For Killing - 400 PP
Only For Killing is the Noble Phantasm of Jing Ke. This blade was used to commit the murder of the First Emperor of Qin, Qin Shi Huang. This Noble Phantasm allows the user to launch a single strike guaranteed to kill the target. While launching this attack however, you will be left completely defenseless. It doesn't automatically mean you will die, but you cannot defend against any blow while this power is in use.

Crying Warmonger - 400 PP
Crying Warmonger is Spartacus's Noble Phantasm. This Noble Phantasm represents Spartacus's endless drive and his ability to win no matter the odds. As the user is damaged the pain they experience is converted into stored magical energy. When the user is ready they can unleash all of their stored energy in a single massive attack. This attack can deal devastating damage as shown when it allowed Spartacus to injure Cainabel despite the immense difference in their power.

Crocea Mors - 400 PP
Crocea Mors the Noble Phantasm wielded by Julius Caesar. It represented his endless victories that he obtained through his conquest. Each strike represents a victory distorting causality itself to forcefully create a devastating blow. The only way to avoid the blows of this sword is to possess luck. As Caesar was struck down through luck your targets can similarly avoid this weapon's blows. This means that this Noble Phantasm can become the ultimate weapon or a useless tool depending on the target.

Three Line Formation - 400 PP
Three Line Formation is an Anti-Army Noble Phantasm used by Nobunaga. This allows her to summon 3,000 rifles that can be fired in every direction or directed at a single target. This attack is particularly effective on beings with high divinity and mystery. Additionally it is extremely effective against Rider-Class Servants and mounted warriors. If you have access to more powerful weapons then flintlocks you may replace them within the phantasm.

No Second Strike - 400 PP
No Second Strike is a passive Noble Phantasm utilized by Li Shuwen. Rather than being a weapon this phantasm represents the sheer skill that Li Shuwen honed using his martial arts. Every strike is capable of killing in a single blow. When used against enemy Servants it can freeze them in place, sever their connection with their Masters, and remove their ability to use all their powers. The only way to defend against this attack is to possess overwhelming amounts of mana or a defensive ability so strong that it surpasses any that is possessed by any Servant.

Ochd Deug Odin - 400 PP
Ochd Deug Odin is the second Noble Phantasm possessed by Cu Chulainn's Caster form. This Noble Phantasm works by activating all 18 runes given to him by Scathath. It allows the user to unleash a massive attack with the user in the center of the blast. The user will not be harmed by the blast making it an excellent last stand attack. Additionally should anyone survive, any buffs will be removed, their parameters will be lowered by one rank, and they will be unable to access their Noble Phantasms for the next few minutes.

First Folio - 400 CP
First Folio is the terrifying Noble Phantasm used by Shakespeare. This Noble Phantasm doesn't deal any physical damage, but it is one of the most dangerous phantasms to exist. This phantasm draws the targets into a play which summons their past regrets. This tool is designed to inflict mental suffering and to shatter the target's spirits through tragedy. Each play will be customized using the targets greatest regrets to attack them. Additionally as it does no damage the stronger someone is the easier it is for them to be trapped within the phantasm. Should they break down the targets will be left completely defenseless and can be killed with a single strike regardless of strength. The only people who can resist this weapon are those who have no regrets. Though some individuals with powerful wills can push through and change the ending. This will free the target though they will be left weakened.

Märchen Meines Lebens - 400 PP
Märchen Meines Lebens is the Noble Phantasm used by Anderson. Anderson hated the concept of Deus ex Machina, but believed devoted heroes should be rewarded. Those who suffer deserve a happy ending for the horrors they’ve endured. This phantasm reflects this belief allowing the user to bend fate. The only restriction is that the target must deserve aid. You cannot grant a legendary hero another boon, but you can grant their fallen ally an opportunity. The greater the suffering they endure the greater the boon you can bestow upon them.

Pain Breaker - 400 PP
Pain Breaker is one of the few Noble Phantasms designed to heal. This phantasm is capable of returning any injury or curse to zero. It effectively works by reverting the target into their condition before any injury occurs. Though this does mean that the target needs a proper point to rewind to. It however, is capable of curing any injury aside from death. Unfortunately the phantasm is unable to revive someone once they have suffered a lethal injury. They however, can be restored to full health as long as a single breath is still within them.

Tier 4 Phantasms

Trie-Star Amore Mio - 500 PP
Trie-Star Amore Mio is the Noble Phantasm used by Artemis or if you want to be technically Orion. Unlike other Noble Phantasms this is not the crystallized power of a legend, but instead Artemis's love for Orion. This power literally is fueled by Artemis's love growing stronger when she channels her emotions. It will maintain Artemis's emotions without any additional resources however, to ensure that it is useful. If you wish you may optionally power it with your own love instead. Depending on your emotional capabilities and their depths this Noble Phantasm could demonstrate power far beyond anything it has even shown.

Maria the Ripper - 500 PP
Maria the Ripper: The Holy Mother of Dismemberment is the Noble Phantasm used by Jack the Ripper. This phantasm is the concept of Jack's murders made manifest. The phantasm itself is actually weak, but its power greatly increases when certain conditions are filled. The first is if the attack is used at night time. The second is that the target is female. The final condition is if the environment is misty. This attack at full power is considered an instant death attack against any foe. Even Nobunga was nearly killed instantly by this power only able to survive due to her unique abilities. It manifests a set of knives within the target slicing their body apart from within.

Chu Shi Biao - 500 PP
Chu Shi Biao is the second Noble Phantasm used by Zhuge Liang. This phantasm represents the documents he presented to his emperor to subjugate an enemy country. This phantasm allows the user to grant the target anything they require in a situation. For example, Zeuge Liang used this to temporarily evolve Alexander into his older form Iskander. The most interesting part is that the power of this phantasm increases as the situation becomes more dangerous. In the original world this phantasm allowed Waiver to summon a number of his allies as Servants within the Singularity.

Tarrasque - 500 PP
The Tarrasque is a dragon that Leviathan gave birth to. The Tarrasque was defeated by Martha and became a part of her legend. This Noble Phantasm allows the user to summon the Tarrasque. This massive shelled dragon is a powerful force on the battlefield. The beast is capable of unleashing flames that burn as hot as the sun and combating multiple Servants at once. Aside from summoning the entire Dragon you can also manifest its shell as a shield. This shell is an incredibly strong defensive relic capable of blocking other Noble Phantasms.

La Pucelle - 500 PP
La Pucelle is the second Noble Phantasm Jeanne d'Arc possesses. It marks the fulfillment of her mission as she burned at the stake. This Noble Phantasm allows the user to destroy any goal that can be destroyed. If it is possible for the goal to collapse then this phantasm can accomplish it. It however, has two restrictions. The first restriction is that it cannot be used for selfish desires. This Noble Phantasm is meant to protect, this means that it can easily shatter apocalyptic events or beings. The second restriction is that it also is meant to mark the end of the user. Since you are paying for this with CP or PP this will not actually kill you. Instead you will be drained of all stamina and likely be unable to move for a short period.

Eightfold Blessing of Amaterasu - 500 PP
The Eightfold Blessing of Amaterasu, also known as Suiten Nikkou Amaterasu Yano Shizu-Ishi is the Noble Phantasm of Tamamo-no-Mae. This divine construct grants the user a variety of powers. Firstly, it is a defensive relic capable of blocking powerful attacks. Secondly, it allows that user to freely use curse magic without any expenditure. Third, it has the ability to bring back the recently deceased due to its connection to the land of the dead. The amount of power you can utilize will depend on the user's strength. At max strength this phantasm is considered an EX-ranked Anti-World Noble Phantasm.

Knight of the Sun - 500 PP
Gawain the Knight of the Sun is one of the strongest members of the Round Table. While fighting beneath the sun Gawain's overall strength is multiplied three times over. When using this ability even Lancelot hesitated against Gawain. By purchasing this ability you can acquire this skill alongside Excalibur Gelatine. While separate abilities these two powers are deeply intertwined. Like Gawain, Excalibur Galatine is empowered by daylight showing its greatest effects at noon. Galatine contains an artificial sun within its hilt allowing it to unleash nearly unmatched bursts of fire and to burn away evil. Lastly, when unleashed Galatine dries off broad attacks making it an anti-army Noble Phantasm rather than an anti-unit.

Nightingale's Pledge - 500 PP
Nightingale's Pledge is a Noble Phantasm used by Florence Nightingale to heal others. While activating this Noble Phantasm the user will summon an angelic construct in a doctor's outfit. Upon activation the surrounding area is declared a safe zone. Within this zone it is impossible for sickness, injuries, pain, or any form of violence to occur. It is quite literally impossible for anyone to hurt another making it the ultimate form of pacification. For example, you could stab someone with a sword, but the blade would be unable to pierce or even bruise the target.

A Contract For Your Soul - 500 PP

A Contract For Your Soul ~ An Offer You Cannot Refuse is an Anti-Soul type Noble Phantasm. This is the second of Baal's three Noble Phantasms. It represents the classical idea of deals and contracts being used by demons. This phantasm takes the form of a spear which can be used to seal a target's soul. While sealed the user possesses full control over them. The success of the strike however, depends on the amount of information that the user possesses about the target. There are three main weaknesses to this phantasm though. Firstly, it requires the target to have a soul. Second the contract requires a drop of blood from the target to be spilt meaning bloodless beings are immune to its effects. Lastly, the spear can only be used once against each target. This means that if your attack fails then this Noble Phantasm is basically useless.

Failnaught - 500 PP

Failnaught is the Noble Phantasm wielded by the knight Tristan. This bow was created using the string from Tristan's harp. Unlike most bows you don't need to draw the string. Merely flicking it is enough to fire an arrow. Due to the bow's properties it is impossible for the target to avoid the arrows. The only way to avoid being hit is to jump through dimensions or to be out of range. This is due to the arrows taking the form of vacuum blasts rather than standard arrows. Additionally the bow can also fire off unique arrows using copies of the string. For example, Tristan was able to create snares throughout woods trapping anyone who steps in them.

Tier 5 Phantasms

And the Blood was Spilled - 600 PP
And the blood was spilled…was the final Noble Phantasm that Medusa gained after she evolved using the Holy Grail. This phantasm calls upon her title as the original Mother of Monsters and allows her to create a single unique monster. This new monster is designed to be the ultimate hunter against any one opponent. It will be stronger and more specialized depending on how much information you are able to provide about its target during its creation.

For example, when combating Nursery Rhyme the monster summoned the Vorpal Blade and gained the ability to force Nursery Rhyme into a body that could be killed. This Noble Phantasm has three main weaknesses. Firstly, it can only summon one monster at a time. Secondly, altering the monster requires you to dismiss the previous iteration before you can summon it once more. Lastly, this power has a long recharge time and a casting time of a few seconds.

Lord Camelot - 600 PP
Lord Camelot is the Noble Phantasm of Mashu and Galahad. This Noble Phantasm can summon the main fortress of Camelot turning it into a powerful barrier. This power lacks any offense in capabilities, but it is considered to be one of the most powerful defenses that any Servant can call upon as its strength is dependent upon the will power of the user. Even most destructive Noble Phantasms such as Excalibur would have extreme difficulty even damaging this barrier. Though the cost of resisting such a powerful attack can greatly drain the user's energy and will power/concentration.

