Fate Grand Order DLC Scenarios

By Valeria

Scenarios marked with EVENT in their title may be taken at any time and place, as long as you are not in combat, during your Fate Grand Order jump. You will be transported to a different pocket dimension for the course of the scenario and time will not progress in the main jump until you return there. There is no limit on how many EVENT scenarios may be taken.

EVENT- The Battle of Screen-Time

Oda Nobunaga has been in burning castles before. Oda Nobunaga has been pitted against armies of tens of thousands of men before. Oda Nobunaga has even worked together with her enemies before. But Oda Nobunaga has never been in a burning castle while facing forty thousand deranged clones of herself and held captive by the Shinsengumi before.

But there's a first time for everything.

The 40,000 tiny clones of Nobunaga that survived the end of the previous Honnouji incident and wallowed in their lack of screen time. Seeing the original Nobunaga continue to get screen time and new features drove them mad with jealous and righteous fury. Chittering away to each other, the fires of revolution began to spark. But the idiot clones would never be able to unit their entire number against a single purpose alone. So when a hero arrived, one who understood their plight, they fell into line under their new commander Ushiwakamaru, the future hero himself, and his guard Benkei. Ushiwakamaru, also feeling the sting of being forgotten, took the chance to conquer a better known Japanese hero and place herself in the top spot.

On the other side, the Shinsengumi, led by Okita Souji and Hijikata Toshizou and consisting of a few hundred trained warriors, are also pursuing Nobunaga since the last war to capture and punish them. Having far more success than the clone army, they cornered their prey in a certain large castle fortress. Nobunaga, helped by his niece Chacha, managed to survive against their pursuers and lead them into the fortress for a final battle. But! They were interrupted by the arrival of the New Japanese Hero Alliance who quickly surrounded the entire fortress. Realising how little hope they had, given Okita herself is popular these days too, they banded together in a last ditch effort to fend off the encroaching Nobu Nobu hordes. Unbeknownst to these defenders however, the Alliance has snuck in an assassin to strike against Nobunaga from within. Fuuma Koutarou, legendary ninja assassin, is somewhere within the castle and waiting for a chance to strike.

The two forces are at a deadlock for now. The overwhelming number superiority of the Nobu army is stalemated by the greater individual power of Nobunaga and her temporary allies, as well as the easily defended fortress they find themselves in. Something new must be introduced to break that balance.

This is where you come in Jumper. You appear in the centre of the castle, surrounded by the few surviving members of the Shinsengumi. Recognised from the world outside this little pocket dimension, you are quickly accepted as part of the defence, precarious as the team may be. You'll have several options for how you want to play this out, depending on the reward you wish to receive.

If you help Nobunaga escape from the surrounding army and break free to the outside world, surviving Fuuma's assassination attempts and getting away free from the Shinsengumi, Nobunaga will happily join you as a companion. She'll even give you the option of choosing what sort of Nobunaga she manifests as, if you prefer another kind. His niece Chacha will also offer her services in this way, though you do not need to take the both of them.

If you help Nobunaga and the Shinsengumi escape the Alliance of Needy Japanese Heroes and Clones, and then assist the Shinsengumi in capturing Nobunaga and returning with her in chains to the real world, you'll be offered to take along one or both of the heroes of the Shinsengumi with you. Both Okita Souji and Hijikata Toshizou will offer their own blades to your service in repayment for saving them and join as companions.

If you by some miracle do the crazy and replicate Oda's own legendary feat at Okehazama, leading Nobunaga and the Shinsengumi to victory against the alliance, you'll be able to take Nobunaga and Chacha as companions, as well as uniting Okita, Hijikata and the several hundred Shinsengumi warriors into a single companion as well. Happy just to have survive and win against such great odds, they put aside their differences to continue working with you, though frictions will likely remain between each side for a while yet.

However, you don't need to side with Nobunaga. If you wish, you can betray them from within. If you can find Fuuma Koutarou and assist him in assassinating Nobunaga, you will be rewarded with Koutarou's companionship in future worlds. That is, if you can escape the castle afterwards, with the likely displeased niece and Shinsengumi coming after you.