Golden Wild Hunt - 600 PP
The Golden Wild Hunt is the Noble Phantasm used by Francis Drake. This Noble Phantasm takes the form of her eternal fleet and all who sailed under her. This fleet will unleash all of its firepower in a barrage of attacks slaughtering your targets. Additionally this Noble Phantasm possesses a unique boost. The power of the phantasm can be bolstered should the user possess a large amount of wealth showcasing Drake’s desire to claim the world. Lastly, as the phantasm represents the Wild Hunt it will also summon forth an army of Fairy Knights, and other members of the Fae Courts.

Armor of Fafnir - 600 CP
The Armor of Fafnir also known as the Blood Armor of the Evil Dragon is a Noble Phantasm used by Seigfried. This phantasm embodies his legend of bathing in the dragon’s blood making the user invulnerable to all weapons. Any attack be it a weapon, spell, or ritual equal to B-rank will be canceled out. Additionally should an attack pierce

this barrier the damage that should have been blocked will be subtracted weakening it. For example, the average A-rank attack will be weakened to an E-rank attack. Lastly, since you are paying for this ability it will lack Seigfried's weak point. This means that if someone wants to kill you they are going to have to do it properly.

Luminosité Éternelle - 600 PP
Luminosité Éternelle, the battle standard of Jeanne d'Arc, manifests as a spear-mounted flag pole adorned with the symbol of an iris flower, the Fleur de Lis. Its purpose is to shield others from harm and provide unwavering support to weary soldiers. This Holy Weapon channels the divine providence of the Heavens, bestowing the blessings of an Angel upon its wielder. When activated, Luminosité Éternelle unleashes a radiant light from the sky, enveloping one side in a protective aura and casting a holy glow that stuns all who bear witness.

The extent of its influence can be expanded by the wielder's reserves of spiritual energy, allowing it to shield a larger area, safeguarding all who fight for the cause. This luminous golden sheen can form protective barriers, diminishing the impact of powerful attacks blocking them. Additionally the Noble Phantasm is capable of boosting the parameters of any ally you possess within the surrounding area. Even Undead or individuals with negative karma such as Ainz can be affected. This also increases other factors such as the rate they regenerate energy.

Lord of Blood - 600 PP
Lord of Blood is an anti-human Noble Phantasm that belongs to Cainabel. It represents her status as the Elder Blood and the True Ancestor of all Vampires. The phantasm grants the user the ability to control blood. The user can use this to regenerate, strengthen their attacks, and freely manipulate blood. This includes the blood within others, which you can use to directly damage or control them. For example, Cainabel used this power to control Remus to force him to kill Altera. Lastly, you can completely reconstruct your body by draining the blood from a single body.

Ascalon - 600 PP
Ascalon, the legendary Dragon Slayer Sword, is considered the bane of all dragons. It was wielded by the valiant hero Saint George in his battles against evil dragons, making it a symbol of triumph over these monstrous beasts. Forged with ancient techniques and infused with sacred blessings, Ascalon possesses a unique affinity for slaying dragons. Its blade, shining with a radiant glow, is imbued with the power to pierce through any dragon scales and strike at the heart of these majestic creatures. This weapon was meant to punish evil and bypass any form of protection as long as the target is evil. Should you wield this blade against any evil dragon its strength will be multiplied. For

example, after Jeanne Alter transformed into absorbing Fafnir's body Ascalon was one of the only weapons capable of damaging her.

La Mort Espoir - 600 PP
La Mort Espoir is the Noble Phantasm of the executioner Sanson. This phantasm takes the form of a sharpened guillotine. The blade is capable of executing anyone who is resigned to their fate regardless of their strength. For example, anyone making a last stand will be cut down immediately since they know they will die. An out of context example would be Sanguinius in Warhammer 40K. Since he knew that he would die in the Heresy due to his visions, La Mort would be capable of killing him instantly. Similarly if anyone loses hope or the will to fight they will fall under La Mort as well. It however, is completely useless against anyone with a defiant spirit and the will to go on.

Queen Anne's Revenge - 600 PP
The mighty Queen Anne's Revenge is the Noble Phantasm of Edward 'Blackbeard' Teach. This ship represents his status as the legendary pirate who created the image of Piracy. This phantasm has three main effects. First, it bolsters the strength of the user's 'crew' and allies parameters by a full level. Second, as the captain's crew grows stronger so do they. The greater your 'crew' the stronger you grow in turn. The boost from three powerful crew members was able to elevate Blackbeard from an average Servant to a high class Servant. Lastly, while it is the least important of the phantasm's powers, the Queen Anne's Revenge is a large ship with powerful artillery.

La Grondement Du Haine - 600 PP
La Grondement Du Haine is the Noble Phantasm used by Jeanne Alter. Her banner in this form is corrupted having been abandoned by God as it now burns with her hatred. The banner retains its defensive features though it can now reflect attacks back at its foes. The second power the banner possesses is the ability to convert the users hatred and the hatred of those around you into deadly flames. These flames are strong enough to kill most Servants and wound those who can survive. Lastly, should this power not be enough then you can overcharge the flames by providing the Noble Phantasm with more mana.

The Goal of All Life is Death - 600 PP
The Goal of All Life is Death is Ainz's weakest Noble Phantasm. It is a spell that became intertwined with Ainz's legend due to his affinity with death. Upon activation anything that the user targets will reach its end. Anything be it immortals, gods, or even worlds will die. It is impossible to dodge, block, or defend from in any way. The phantasm will continue to activate killing the target even in the event of the user's death. It's only weakness is that it has a casting time of twelve seconds and can be interrupted.

Lastly, while not a weakness this phantasm can only be activated once every one hundred hours under normal circumstances.

Agni Gandiva - 600 PP
Agni Gandiva is a divine construct given to Arjuna. The bow contains Agni's power imbuing each shot with the full might of a Divine Spirit. This Noble Phantasm takes the form of a large golden bow. It is an incredibly powerful anti-unit Noble Phantasm that can pierce almost any defense. As the bow contains the might of the flame god Agni this weapon possesses fire elemental attacks.

Kavacha and Kundala - 600 PP
Kavacha and Kundala is the golden armor worn by Karna. This indestructible armor represents Karna's status as the son of the Sun God Surya. Any blow that strikes the armor is repulsed effortlessly. Only strikes imbued with high levels of divinity such as Agni Gandiva can hope to damage the armor. The armor is capable of negating 90% of all damage inflicted on the user.

Tier 6 Phantasms

Uomo Universale - 800 PP
Uomo Universale is Da Vinci's Noble Phantasm and one of the most dangerous abilities amongst the Throne of Heroes. Da Vinci wields knowledge as a weapon and can analyze the target locating any weakness they possess including ones the target themselves is unaware of. For example, when Da Vinci used her Noble Phantasm against Solomon she said that she actually could have killed him if she had access to a stronger attacker like Nobunaga or Artoria. So the main limiter to this phantasm is the overall power of the user.

World Faith Domination - 800 PP
World Faith Domination is a unique Noble Phantasm wielded by Thomas Edison. This powerful EX ranked Noble Phantasm is based around Edison's three great inventions. Having developed civilization and mastering science Edison gained the ability to dispel legends. This power eats away at the legends of other Servants making it impossible for other beings to use their own Noble Phantasms. Post-jump this will seal away other special powers. For example, if you went to Bleach you could prevent Shinigami from activating their Bankai. Any release state or power will be canceled when you activate this power.

System Keraunos - 800 PP
System Keraunos is Nikola Tesla's Noble Phantasm. This power alone qualified him as an Archer and was said to make him the “"second coming of gods of thunder and lightning". This control over electricity grants him a wide array of powers. Firstly, its passive strength alone is sufficient to supercharge Tesla allowing him to manipulate electricity strong enough to combat multiple other Servants at once. Second, its true power is only unleashed by activating its true name which allows the user to fire a massive blast of electromagnetic energy. This attack can destroy an entire city like London with a single blast. As it contains the power created by the myths of lightning its power is considered infinite. Ainz himself, compared Keraunos to a World Class Item in power showing just how impressive this Noble Phantasm is. Lastly, the only weakness of this Noble Phantasm is that it requires a massive amount of energy to use.

Excalibur Morgan - 800 PP
Excalibur Morgan is an extremely powerful Noble Phantasm possessed by Arthuria Alter. This allows the user to summon a corrupted Excalibur and unleash a massive energy blast. This particular variant of Excalibur is effective against those with positive karma or “good” beings. This however, makes Excalibur Morgan completely useless against Undead, Demons, and other so-called evil creatures. Alternatively if you dislike

this version of Excalibur you may purchase the original Excalibur as well. It possesses the exact same abilities however, it is designed to combat evil beings. Lastly, you may purchase this twice to acquire both variations of Excalibur.

Marvelous Exploits - 800 PP
Marvelous Exploits is a simple, but powerful Noble Phantasm used by Bunyan. It allows her to increase her size limitlessly as long as she has sufficient mana. Going all out normally would allow her to become one thousand kilometers tall. However, Ainz speculated that if he supplied her with mana she could become the size of a planet. While her size is increased her health and strength will be multiplied as well. Specifically while in this state her attacks are increased by 200% alongside her size. In her thousand kilometer tall state her strike was supposedly strong enough to destroy the entire Singularity and the planet itself. The only weakness this Noble Phantasm possesses is that it costs immense amounts of mana which would drain most beings of all their mana.

Gate of Skye - 800 PP
The Gate of Skye is the Noble Phantasm wielded by Scathach, the formidable warrior queen of the Land of Shadows. This gate, when opened, can act as a conduit to the Land of Shadows. This allows the gate to pull all nearby adversaries within its range into the heart of this shadowy domain. It exerts an irresistible force, dragging foes towards the inescapable embrace of the Land of Shadows. Only those with an abundance of mana or an extraordinary stroke of luck may hope to resist its inexorable pull. Even if you resist the gate it will still deal immense damage and drain targets of massive amounts of mana. Lastly, the user can freely retreat into it safely. The only people who can do so are the users and individuals native to the land of shadows.

Pashupata - 800 PP
Pashupata is one of the divine weapons of Lord Shiva. But Pashupata is more than a mere weapon of physical destruction. This tool takes the form of a scale. It allows the user to escape the cycle of rebirth and ascend to paradise. The potency of its influence is intricately tied to the target's level of divinity. The greater the divine essence within the target, the more profoundly Pashupata can influence them. This is nearly irresistible to any deity and those who seek transcendence. It however is worthless against those who are down to earth. Cynical individuals in particular

Wrath of Civilization - 800 PP
The Wrath of Civilizations is a title given to Remus’s unnamed Noble Phantasm. As Rome was built with his blood he contributed to its greatness. This Noble Phantasm allows Remus to demand tribute from the civilizations that arose afterwards. In simpler

words this Noble Phantasm grows stronger the more advanced the world around the user is. In the time of Rome its power is comparable to his brother Romulus's phantasm. In more advanced settings it grows stronger. This Noble Phantasm at minimum is strong enough to cleave a canyon multiple kilometers long. Should it be used in a modern setting however, it could become a world destroying weapon.

Photon Ray - 800 PP
Photon Ray is the Noble Phantasm wielded by Altera. It was the first Divine Construct ever created and originally belonged to Ares. It allows the user to call forth the collective might of every battle, conflict, and war that has ever taken place in a single powerful strike. Unlike Altera however, you are capable of commanding the blade's full strength. Perhaps you somehow earned Ares' respect or you found a way to dominate the blade. Regardless, its power has now been greatly boosted. It was already a fearsome weapon capable of destroying countries before, so who knows how strong the War Gods blade is now?

True Ether - 800 PP
True Ether is the Noble Phantasm used by Paracelsus. This phantasm was meant to represent his immense scientific prowess and adaptability. The attack actively analyzes anything it comes into contact with. This allows the phantasm to bypass any defense and adjust its properties. While Paracelsus may consider this a lesser version of Da Vinci's own Noble Phantasm it is still one of the most feared abilities amongst all Servants. In the face of this energy blast no shield or skill can stand up to it.

Nameless God of Books - 800 PP
Nursery Rhyme is interesting as they in reality are one of the newest gods produced by humanity. As this being possesses thousands of forms they cannot truly die. If Nursery Rhyme needs to call upon new powers they merely need to shift into one of their other forms and embody a new concept. By purchasing this perk you may gain Nursery Rhymes power and become a pseudo-divine spirit. Be careful however, as you can still be injured by divine powers and conceptual abilities. Lastly, you will gain access to all of Alice's power such as her ability to summon the Jabberwock.

Papiyas Metamorphosis - 800 PP
Papiyas Metamorphosis: Demon King of a Billion Worlds is the Noble Phantasm used by Demon King Nobunaga. This anti-mystery class Noble Phantasm is capable of destroying the essence of any miracle, force, or hero. The area surrounding the user will become devoid of magic and energy. Additionally this phantasm has immense offensive strength. The user will be surrounded by a giant skeleton and thousands of rifles. As a result your foes will be stripped of their defenses before being shattered by your blows.

Tier 7 Phantasms

Magna Voluisse Magnum - 1000 PP
The Magna Voluisse Magnum, also known as the spear of nation building, is a Noble Phantasm wielded by Romulus. Romulus's phantasm is meant to represent the ever-growing civilization. It takes the form of a large tree that grows endlessly. This civilization tree can absorb any space, matter, and particle to grow limitlessly. Additionally once it has been activated it doesn't require anything to maintain its upkeep. Should it be given enough time this Noble Phantasm can even devour the entire world. The only way to stop it is for the user to halt it willingly or for someone to destroy its powerbase before it has time to expand.

Vasavi Shakti - 1000 PP
Vasavi Shakti, also known as the Ultimate Lance of Indra, is a divine weapon of absolute destruction. This weapon is the purest manifestation of destruction and force. This weapon was forged by the divine craftsman Tvastar, who gifted it to Indra. The King of Gods then in turn gifted it to Karna. This legendary weapon possesses the power to eliminate any target it is aimed at, regardless of their defenses or protections. Once unleashed, Vasavi Shakti pierces through any obstacle with absolute accuracy and indomitable force, leaving no chance for escape or survival. Even the world itself can be destroyed by Vasavi Shakti. When Ainz examined Vasavi Shakti he compared it to a World Class Item in power and utility. There however is an immense cost to using this weapon. This spear will drain the wielder of all their energy only allowing them to use a single strike. Normally this would be fatal, but since you are paying for this with CP (in this case PP) the spear will only leave you exhausted.

The Gate of Babylon - 1000 PP
The Gate of Babylon refers to a massive collection of treasures gathered by the first hero Gilgasmesh. This divine vault contains every treasure ever claimed by Gilgamesh including his wealth, his numerous weapons, and every other relic that the king gathered. One of the most interesting traits is that each of the phantasms within the gate are actually proto-phantasms. These weapons due to their nature are even more powerful than their more renowned counterparts which would be created later. The user can freely summon any treasure at will. This could be summoning it into your hand or instead generating a massive set of portals. Each portal can fire treasure out at extreme speeds like a divine machine gun. By purchasing the Gate of Babylon you will gain a copy of every treasure created by humanity. Post-jump this collection will expand gaining access to any other artifacts used by humanity or their deities.

Tier 8 Phantasms

Zabaniya - 300/1200 PP
Zabaniya is a special Noble Phantasm shared by all of the Hassan assassins. It contains the essence created by each of the nineteen Hassan. You may use this option to purchase any of the nineteen Zabaniya Noble Phantasms. Alternatively you may pay a bundled 1200 PP to buy all of them together. This cost isn't relevant to the power of the Noble Phantasms, due to the numbers. There is a link in the notes providing more information on the various Zabaniya.

Ars Almadel Salomonis - 1200 PP
Ars Almadel Salomonis: The Time of Birth has Come, He is the One who Masters All is the most powerful Noble Phantasm possessed by Solomon. This phantasm is considered both an extreme anti-unit and anti-humanity weapon. This phantasm manifests as a massive ring of light that encircles the entire planet. It is made up of millions of energy beams each holding the power on par with Excalibur's full might. This ring is manifested using the entirety of earth's magic and that of the era in which it appears. The only attack known to be even remotely comparable to this is the full power of the Holy Lance when fully unsealed. This means that Ars Almadel Salomonis can be considered the strongest offensive Noble Phantasm.

Ea - 1200 PP
Ea, known as the Sword of Rapture, is a weapon of immense power capable of bringing about the end of entire worlds. While Ea's power has yet to be revealed properly it was confirmed to be on par with a World Class Item in strength. Crafted in ancient times, it possesses the ability to shatter the very fabric of reality with a single swing. Ea transcends the boundaries of existence, originating in a time before life, death, and the myriad beings that would populate the cosmos.

Born from the primordial void, it embodies the essence of both beginning and end, a weapon that predates the very concept of concepts. Its existence defies the natural order, a sword that emerged from the vast reaches beyond the stars. Any who are slain by Ea will be wiped from existence. Even conceptual and otherwise unkillable beings will die under this blade. The only restriction Ea possesses is that its power is so overwhelming that it can easily cause catastrophic damage should you not be careful while wielding it. Please try to not destroy the Universe will you?

Nazarick - 1200 PP
When Momonga was transported to the world of Fate, he also received the main body of his character. This included all of its powers, NPCs, and the items his guild

possessed. This turned the Tomb of Nazarick into his reality marble allowing him to freely enter and leave the tomb at will. Nazarick became his second Noble Phantasm not only due to his connection with it, but due to him being the only Supreme Being who never abandoned it. He can call forth any of the NPCs within Nazarick in the form of Servants giving them their lore level power rather than the mere leveled abilities they possess.

Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

General Items

Grand Foreigner - Free/100
This is a copy of the Grand Foreigner fanfic. It contains the events that occurred throughout the story and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Cash Shop - 100 CP
The Cash Shop is a special shop that you can access. This allows you to purchase cash items and other unique treasures from YGGDRASIL. Some examples of cash items include Turbo Ether (mana potion), Power Icon (strength buff talisman), and Weapon Icons (Weapon Buff/Summoning). Additionally this also grants you access to the high level cash items such as the Wand of Resurrection (resurrect one individual and has a week long recharge) and Shooting Star (allows users to cast Wish Upon A Star super-tier magic). You may purchase items from the cash shop using any currency you have. The system will convert any currency through a suitable exchange rate.

Translation Glasses - 100 CP
The Translating Glasses are a quest item from a rare quest in Yggdrasil. These glasses are able to freely shift to fit their user and have a gold metallic appearance. These glasses can translate any written language into one the user can understand. Additionally they block eye based powers including your own and that of others. For example, Medusa could look at others while wearing them. This also includes foreign eye powers such as the gaze of a basilisk. Purchasing this will give ten of these glasses. You may freely give them to others or use them yourself. Should they be used up or destroyed then new ones will appear a few days later.

Homunculus Body - 100 CP
Due to Ainz's frightening appearance Da Vinci created a perfect body for him. He was able to wear this over his skeletal frame. This body was forged to handle various amounts of his magic. This is a variation of this body that has been crafted for your use. It is primarily for inhuman or monstrous beings to blend in with humans. In addition, as it was crafted by Da Vinci; this body possesses a supernatural degree of beauty that can easily entrance those you encounter. Lastly, you will receive a set of bodies for any alt-form you possess allowing you to blend into different species. Should the body be destroyed, you will get a new one automatically in one day. Or you may craft a body with your own abilities. You will receive a mental blueprint/recipe on how to craft Homunculi Bodies.

Healing Potions - 100 CP
Healing Potions are a medicine used in Yggdrasil. These potions are concentrated positive energy used to heal any living being. They are capable of healing virtually any injury including lost limbs and permanent defects. Additionally due to their properties of positive energy, the potions are dangerous weapons against undead and evil beings. Purchasing this grants you a collection of Healing Potions and other remedies. Everything from minor potions all the way to full restores can be found in this case. Should any of the potions be used up completely they will be replaced within three days. Lastly, this will also include recipes needed to produce more of these useful items.

Black Key - 100 CP
The Black Key is a weapon often used by Exorcists who serve the Church. These weapons were forged to allow humanity to fight against demons and vampires. These blades take the form of long rapier-like swords. They are designed for thrusting attacks rather than conventional slashing motions. Amusingly they are often used as long distance weapons rather than actual blades. They can be filled with magical energy to increase their length. They can be imbued with a number of rites allowing for effects such as petrification, incineration, binding and other magical attacks to occur. The most common one is the binding effect which locks the target in place if their shadow is struck. Purchasing this will grant you a set of a dozen Black Keys along with the instructions to produce them.

The Camera of Infinity - 100 CP
The Camera of Infinity is a game item from Yggdrasil. This item was designed to allow the players to easily take screenshots and detailed photos. The camera has an unlimited amount of storage. After taking a picture the photo can be stored in any form you wish. Though it will default to printing physical photos if you lack a system to

connect it to. Lastly, any photos taken with this camera will come out perfectly clear without any issues.

Cloaking Ring - 100 CP
The Cloaking Ring is a common treasure used in Yggdrasil to prevent espionage. It prevents the user from being tracked, observed, or detected in any way. This property also makes the ring perfect for concealing your power should you possess immense reserves of power. For example, Ainz used this ring to avoid scaring or intimidating his allies.

Summoning Catalyst - 200 CP
As you may be aware, using a summoning catalyst allows the user to summon a specific Servant. For example, using a fragment of Iskander's armor would guarantee that you summon some variant of the King of Conquerors. This item is a large trophy hall filled with relics. As long as someone was worthy of leaving a footnote in history or becoming a Servant something of theirs can be found here. You may freely use any of these items to summon a specific being. Afterwards the item will be returned to its place in the hall. Lastly, post-jump this trophy hall will expand with new relics from your new world. For example, if you went to DC you might see Flash's helmet and Joker's suit appear.

Azoth Sword - 200 CP
The Azoth Sword is a commonly used mystic code originally created by the legendary genius Paracelsus. It was developed to magnify the user's magical energy allowing them to easily cast spells. This blade is an excellent tool for any magus and often used as a gift in the coming of age ceremonies. This sword is capable of storing one hundred times as much energy that an average magus possesses. Though this particularly blade has been designed specifically for you. As a result it can store one hundred times your total energy and act as a perfect catalyst for any spells you cast. Lastly, it will also come with the designs to create more of them.

Data Crystals - 200 CP
Data Crystals are treasures that all of the beings within the Singularities drop after they die. Though the quality of the crystals in questions depends on the being. For example, a Servant would drop a high quality Data Crystal while a wyvern might drop a low quality Data Crystal. These are primarily used as a resource similar to Saint Quartz that allows the summoning of Servants. Purchasing this option will allow you to receive a large chest filled with an unlimited supply of Data Crystals. The quality and quantity of the crystals is cataloged allowing you to retrieve specific crystals as needed. For example, you could specifically choose a high level Data Crystal filled with draconic energy.

The Collector's (Grand) Hoard - Free/300 CP
As one of YGGDRASIL's many inhabitants you most likely had access to the most holy and precious Inventory. For Free you will receive what you should have at your Power Level, **Powerhouse Lv1** gain free Relic Tier Gear and discount to Legendary Tier Gear, **Powerhouse Lv2** gain free Legendary Tier Gear and discount to Divine Tier Gear, **Powerhouse Lv3** gain free Divine Tier Gear and discount to Pseudo-World Tier Gear. If you aren't satisfied then you may pay 300 CP. This is the pinnacle of what could possess at your Power Level, **Powerhouse Lv1/Lv2** gain a discount to a World Item. While **Powerhouse Lv3** gains *one* free World Item (Ouroboros is discounted), one free purchase of Pseudo-World Tier Gear and either gains two discounted World Items *or* a discount on the Guild item, if it is not discounted already.

Rome - 300 CP
Rome is one of the most famous cities on Earth and one of the most pivotal locations in human history. This is the land of emperors, slave warriors fighting for freedom, and a kingdom which controls a large section of the world. You may freely select any version of Rome you wish, though by default this will be the Rome in which Nero leads. This city is filled with millions of citizens, a vast army, and even seven powerful Servants who safeguard it. By default this will be seven emperors or other legendary figures of Rome. Though given their vast history this includes far more people than you might initially expect. You will be considered the true emperor of this land and have the loyalty of all who live in it. You may optionally turn this area into a warehouse attachment if you wish and insert it into future jumps.

France - 300 CP
France is a country which has gone through many wars over a variety of reasons and is considered an enlightened country. Granted that didn't do much good when Jeanne Alter was burning it down with an army of wyverns. Though that's beside the point, by purchasing this item you may claim the country of France for yourself. That's right the entire country including its people, cities, and other notable features. This kingdom will come with a large army equal to the full might employed by Jeanne on either side of the conflict. Each army will have a dozen Servants by default ones who actually belong to the area. You will be considered the ruler of this land having the eternal loyalty of all its inhabitants. You may optionally turn this area into a warehouse attachment if you wish and insert it into future jumps.

Combat Mount - 200/400 CP
Many Servants and legendary beings have legends intertwined with unique creatures. This is a powerful creature that is bonded to you. For 200 CP you may choose a useful

mount such as Medusa's Noble Phantasm Bellerophon. Creatures of this level are on par with average Servants. If you wish you may instead pay 400 CP to receive a truly powerful mount such as Fafnir or Ozymandias's Sphinx. Both of these creatures are on par with High Servants in power. You may freely customize the appearance and personality of your chosen mount.

The Magus Archives - 400/600 CP
The archives are the most secure area within the Clocktowers. These data vaults contain the collective knowledge of every Magus that has been gathered over thousands of years. By purchasing this you can gain access to the archives and all of their defenses. Additionally post-jump this library will expand gaining all new applicable knowledge. Everything from magical spells to studies on exotic metals will be included within the library. Lastly, this library will come fully staffed by a group of devoted librarians. They can assist anyone wandering the library and perform research for you. For an additional 200 CP you may upgrade this into the halls of Atlas. Atlas is a data repository which holds the collective knowledge of humanity. This means that rather than merely gaining access to the knowledge gathered by the Clocktower you will gain everything. Lastly, Atlas comes with a search function allowing you to ask any question you desire.

Proper Gear of a True Player - 200/400/600/700 CP
Any Player will tell you this…Good gear is NECESSARY!!! No really! You mean to tell me that you don't make some good gear or farm for materials so that you can get some good gear? Well if you pay the appropriate price here you will get your gear.

- For the default price of 200 CP you get a Set of Relic Tier Armor, One Necklace, Two Earrings, 10 Rings and Two Weapons.
- For the increased price of 400cp you get a Set of Legendary Tier Armor, One Necklace, Two Earrings 10 Rings and Two Weapons
- For the increased price of 600cp you get a Set of Divine Tier Armor, One Necklace, Two Earrings 10 Rings and Two Weapons
- For the increased price of 700cp you get a Set of Divine Tier Armor, One Necklace, Two Earrings, 10 Rings and Two Weapons. All infused with Caloric Stones. This kind of Gear is just below World Item Tier, you could even call this Pseudo-World Tier Gear.
    - For 50cp you may buy more Gear of any Tier.

YGGDRASIL

***The* Titular DMMO-RPG - 100/600 CP**
Just like it says. This item allows you to receive the DMMO-RPG game YGGDRASIL. No, this version won't let you get the Player Character powers and/or items. Instead it simply is meant to hold the endless virtual world crafted by a team of brilliant and sadistic developers. There however, is another special option if you aren't satisfied. By paying an additional 500 CP (600 CP total) you can bring YGGDRASIL with you and spread it into new worlds.

In any setting that is at least close to Modern Earth (2010-2020) technology you can spread the technology to access YGGDRASIL out. You may decide how long the game runs and since you own YGGDRASIL you may change the cosmological and mythological themes (Greece, Japan, China) of the Game. You can even add content. Anyone who is in the Game when it 'shuts' down is isekai'd into a World/Setting of your choice. DxD? Sure KonoSuba? Okay. Re:Zero? Yes… Warhammer 40K/Fantasy? Holy, do you have a grudge or something, but yes to that one too.

The Blood Gardens - 200 CP
The Blood Gardens are a dungeon within Yggdrasil that serves as Cainabel's fortress. The dungeon is a veritable city filled with vampires and their servants. Purchasing this item will allow you to claim the Blood Gardens for yourself or at least a copy of it. This dungeon is protected by four powerful vampires including Carmilla, Dracula, Cain, and Abel. While inside the Blood Gardens each of them have their parameters boosted significantly making them stronger than the average level 100 player. These four vampires will be led by a being on par with Cainabel's full strength. Alternatively if you dislike the vampire motif then you may design the area yourself. The only restriction is that it must follow a theme. For example, perhaps you would rather create some sort of underwater city populated by merpeople.

World Class Item - 400 CP
The World Class Items are relics of immense power from Yggdrasil. These relics can alter the entire world and affect any being regardless of their strength unless they are protected by another World Class Item. There are approximately two hundred different World Class Items from Yggdrasil and a number of new treasures from Fate as well. Each time you purchase this you may gain one World Class Item of your choice. You can purchase this option as many times as you can afford it. Lastly, there is a link in the notes section listing the known various World Class Items. Some notable World Class Items include Longinus, the Throne of Kings, and the Nameless Book of Spells.

- **Only the first purchase is discounted for the Yggdrasil origin**

Guild - 600 CP
The Guilds are some of the most well known and popular aspects of YGGDRASIL. The guilds are large groups of players who have gathered together and often seized control of a large dungeon within the world. By purchasing this you may create a dungeon of your very own. This dungeon may take any form you can imagine. For example, it might be a massive volcano or it could be a floating fortress. It will be filled with up to forty-one beings on par with level 100 players similar to the legendary Ainz Ooal Gown. to further expand your ranks you Guild will be given 4500 levels to create an array of powerful NPCs.

It is recommended that you invest in creating more powerful NPCs as the dungeon will naturally spawn armies of NPC's under level 50. Although the vast majority of them will likely be weaker around level 30 in strength. As the Guild Master you will have unwavering loyalty from every being including the custom beings. You may freely design their builds, appearances, personalities, and your relationship with all of them if you wish. Lastly, as every guild was said to possess three World Class Items on average you will receive three free purchases. Additionally further purchases will be discounted as well.

Master

Command Seals - Free/100 CP
Command Seals also referred to as Absolute Orders are spells that allow Masters to control their Servants. They allow for the implementation of impossible requests by altering reality. For example, you can order your Servant to recover their mana or to unleash an attack far beyond their normal strength. You will receive three Command Seals for each Servant you possess. Should any of them be used up they will be restored the next day. Lastly, you can use the Command Seals to view the parameters and other information regarding your Servants. For Free you will receive these Command Seals as long as you have a Servant. Otherwise you can pay 100 CP to receive three Command Seals for your own use.

Holy Grails - 200 CP
The Holy Grail is a mystical relic meant to be used to grant the user's wish. These grails are capable of performing a similar function albeit on a limited scale compared to the Greater Grail. Though that is not actually their most useful purpose here. These grails can be used to perform Palingenesis enhancing Servants and be used to summon vastly enhanced Servants. For example, every Yggdrasil Servant was summoned using a grail and the only non-Yggdrasil Servant was Nobunaga's most powerful form. Should you lack a method of summoning such as the FATE system you can still use these grails to enhance yourself and allies. You will receive five grails initially and three new grails every week.

FATE System - 400 CP
The FATE system is the main system within Chaldea that allows them to summon Servants. The FATE system takes the form of a large chamber with a platform in the center of its chamber. By using various energy sources such as Data Crystals, a Holy Grail, Saint Quartz, or other special treasures you can summon Servants. Starting out this system will be capable of summoning any being from Type Moon or Yggdrasil.

This system however, will also be retroactively updated based on worlds you have been to as well as update post-jump when you travel to new settings. You may specify which Servant you desire to a degree by focusing on your intent as you perform the summon or by using a proper catalyst. Any Servants you summon will be bound to you and loyal regardless of their alignment. Lastly, while the bulk of the summons should be Servants it is possible to summon items, weapons, and other treasures as well. Though these typically will only be summoned when using low quality currency.

Chaldea - 600 CP

Chaldea is both a massive facility and organization designed to protect humanity. The main Chaldea headquarters is a massive complex housing thousands of people. This sprawling facility has everything you could ask for including training grounds, experimental labs, internal factories, and even luxuries like spas. The facility maintains supplies sufficient for them to be run virtually indefinitely. By purchasing this option you can either acquire Chaldea directly or create an equally powerful organization. Aside from the main staff you will receive forty eight Masters who can each be bound with a Servant. You may design them and choose the Servants they bond with if you create your own organization. Lastly, regardless of which option you choose you will gain access to all of Chaldea's inventions such as LAPLACE and SHEBA. The only exception is the FATE system which must be purchased separately.

Servant

Your Legends - 100 CP
Every servant has a Legend or Myth centered around them. By purchasing this you may make a Legend of your own. This will spread word of your deeds and action within this setting and future jumps. For example, if you were a renowned king then there might be ruins of your ancient kingdom. Perhaps some of your people might even have survived to this day. Do note that your Legend must contain content that you are capable of. Ergo if you are an ordinary mortal then you can't proclaim yourself a god king of a new pantheon. Should you actually be a God-like being then your pantheon might still exist, but in a *very* diminished state. Overall, the main limitation is merely your own capabilities. As with other Servants your legend will only be limited by that which you can achieve. As someone from YGGDRASIL this would be your quest log.

Home in the Throne - 200 CP
Servants are copies of Heroic Spirits that reside in the Throne of Heroes. Thus why shouldn't you have your own space within the Throne? You may open a portal between your space on the throne and the universe it is attached to. The Size of this space and its portal is dependent on your overall Power Level and Legend. Should you be a Galactic Conqueror then your space in the Throne will be your entire Empire/Kingdom with all your people. You and your Companions can reside inside if you wish/permit it. This dimension has resistance to all attacks except to those that can cause universal level damage. After all, your dimension has to be somewhere in the universe, unless you put it in your Warehouse. However, should it be put inside your Warehouse, you can only open the portal to your space while you are inside your warehouse. If this item is in your warehouse, others are prevented from interacting with it, unless they are already in your warehouse. This is simultaneously a useful protection and crippling bane depending on how you wish to employ the space.

The Admiral - 400 CP
After arriving into the world of Oceanus Ainz ended up defeating Drake in a duel. As a result of this he was given the title of Admiral and Drake pledged her entire fleet under Ainz's command. By purchasing this item you can either claim the fleet for yourself or create a new fleet. Additionally you can now call yourself a proper Admiral once you take command of the fleet. This item is a massive fleet made up of a few hundred pirate vessels.

The fleet is led by a dozen legendary vessels and a dozen Servants related to the seas. Should any of these ships and their crew fall in battle they shall reappear a few days later in pristine condition. Lastly, as these ships are constructs from legends they will not be limited to seafaring vessels. Should you travel to any other settings they can take the form of other ships. For example, your larger vessels would become dreadnoughts or battleships in worlds with space travel. No matter where you go this will likely be considered an extremely dangerous fleet.

Rhongomyniad - 600 CP
Rhongomyniad is a massive tower of light which anchors the very layers of the world. The control system of the tower takes the form of the Holy Lance which is wielded by Artoria Lancer. This is a divine construct and is barely capable of manifesting within the limits of a Noble Phantasm. While it primarily is a lance it can also transform into a variety of other weapons. Additionally Rhongomyniad has the ability to pierce and ignore properties possessed by others. For example, it was stated to be able to pierce any armor regardless of how strong it was. Next while its function is not exactly clear, Rhongomyniad is stated to act as a seal preventing the Age of the Gods from returning. Exactly how this is done is unclear, but it demonstrates that the spear holds immersive sealing capabilities and that it likely is extremely effective against divine beings.

Returning to the tower itself, it can also create additional structures. For example, the version of Camelot within the Singularity was constructed using lance's power. These buildings and walls are impervious to any damage unless the attacker lacks any malicious intent. Additionally any inhabitant within the land will be protected from damage including that done to their souls. Lancer Artoria demonstrated this with her intent to preserve her people even after the singularity collapsed. So any being that remains within Rhonganmyiad’s territory can be protected from conceptual and temporal destruction if the city is intact. Purchasing this allows you to claim both the tower and the lance for your own use. If you wish you may transform the tower into a warehouse attachment post-jump.

Singularity

Endless Booze - 100 CP
Apparently when Drake had access to the Holy Grail she used it to generate a limitless supply of high quality booze and food. This is a questionable use for a legendary artifact, but you can't deny its use. To deal with this issue you may purchase this item instead. This item takes the form of a small container which you can reach into. By reaching inside it you can retrieve an unlimited supply of food or drink. Anything you withdraw will be high quality and perfectly suited to whatever you desire.

Trump Soldiers - 200 CP
The Trump Soldiers are a group of magical beings resembling humanoid playing cards who serve Nursery Rhyme. These warriors are weaker than most Servants, but can even battle high level Servants in groups. Additionally, unlike most Servants these summoned warriors have limitless energy and can regenerate as long as part of them remains intact. You may link these magical servants to you allowing you to power them. You will receive approximately one hundred of these Trump Soldiers with this purchase. Should any of them be slain they will be replaced within a week or two. Additionally, any upgrades made will be retained by these units. Lastly, this will also allow you to create additional Trump Soldiers by using more magical energy.

Edison City - 400 CP
Edison City is a massive city powered by six generators with unlimited energy. It originally used six Demon Kings, but this version has proper generators and industrial systems set up instead. The city is capable of developing technology at an incredible rate advancing years in mere weeks. Aside from its impressive economy the city itself holds a decently population of approximately five hundred thousand. The city is guarded by five powerful Servants, and an army of robots. Additionally, should it come down to it, the city has an arsenal of two dozen nuclear warheads that can kill high level Servants. Lastly, you may turn this city into a warehouse attachment post-jump and import it into future settings if you wish.

Singularity 300/600 CP
The Singularities are distorted versions of history where something dramatic was altered. Normally these altered histories give birth to powerful Servants, unique circumstances, or other various wonders. However, in the end, all of these places are erased in the name of restoring Proper Human History. Not anymore. For 300 CP you gain a strange warehouse attachment, which we will refer to as the Hall of Singularities, which starts out as an empty hallway. Whenever some form of Alternate History caused

by Time Travel is fixed, like a Singularity or a Lostbelt, you can choose to add an entrance to it in the Hall, causing it to be stabilized there instead of letting it be erased. The area that was affected will have an impassable boundary appear similarly to one of the Lostbelts. You may choose whether time is paused when you are not present in a Singularity. If you wish, you may merge any of these areas such that they only have a singular entrance in the Hall of Singularities. You may make this merge occur any way you wish: with this jump alone, you could easily merge the Orleans and Septem singularities to create a single singularity with two Frances neighboring each other, or one with a singular France with half its population wondering how the Dragon Witch's defeat led to the Roman Empire's sudden revival, and the other half wondering what a Dragon Witch is. You may also add any of your warehouse attachments with a population to the Hall.

If you are not satisfied with this, for 600 CP you can expand this effect. You can now choose to add any Alternate Histories that would normally be created during the normal course of events in a jump, but you prevented. For example, if you managed to prevent Part Two of FGO from occurring, you could add all the Lostbelts even though they were never created. Or on a smaller scale, any of the event singularities. This will occur for all of the Jumps you have been to and go to in the future, and they will appear once you have rendered it impossible for them to occur.

Additionally, this increased price allows you to choose to have singularities be automatically generated in future jumps, which are already fully contained in the hall. An example of how it would work in another Jump is that if you went to Naruto then you might get something like what if Minato and Kushina lived rather than dying in Obito’s attack. You will be able to travel to these Singularities bringing people, items, and other objects from the Singularity. Should you wish to prevent the creation of an excessive amount of Singularities you may limit the factors or events that are considered relevant. All beings native to each Singularity will be restricted to their home Singularity by default, and are unable to leave or endanger other areas. For example, if you went to 40K any local variants of the Chaos Gods would be unable to leave the Singularities unless you personally brought them out or gave them permission to leave.

Goetia

Soul Lamps - 100 CP
Often it is difficult to learn the fate of a lost ally. To deal with this issue items known as Soul Lamps were created. They resemble small lamps with fires of various colors. They can be bound to an individual and show whether or not they are alive. Should their user be slain then the fire within the lamps will go out. By purchasing this you receive one lamp for yourself and a dozen lamps that can be given to allies. Alongside this you will receive the instructions needed on how to produce more of them and bind them properly to new users.

Pillars of the World - 200 CP
The main mission taken on by the demons is to destroy humanity in its entirety. When undertaking such a mission one of the most important questions is what to target. Be it humanity or another large force targeting key pillars is the easiest way to tear them down. This is a special book that contains detailed information on your foes. It details each of the pillars within their force and the impact that their loss would have. For example, it might reveal some hidden targets that can take your foes down in one fell swoop. Alternatively you might realize that the king is merely a puppet figure and that their loss means nothing. Lastly, this will also contain a detailed list of various threats within the world that you may need to plan around. You could avoid these threats or possibly bring their wrath onto your foes.

Solomon's Gifts - 400 CP
There are two main gifts that Solomon possesses that allows him to easily stand above virtually all beings in the setting. The first gift is the Rings of Solomon which are a set of ten incredibly powerful rings. Each ring contains a unique ability, but their main purpose is to control human magecraft. These rings were gifted to Solomon by God. They grant the user complete control over all magecraft used by mankind. This allows the user to manipulate it and freely nullify it.



The second gift is the Seal of Solomon. Solomon famously used his seals to bind the 72 Demon Pillars to his service. This version

of the seal can bind any being as long as you possess greater willpower than the being. Though due to their legend these seals have a particularly powerful effect on demonic beings. In the cases where you are unable to force a binding you may optionally present them with a contract instead. This method allows you to bind beings who are vastly more powerful than you. Lastly, there is no limit to the number of beings you can bind and they will be safely contained. This means that you will never be overpowered by these beings or be at risk of corruption from them. If you wish you may purchase this item twice to acquire both gifts.

Demon Empire - 600 CP

When Ainz asked Baal what his deepest desire was Baal told him that he wanted to create a kingdom for his people. Admittedly this was mostly due to him proclaiming that he can't actually be a king if he lacks a kingdom. This is an entire planet designed to be inhabited by Demons. It is filled with various demonic entities of all types. There are a couple billion demonic beings throughout this world. Alternatively you may choose a different archetype or species if you dislike Demons for whatever reason. This world comes with fully developed cities and all of the other infrastructure needed to fully support this population. You are considered the ruler of this world and have the absolute loyalty of all the demons here. Post-jump you may turn this empire into a warehouse attachment. Lastly, if you purchase this item multiple times then you may either merge the planets into one super-sized kingdom or effectively create your own solar system with multiple demon worlds.

- **One purchase of this item is Free to Demon Kings**

Companions

If it is not otherwise specified then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Further purchases of any companion are discounted. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP
Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Your First NPC - 100 CP (Free YGGDRASIL)
Often Players will receive the opportunity to create their own unique NPCs. Some members of Ainz Ooal Gown created a single lovingly crafted companion while others created up to six of them. By purchasing this you will be given 100 levels to work with. You may use these levels to create your NPCs. You might invest all of them into a single powerful companion or you may choose to make five weaker companions. Regardless of your choice you may design their personality, appearance, and species. Purchasing this option multiple times will grant you another set of 100 levels to work with.

Servant - 100/400 CP (Free Master)
To properly become a true Master you must summon a Servant. Having performed the ritual properly or perhaps having used the FATE system you have called upon one of these Heroic Spirits. This companion answered your call and has become your Servant. You may freely choose any of the canon Servants or if you're feeling spicy you can create your own original Servant. You may design their personality, appearance, and species if you wish by choosing this option. The second option however, is discounted rather than Free to Masters. By paying 400 CP (200 CP discounted) you may instead call upon a Grand Servant. The Grand Servants are legendary beings representing the pinnacle of their classes commanding overwhelming power. For example, Da Vinci,

widely considered one of the most dangerous Servants, was only worthy of being a Grand Servant candidate after widening her scope of reality. Lastly, this will also bypass the normal restriction on their only being one Grand Servant. So you can buy two Grand Archers if you want.

Master - 100 CP (Free Servant)
While the Servants are powerful many of them are still reliant on their Masters. The Masters role is typically to lead the Servants and provide them with mana to support their existence. This is either the Master who summoned you or should you not be a Servant then they will be an allied Master. This has an incredible affinity for their Servant and can allow you to bring out your full power. Additionally they are a strong magus. While not quite on the level of a Servant they are more than capable of defending themselves even against an enemy Servant. You may freely customize the appearance, personality, and species of this individual if you wish.

The Anomaly - 100 CP (Free Singularity)
The most common trait within the Singularities is that they are effectively what if scenarios. Something has gone wrong or a new factor is in play that shouldn't be. This individual is one of these many changes. This individual is a mysterious variation of a being you are more familiar with. They may be an altered version of a Servant, a what if version of someone from a previous world you've encountered, or a new being entirely. This being is on par with a High Servant in strength and a highly capable warrior. You may design their personality, appearance, and species if you wish.

Proto-Beast - 100 CP (Free Goetia)
The Beasts are natural born counterparts to the Grand Servants. As they are created by the worlds or aspects of humanity they are blessed with immense power. This being is an attempt at artificially creating a Beast. Most importantly this process was successful. While not quite at the level of someone like Tiamat at full power this individual is an incredibly strong being. They possess both a massive beast form as well as a smaller humanoid form. You may freely customize the appearance and personality of this individual as well. You may customize the appearance and specific attributes of both forms.

Ninetails - 100 CP
One of the most infamous Servants is Tamamo-no-Mae for both good and bad reasons. Two traits that remain, however, that remain constant in any tale are her power and beauty. She is generally shown to be in pursuit of a worthy lover. In this case a version of her seems to have decided that you suit this role perfectly. This buxom beauty has declared herself your spouse. This kitsune is on par with Tamamo-no-Mae's full power,

not her Servant restricted variants. If you wish you may fully design their appearance and personality. The only restriction is that they must remain a Nine-Tailed Kitsune.

Fallen Mistress - 100 CP
Ainz's closest affiliate in Nazarick likely Albedo due to both her personal connection to Ainz and her role in Nazarick itself. This companion grants you two options. First, you may alter the world so that Ainz for some reason made you the target of Albedo's affection before the world transition occurred. Second, if you don't want to take the Overlord's yandere angel then you may receive your own Albedo-esque servant.

This is an incredibly powerful being who is absolutely devoted to you. They are on par with a level 100 Player in strength with equipment worthy of their strength. Additionally she is a master manager capable of running a massive guild at peak efficiency without any issue. Meaning that devilish lass is perfect for both combat and command. By default this being will be a Fallen Angel or a Succubus. Though if you wish you may freely alter their personality, appearance, and species.

A New Family - 200 CP
You may not generally think of children or families when you imagine renowned legends. There however, are a number of individuals whose main desire is to seek out a family. This is a group companion made of three individuals. By default this will be a spouse and two children who treat you as their parent. All three of these individuals will be on par with an average Servant in strength. You may optionally also choose an applicable Servant for the roles. For example, you could choose Raikou, Paul Bunyan, and Jack the Ripper. If you instead create original beings then you may freely customize their appearances, personalities, and powers.

The Ancients - 300 CP
Leviathan, Behemoth, and Ziz are ancient demonic beasts originating from the Old Testament. These massive demonic beasts were created to serve humanity. Leviathan controlled the seas while its counterpart Behemoth controlled the lands. The final member of the trio Ziz flew high above in the skies. Leviathan is a massive female serpentine dragon. Behemoth on the other hand is said to be a gigantic titan who roamed the earth. Ziz was said to rule the skies and to be the largest bird-like being to ever live. By taking this option you may recruit these three ancient titans. Each of them are immensely powerful guardians of the earth and humanity.

All three of these beings are on par with powerful Beasts such as Tiamat in power and overall capabilities. They each have a variety of powers however, their main abilities are linked to their respective elements. For example, Leviathan manipulates water, can

control sealife, and has a number of draconic abilities. Additionally each of them will gain the ability to shift into a human form. You may design their exact appearances and personalities if you wish.

Divine Spirit - 200/400 CP
The Divine Spirits are some of the greatest beings in this world. Each of these gods are individuals who control aspects of the world. These beings are often either born from the world itself or born from the collective mind of humanity. For 200 CP you may recruit one of the many gods who have inhabited this world. Some examples include Susanoo, Skadi, Ishtar, Hermes, and Thor.

If you are not satisfied with a normal god then you may pay an additional 200 CP to recruit a higher level deity. This level includes the Chief Gods, the Bodhisattva, and the Primordials. Due to the unique nature of this world you may purchase one of three variations for each god. These three options include their standard variant, their Machine God variant, and their YGGDRASIL variant. Repeated purchases of a specific deity are discounted after the first purchase. So if you wanted all three versions of Zeus then it would cost 800 CP for them.

Supreme Being(s) of Another Path - 800/1200 CP
The World Tree YGGDRASIL is filled with endless possibilities. So by purchasing this you may gain one of two possibilities. The first is Momonga the Greatest Necromancer, however this one seems to be, how do I say this? Ah, it's a little bit different. Have a look for yourself. Make no mistake, she is equal to the male version in all ways. The second choice is a Demon Empress, one who choose the path of an Arcane (Magic) Knight. Galadriel Melkor is the name of this one. Earlier we mentioned Dracula who combined Magic & Melee into a greater force, well Galadriel takes that up to another whole level. Should Dracula and Galadriel be in equal strength then Galadriel would crush Dracula into the ground due to her overwhelming skill. If you don't feel satisfied with only one of them you may buy both for 1200 CP, should you buy both you can optionally make them twins. Here's a little note from me. Both were in their thirties, and are still virgins. Take that as you will.

Both gain **Powerhouse Lv3**, **Nazarick**, **High Tier Physical Immunity**, **Yggdrasil Magic**, **Servant Origin**, **YGGDRASIL Origin**, **Independent Manifestation**, **Healing Potions**, **Cloaking Ring**, **Data Crystals**, **1 Combat Mount Lv2**, **1 World Class Item**, **Auto Loot**, **Level Cap Begone**, **Power of Legends**, **Translation Glasses**, **The Camera of Infinity**, **We Will Return**, **3 Free A+++ Rank Parameters**, **Legendary Beauty Lv2**, **Eternal Beauty**, **Magic Resistance A+**, **Eye of the Mind EX**, **Master of Many Resistances EX**, **Kingly Presence**, **Golden Rule EX**, **Charisma EX**, **Heir of**

Earth & Humanity, **The Pinnacle Moment**, **The Tactician**, **Deicide EX**, **Lore Master, The Collector's Grand Hoard**, and a few other miscellaneous abilities. Why do they gain all of these for free? Tell me, who are these girls again, hmm? They are alternate versions of Momonga/Ainz/Suzuki Satoru. Momo gains **World Disaster** and **Master of Death** for free as she is a Mage/Necromancer, while Galadriel gains **World Champion** and **Magic Knight** for free as she is a Knight, an Arcane Knight is still a Knight.

You may customize the relationship/history you have with these girls, but it has to be within reason. You can't just pop into existence and they're in love with you without knowing you exist, unless you have a soulmate perk or something similar then it's fine. Should you take any of these two girls you may optionally decide to have them take the place of Momonga/Ainz Ooal Gown.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

End of the Road - 0 CP
The entire story only takes around a year or two to really finish despite how much occurs. So rather than staying for the full ten years you may optionally leave when the story of this world is over. Keep in mind if you shorten the duration of the jump then all of the drawbacks you take will be compressed to this period of time. Lastly, you cannot take this toggle option if you choose any drawbacks that extend the duration of your stay.

The Cross Between Worlds - 0 CP
By default this setting excludes everything related to both worlds that was not shown in the fanfiction. With this option however, you can make aspects or portions of other settings canon to this world. This primarily includes the other versions of Fate such as Fate Stay Night. This will likely have you encounter various members of these split off settings. Keep in mind this can also add their problems as well depending on which one you choose.

Do I Know You - 0 CP
Given the amount of other worlds connected to this setting it is actually likely that you have been to some variation of this setting beforehand. This toggle can also make these past interactions canon to this world. For example, if you went galavanting around Camelot then Artoria and Morderd might recognize you. This could either be a really good thing or a really bad thing depending on your actions. Lastly, this will also create a copy of you in the Throne of Heroes based on your actions in the previous jumps.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

I Hit My Head +100 CP
Something appears to have gone wrong upon entering the jump. As a result you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As far as you are aware this world is a brand new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

Those Aren't Healthy +100 CP
Animusphere smoking habit. When you are stressed you will be compelled to smoke. The greater the stress you are under the more you will desire. This could have worse effects depending on your vice. For example, Marie got severe nicotine poisoning while trying to cope with her resurrection. Alternatively if you dislike smoking you may choose another unhealthy habit. Granted, whatever you choose will have some negative effects. Thankfully you can heal the damage should you happen to have access to a skilled healer.

My Body Can't Handle It +100 CP
When Ainz tries to use his power in a human body his power burns it away revealing his undead body. Your power carries similar properties which can overwhelm your physical body. Should you lack an external shell then this power likely burns away any covering you have such as your clothes. This doesn't actually lower your capabilities in any way, but this can make it embarrassing in certain situations. Thankfully, you can design a body or acquire materials capable of resisting your power though these are difficult to produce.

Deathly Presence +100 CP
Many beings who encounter Ainz are unsettled by him due to the aura of death he can give off. You emit a similarly disconcerning aura that can unsettle those around you. Perhaps you are a necromancer giving off a deathly aura or a serial killer emitting killing intent. You may even be an extremely pure hearted person whose sheer kindness makes those around you uncomfortable. This effect is minor overall, but it can cause some issues for you and make a negative first impression.

I'm Going to Kill Them +200 CP
Cainabel is a truly unbearable and arrogant being of the highest order. She is incredibly disrespectful to literally everyone aside from Ainz and that is only due to him having killed her repeatedly. This drawback gives you Cainabel's attitude though not her strength. She is able to get away with it most of the time due to her overwhelming power. If you lack the means to protect yourself you will likely be beaten constantly or killed.

Overwhelming Power +200 CP
Ainz has a truly immense amount of magic compared to Casters and even the Grand Caster given the nature of his original world. Whenever he releases his power it can negatively impact anyone around him. For example, Mashu and Olga immediately passed out feeling his unrestrained strength. This drawback has two effects on you and those around you. The first affects you making it impossible for you to restrain or hide your aura. The second, is that the effects those around you experience will be bolstered.

Overthinking Everything +200 CP
Between Momonga's power and other effects many people think he is far more competent than he is. This results in nearly everyone over analyzing his actions and getting profound meanings from them. For example, he might give a simple compliment which others believe to be a hidden clue. You may take this drawback twice to affect one of two groups. The first group is all of your allies and those you interact with. This can cause confusion, fear, and other issues to appear in your allies. The second option is to receive it yourself making you overcomplicate any encounter you have. You might take an enigmatic comment as some sort of bizarre threat or create another equally confusing scenario. The world will either be really funny or really disturbing if you take the both drawback options.

Destroyer of Kitchens +200 CP
Altera is one of the strongest normal Servants capable of fighting off multiple other Servants at once. She however, is incapable at nearly anything else outside of combat.

Her worst skill, however, is her attempt at cooking. When attempting to make cookies she created an eldritch sacrifice that nearly killed Asterios. It literally took the combined efforts of Medea, Mozart, and Roman to prevent the Berserker Class Servant from dying. If you take this drawback you will unfortunately share Altera's cooking skills. On one you can now make horrific poisons. On the other hand Emiya will probably start shooting swords at you the second you try to get into the kitchen.

Too Much of a Good Thing +200 CP
Relationships and passion can be beneficial, but sometimes too much can actually be a bad thing. For example, after Ainz finally realized that women were interested in him they technically hunted him down inside Chaldea. Ainz had to flee and hide so that he didn't end up locked inside the bedroom all day. You seem to be dealing with this issue as well. Any individual that you are attracted to will become interested in you. Though this interest will grow in intensity if they are ignored. Additionally, should you advance your relationship with one of these individuals then all of the others will be compelled to reach the same stage. This could either be a really good thing or a really bad thing. Lastly, any individuals that you enter a relationship with may be taken as companions for Free at the end of the jump.

Gotta Catch'em All +400 CP
Like Ainz you are addicted to Gacha games which the FATE system effectively is. As a result you are determined to get a copy of every Servant and each variation possible to summon in this world. As a matter of fact this isn't a desire, but a requirement. You aren't allowed to leave this world until you successfully summon and recruit one of every possible Servant weak and strong alike. Lastly, this includes all of the Servants and Lostbelt variations that didn't appear in the story directly. By the time this is finished you will have a few thousand new companions.

Conservative Resources +400 CP
When dealing out resources and supplies Ainz tends to hesitate. This is particularly noticeable when it comes to any limited items he has from Nazarick. Eventually he does start using his supplies much more often, but in the beginning this causes some issues. You share this issue with Ainz, meaning that you will be incredibly reluctant to give out any of your possessions. For example, you would hesitate to give one of your allies a health potion even if they were noticeably injured. This effect applies to any resource that you have a limited supply of or difficult with acquiring replacements.

Slay the Demon +400 CP
There are many different forms of hatred that exist in this world. Many of them are directed at entire groups often as a result of some great injustice. For example,

Scathath has a relentless hatred towards the demonic, the undead, and anyone else that can be considered a monster. By taking this drawback you will gain a similar level of hatred for one archetype or group of your choice. Some options include demons, dragons, saints, or any other group you can think of. You will feel an immense hatred towards anyone that belongs to your chosen group. Lastly, you may take this drawback as many times as you want gaining additional hatreds.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the Overlord jump, any of the Fate time period jumps, the Fate Grand Order jump, and any other jump related to the Type Moon series.

Fated Battle Between Brothers +600 CP
Karna and Arjuna are two destined rivals sworn to kill each other any time they encounter each other. Ironically these two know each other perfectly and would be the best of friends in any other situation. Unfortunately there is no way for this bond to be broken. Like the two warriors there exist some beings in this world whom you have a similar relationship with.

At minimum they are on par with a High-Level Servant and should you be stronger than will be a genuine threat to you. At some point in the jump you will be forced to confront them in a life and death battle. There however, is one special path you can attempt to take. While you and your rival cannot do anything, others can interfere in this conflict. For example, Angoboda managed to stop both of them from fighting, forcing them to get along. If your allies can somehow stop this conflict then you may take this individual as a companion for Free.

Lovers Torn Apart +600 CP
The tale of Rama and Sita is actually a rather sad tale. These two lovers have been cursed to remain apart no matter what actions they take. Someone has been taken from

you placing you into a situation. This will either be a new companion created who is perfect for you or a companion you already have. This individual's relationship with you is absolute and at least on par with that of a true soul mate.

By taking this drawback the two of two have been torn apart. You however, are not allowed to leave the jump until you manage to reunite with them. If you cannot complete this task and wish to give up then they will be lost to you. This however, is the absolute last resort option. It is impossible to put into words the amount of pain that choosing this decision would cause you.

Might of the World +600 CP
While this world is a fusion between two settings only fragments of Yggdrasil are used primarily. So you might wonder then what would happen if more of Yggdrasil was brought here rather than just Ainz and later his Servants. Well that is exactly what this drawback will do. By choosing this option the worlds themselves will start to fuse. This will add Yggdrasil's many worlds and its immense cosmology to the Fate setting.

Most importantly all of the gods and the more powerful beings such as the World Bosses will manifest at their lore levels of power. This will also create copies of many Servants and deities. For example, there was another version of Camelot in Yggdrasil. This drawback primarily adds a large amount of new threats and opportunities for those brave enough to seek them out.

I Just Wanted Recognition +600 CP
Olga Marie Animusphere is the original director of Chaldea and one who has a sad fate. She was abandoned by her father and considered a mediocre magus by many. This pressure greatly stressed her causing her to irritate those around her which cycled back into further stress. As a result nearly everything she did was in an attempt to be recognized by someone. To make things worse for her the first person to support her Lev, was subsumed by the Demon God Flauros who manipulated her.

Your story is similar to that of Marie as you have been abandoned by nearly all you care about. Regardless of your actual abilities you are estranged from those around you. Lastly, there is a single individual in which you greatly trust, but soon they will be overtaken by a monster. It will be up to any of your allies to assist you and hopefully save your friend before things turn for the worse. Otherwise you may simply act as a puppet unknowingly dancing to the strings of this threat. One measure to ensure that you have a chance however, is that eventually they will reveal themselves allowing you to fight them head on. If you are strong enough you will be able to kill them and free your friends soul.

I Owe A Debt +600 CP

If Chaldea fails in their mission then humanity will be rendered extinct as the timelines themselves unravel. One side of this conflict is the forces of Chaldea, their Servants, and Ainz. On the other side is Solomon (Ars Goetia), the Demon Kings, and the Servants they've recruited. You must aid one side of this conflict and ensure that they are victorious. If you choose to side with Solomon (Ars Goetia) then you must somehow find a way to defeat Ainz who will be willing to call upon his full power. Should you side with Chaldea then multiple Grand Servants or powerful foes such as the Beast will be summoned. Regardless of which side you choose, this conflict will be much more dangerous than the standard Fate Grand Order storyline. The only mercy is that both sides will wish to reserve the bulk of their strength until the grand finale which will likely turn into an all out conflict between both parties.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario.* ***You will not chain-fail*** *if you give up unless explicitly stated otherwise****.***
- Alternatively, you may take multiple compatible scenarios concurrently with your main jump. ***You will not chain-fail*** if you fail or give up on any scenarios, unless explicitly stated otherwise. You do still chain-fail if you die though, so maybe think twice before you take all of them at once.
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

The Grand Foreigner

Congratulations, you are now the protagonist of our story. That's right you will be replacing Momonga. The jump will last until the story ends canonically (based on the current story you may choose to finish the scenario after Goetia's defeat) or you die. You will face all of the "challenges" that Momonga did. You will start out with all of Momonga's abilities though you will only get to keep them if you complete the scenario. You will receive all of the same opportunities to succeed as he did however should you follow their path. Lastly you will receive his memories so that you know what's going on and have his experience. There is a more detailed list of starting and ending boons in the notes aside from the rewards listed below.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

The Gauntlet

The Nasuverse and particularly the Fate setting are famous for the Grail Wars. So it shouldn't surprise you that a Grail War is going to occur. The special part is that you're not going to be running through one Grail War, but all of them. You're going to run a gauntlet of every notable Grail War that has occurred in the setting. Though why should

it stop there? After completing the canonical Grail Wars you will be inserted into another set of Grail Wars. These wars however are based on each Jump that you have been to. Six other Masters and empowered Servants from each Jump will be called forth. Though this number could change as occasionally the specific type of war will be altered. For example, some of them might be 7 vs 7 wars. You will be allowed to summon a special Servant from the setting to fight alongside you. So the difficulty of this scenario will primarily depend on which worlds and how many you have been to. You will succeed once all of the wars have been dealt with or you are slain in one of the wars.

Rewards:
For completing this scenario you will receive a variety of rewards.

- First, given that you were allowed to summon a new Servant in each war you may recruit all of the Servants who fought alongside you. Any fallen Servants will be revived and restored to peak condition. Any Masters and Servants that you allied with may be recruited as well.
- Second, once you have finished all of these Grail Wars you will be able to wish upon a multiversal Grail. This Holy Grail will be empowered based on the number of wars that you participated in. You may either make a single powerful wish or a number of smaller wishes depending on the energy you provided it. The only restrictions on the wishes are that you can't wish for any meta effects or directly receive your Spark. Otherwise you are free to ask whatever you desire. These wishes will be uncorrupted and be granted following the spirit of our desire.

The Throne of Creation

According to the lore of Yggdrasil Ainz was a being created by the Rebirth System left by the Creator. This system was very similar to the Throne of Heroes as it allowed for the birth and summoning of special beings. The most notable of which were the Higher Beings such as the Elder Gods and the World Bosses. When Cainabel is speaking with Ainz she believes that Ainz wants to absorb the Throne of Heroes and the Rebirth System into himself becoming the god of all worlds. Obviously this was wrong, but the idea itself is interesting.

That is why that is the exact goal of this scenario. There are two paths to doing this. The first is the violent method which requires you to launch an onslaught against the Throne before claiming it in victory. This method however, will force you to fight against the Servants and various other beings who safeguard the Throne. The second option is the longer, but peaceful method. By gathering enough Servants and earning their trust they can then open the Throne for you and give it to you. This option obviously is less direct, but it avoids conflict. There is no time limit on the scenario, so you have as long as you want to finish it.

Rewards:
For completing this scenario you will receive a variety of rewards.

- Firstly, by having absorbed the Throne of Heroes you have become its master. This grants you authority over all Servants alongside the ability to freely summon them. Even the Grand Servants and the infamous Beasts will fall under your banner. Additionally as you traverse throughout different worlds you will find the Throne's connection growing. Each new world will add a section to the Throne allowing you to summon more Servants.
- Lastly, is your most important and powerful reward. By claiming the Throne of Heroes you have gained a direct connection to the Root and Akashka. You have gained access to unlimited knowledge and power through this connection. Though you will only be able to call upon this power in full once you have unlocked your Spark. Despite this even this restrained connection will automatically bring you to the level of a powerful Cosmic Being.
    - Should you be a deity then you will also gain the domains: Heroes, Humanity, Knowledge, Magic and Power.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

I would like to thank BerialAstral for the perks and other parts of the jump that they created. Additional thanks to all of the others who made suggestions or assisting in the jumps creation.

All perks that have active and passive effects may be freely toggled on and off.

Story Link (Jump was made as of Chapter 200)

- Fanfiction.net
    - https://www.fanfiction.net/s/13216897/1/Grand-Foreigner
- Space Battles
    - https://forums.spacebattles.com/threads/grand-foreigner-overlord-fgo-crossover.728632/reader/
- Galadriel Melkior
    - https://archiveofourown.org/works/24529504/chapters/59225005
    - https://www.fanfiction.net/s/13605232/1/Overlord-The-Demon-Empress

Levels and You

- Why is it that you have to pay so much for Levels? Well, as stated by Ainz:
    - “There was a huge difference in levels in Yggdrasil. An enemy *five levels higher was an invincible one*, which was supposed to be beaten at least three or four to get the good chances of winning and it was not even thought of fighting bosses of higher levels! ***After a certain number of levels, the difference became so enormous that quantity ceased to translate into quality***.
    - In other words, since Momonga had the ***ability to automatically block any damage below the sixtieth level, no matter how many hundreds of thousands of thirty-level mobs attacked him, all their attacks would be useless and the only thing they could do to stop him was to make him bored of killing them in hordes again and again***. So with magic! The magic below the seventh rank could not affect Momonga at all, simply because it does not matter how much power will be invested in the attack. ***He was simply at a qualitatively different level than everything*** that could be used on the first six ranks. “
- In other words, a regular enemy 5 Levels higher is already an invincible being to go against. And you can purchase a maximum of 600 Levels in this Jump doc. Suffice to say that you really gotta be screwing up a lot if you *somehow* get killed and/or beaten if you’re a World Enemy or Lvl 100+ YGGDRASIL Player.

World Enemy and/or Territory Creation

- In a conversation between Da Vinci and Baal, Baal goes into a flashback. It is of the time when Nazarick was invaded by ***Fifteen Hundred Players!!!*** Also called "War of the Great Ones", sixty-five players killed the World Eater while fifteen hundred players died to 41 players. By taking either of these Perks that number will increase by 50% form the initial amount. This is count if Momo & Galadriel also takes any of them. This doesn't actually do anything, however in lore? This will send any being you summon from YGGDRASIL into panic by merely knowing there is a Higher Being/Player here, let alone ***Three***, here, especially if all three of you/us are World Enemies. Forty-Five Hundred Players died to Ainz Ooal Gown. Here's what Baal describes the Invasion aka the "War of the Great Ones" with fifteen hundred as:
    - "The War did not last long, but it left an incredible mark on the fabric of the universe. Reality itself would collapse every few seconds, the passage of time would turn on itself again and again, magic shouted to the heavens like the roar of a volcano, the heavens itself were shattered and the earth turned into an abyss devouring everything in its path."
        - And that was 1500 Players, you/we/us fought *triple* that number

Guild Item Loyalty

- This is general unbreakable loyalty, not Nazarick devotion. For example, your servants will never betray you, but they could think you're an idiot. They can recognize that you might make a mistake.

World Class Items

- https://overlordmaruyama.fandom.com/wiki/World_Item

Zabaniya

- https://typemoon.fandom.com/wiki/Zabaniya

Servant Classes

- https://typemoon.fandom.com/wiki/Servant

Appearing Servants

- **Chaldea**
    - Mashu (Galahad, Demi-Servant)
    - Cu Chulainn (Caster)
    - Medusa

    - Arthuria (Alter)
    - Archer (Emiya)
    - Hassan of the Cursed Arm
    - Hassan of the Serenity
    - Da Vinci
- **Orleans - Hundred Year War**
    - Jeanne d'Arc
    - Jeanne Alter
    - Gilles de Rais
    - Vlad Tepes III (Dracula)
    - Lancelot
    - Maria Antioette
    - Wolfgang Amadeus Mozart
    - Martha
    - Elizabeth Bathory
    - Kiyohime
    - Chevalier d'Eon
    - Carmilla
    - Charles Henri Sanson
    - Phantom of the Opera
    - Atalanta
    - Georgios (Saint George)
- **Septem - Roman Empire**
    - Nero Claudius
    - Caligula
    - Julius Caesar
    - Leonidas
    - Romulus
    - Alexander (Young Iskander)
    - Zhuge Liang (Lord El-Melloi II)
    - Darius III
    - Lu Bu
    - Boudica
    - Spartacus
    - Altera (Attila the Hun)
    - Jing Ke
    - Remus
    - Euryale
        - Elizabeth Bathory

    - Tamamo-no-Mae (Berserker)
    - Stheno
- **Okeanus - Oceanus**
    - Mary Reed
    - Anne Bonny
    - Edward Teach (Blackbeard)
    - Francis Drake
    - Jason of the Argonauts
    - Heracles
    - Atalanta
    - Medea (Argonaut)
    - Medea (With of Colchis)
    - Artemis (and Orion)
    - Hector
    - Asterios
    - Achilles
    - David
        - Charles Henri Sanson
        - Chevalier d'Eon
        - Marie Antoinette
        - Gilles de Rais (Saber)
        - Gilles de Rais (Caster)
        - Romulus
        - Caligula
        - Spartacus
    - Megalos
- **London - Victorian Era**
    - Mordred
    - Hans Christian Anderson
    - Henry Jekyll and Hyde
    - Fran (Monster of Frankenstein)
    - Paracelsus von Hohenheim
    - Nursery Rhyme (Alice)
    - William Shakespeare
    - Tamamo-no-Mae (Caster)
    - Sakata Kintoki
    - Nikola Tesla

    - Mephistopheles
    - Charles Babbage
    - Artoria (Lancer Alter)
    - Jack the Ripper
- **North American Myth War**
    - Scathath
    - Thomas Edison
    - Karna
    - Fionn Mac Cumhaill
    - Cu Chulainn Alter
    - Medb
    - Geronimo
    - Nero Bride
    - Florence Nightingale
    - Helena Blavatsky (Caster)
    - Paul Bunyan
    - Henry Antrim/Billy the Kid
    - Rama
    - Robin Hood
    - Arjuna
    - Cu Chulainn (Lancer)
    - Sita
    - Beowulf
    - Fergus mac Roich
    - Li Shuwen
- **Camelot - Crusades**
    - Nitocris
    - Ozymandias
    - Hassan of the Hundred Faces
    - Semiramis
    - Bedivere
    - Jacques de Vitry
    - Sherlock Holmes
    - The Old Man of the Mountain (First/King Hassan)
    - Gareth
    - Tristan

Author Original Servants

The author of the story did create a number of original Servants from Yggdrasil. Each of these Servants tend to be much stronger than a standard Fate Servant. For reference I placed the parameters from Cainabel below. She is about the mid range of Yggdrasil Servants neither weak nor excessively strong.

- Servant: Cainabel
- Class: Foreigner
- Status: ? (Incorrect summoning)
- Gender: Female
- Alignments: Neutral-Evil
- Attribute: Beast
- Strength: A
- Dexterity: B
- Endurance: A++
- Luck: At+
- Mana: EX
- Noble Phantasm: EX

YGGDRASIL Levels vs Servant Stats

The Yggdrasil levels generally work by alloting a set of points depending on the class you receive. This is often anywhere between 3 and 10 points. Unfortunately the stats to parameters conversion don't work perfectly. For example, the example below is Medusa (Rider)'s stats and parameters. She had a B rank in two parameters, but her stats 60 to 80 in those groups. Overall, you can kinda ball park an estimate, but you can't use the numbers as solid rules. Should you purchase any perks which affect either value they will seamlessly combine and stack if appropriate.

- Racial Level:
    - Medusa (3)
    - Gorgon (1)
- Class Level:
    - Rider (15)
    - Rogue (5)
    - Assassin (5)
    - Monster (5)
    - Beast Tamer (5)
    - Others (15)
- YGGDRASIL Stats
    - HP: 20
    - Mana: 60
    - Physical Attack: 60
    - Physical Defense: 0

    - Agility: 80
    - Magic Attack: 0
    - Magic Defense: 60
    - Resistance: 10
    - Special Abilities: 90
- Servant Parameter
    - Strength: C
    - Endurance: E
    - Agility: B
    - Mana: B
    - Luck: D
    - NP: A+

Scenario Boons

The initial rewards will be given to you at the start of the Scenario while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- **Initial Boons**
    - **Species**
        - Grand Servant/Overlord
    - **Perks**
        - General Perks
            - All Free Perks
            - Basic Information (100 CP)
            - Universal Translation (100 CP)
            - Powerhouse (600 CP)
            - Parameters
                - Strength: D++
                - Agility: C
                - Endurance: B
                - Luck: A++
                - Mana: Star
                - Noble Phantasm: EX
            - Plenty of Time
            - Arcane Vision
            - We Will Return
            - True Death
            - Metamagic
            - Create Greater Item
            - Denial of Life
            - Harsh Competition

                - Magic Resistance A+
                - Golden Rule (400 CP)
                - Charisma EX
                - True Resurrection
                - Master of Many Resistances EX
                - The Unifier
                - Yggdrasil Magic (600 CP)
            - YGGDRASIL Perks
                - Mind of the Eye EX
                - Master of Death
            - Master
                - The Pinnacle Moment
                - You're a Good Person
                - Transportation and How to Stop It
                - Dark Wisdom
                - Something Greater
                - Decide EX
            - Servant
                - High Tier Physical Immunity
            - Singularity
                - Kingly Presence
            - Goetia
                - Emotional Suppression
                - Curse Breaker
    - **Noble Phantasms**
        - The Goal of All Life is Death - The Last Hour Strikes (EX)
        - The Great Tomb of Nazarick - The Story of Ainz Ooal Gown (Star)
        - Unknown 3rd Phantasm called YGGDRASIL (Star)
    - **Items**
        - General Items
            - Translation Glasses
            - Healing Potions
            - The Camera of Infinity
            - Cloaking Ring
        - YGGDRASIL
            - World Items (11x)
- **Scenario End Boons**
    - **Perks**
        - General Perks
            - Level Cap Begone

            - Strong Insides
            - The Chief
            - The Power of Legends
        - YGGDRASIL Perks
            - A Starting Point
            - The Last Higher Being
        - Master
            - Full Power Servants
        - Servant
            - Independant Manifestation (400 CP)
            - Lore Master
- **Items**
    - General Items
        - Homunculus Body
        - Black Key
        - The Magus Archives (400 CP)
    - Master
        - Command Seals
        - Holy Grails
        - FATE system
        - Chaldea
    - Servant
        - The Admiral
- **Drawbacks (only apply during scenario)**
    - My Body Can't Handle It
    - Conservative Resources (can eventually overcome this)
- **Companions**
    - Canon Companions
        - Servants
            - Mashu
            - Cu Chulainn (Caster)
            - Medusa
            - Artoria Alter
            - Archer (Emiya)
            - Hassan of the Cursed Arm
            - Hassan of the Serenity
            - Jeanne d'Arc
            - Jeanne Alter
            - Wolfgang Amadeus Mozart
            - Kiyohime

        - Cainabel (Vampire - Raid Boss)
        - Nero Claudius
        - Altera (Atilla the Hun)
        - Stheno
        - Euryale
        - Baal (Demon Lord)
        - Medea (Caster)
        - Francis Drake
        - Asterios
        - Hector
        - Oda Nobunaga (Demon King)
        - Da Vinci
        - Jack the Ripper
        - Mordred
        - Nikola Tesla
        - Nursery Rhyme
        - Angrboda (Yggdrasil Servant)
        - Karna
        - Scathath
        - Sita
        - Nero (Bride)
        - Medb (Yggdrasil Version)
    - Other
        - Olga Marie
        - Focalor

Changelog

- Jump in Progress
- P