Or you could go even further. If you can manage to get out of the castle and across to the command tent of the Alliance of Honestly Not That Interesting Characters Plus Some Clones and convince them that you are on their side, you'll get the chance to lead them to victory over Oda Nobunaga the Original. If you can manage to smash the castle defences and totally defeat Nobunaga, Chacha and the Shinsengumi, you'll get the best reward of all. Ecstatic at finally being out of the shadow of their predecessor, the Nobu clones will decide that you are a worthy leader to follow who will always give them a fair go at getting some screen time. All 40,000 Nobu clones unite into a single companion slot and offer their services to you as a companion.

If you manage to do the impossible and, rather than lead yourself, assist Ushiwakamaru in leading their forces to victory, you will instead gain the companionship of Ushiwakamaru and Benkei in a single companion slot. Blushing and embarrassed, Ushiwakamaru will ask if she can accompany you and continue to receive your guidance in future worlds as well. Benkei happily stands beside her without a single word.

EVENT- Mount Devil

A lonely little town sits at the bottom of a massive, dark mountain. This town is populated by a hardy folk who remain here despite the terrible demons that live above them on the mountain. They've become used to living here, fending off the odd Oni that rampages down and coming to a steady agreement with the more intelligent and powerful Oni to keep away, usually in exchange for various sweets and forms of alcohol. But that peace was broken very recently when a fox eared young devil woman stole away the son of the lord of this town. Furious at this betrayal, the lord called for the best Oni slayers in the land, gathering three. Minamoto no Yorimitsu, Sakata Kintoki and you. Yorimitsu has strongly encouraged you to work together with her and Kintoki, seeming to be quickly growing an obsession with you, but you are not required to cooperate by the lord. The Oni Mountain before you is infested with demons and would be a difficult trek to get to the peak where the fox girl supposedly has her lair. But you have other options.

Realising how crazy his original team was, the lord sought out another pair of demon hunters. Or at least a demon hunter and his partner. Tawara Touta, legendary monster hunter, and the Dragon Princess that he once saved….or at least someone who seems to have been confused for such, a dragon lady named Kiyohime. They have also been hired to hunt down the fox and would be willing to share the reward with you if you helped them instead.

It's not going to be a simple demon hunt though. The fox lady in question is Tamamo-no-Mae, first of her nine sisters and was not part of the treaty between the town and the mountain's stronger demons. She fell in love with the lord's son and stole him away, whether the son loved her back or not, to keep him for herself. Retreating into the mountain for the safety of her 9 sibling Tamamos, she's hold up in a fox den and willing to fight ferociously to protect her new hubby.

The final faction of this story is the demons of the mountain. The eternally partying, brutal Boss of the mountain, Shuten Douji, and her Oni servant Ibaraki Douji. She is also joined by two…probably demons. As far as anyone can tell they act like it and have fun causing chaos. Jaguar Man, a woman dressed up in a Jaguar costume, and Suzuka Gozen, a demonic young schoolgirl sent from the heavens, are quite happy to join the festivities and chaos that Shuten Douji causes in the Oni Mountain each night. Hearing of the lord's accusations that they broke the truce, the Oni decide to go and take all the remaining sake and have the flesh of the towns people as an accompaniment to their drink, but not before punishing the little fox girl that ruined their comfy agreement with the towns people. Of course, if they can't find the boy or fox girls in time, it's more likely than not that they'll just get drunk and forget about it till another day.

You have many sides to pick and thus many rewards to take, depending on how you choose to play these events out.

If you stay with Yorimitsu and Kintoki, despite the woman's growing devotion/obsession towards you, and succeed in slaying your way through the mountain and taking back the lord's son to him as well as punishing the Tamamo that took him, you will be able to take along your two new demon hunting partners as companions to future worlds. As well as gaining a hefty sum of gold from the Lord for your good deeds. Be wary that you are not beaten to your prize by Touta and his partner or the Oni clan, as you will receive nothing if you choose this path and fail to save the boy yourself.

If you split from the first team and decide to help out Tawara Touta and Kiyohime, you'll receive a similar bounty of gold and their companionship. You should be wary of the rather unpredictable

nature of Kiyohime, especially if she starts to see you as more like her ideal man than she does Touta. I doubt the guy will mind though. He's pretty open minded.

Take your own path and save the boy alone…and you'll get a big pot of gold. How nice.

Decide to split from one of the hunting teams and join the eternal demon festival? As long as you can prove you're the right kind of person to have fun with them, Shuten Douji will happily accept you into their ranks. Kill the fox girls, the boy, the hunting teams and wipe out the town, not to mention survive the ensuing banquet and drinking games, and you'll be able to take along Shuten Douji, her three demonic friends and even the entire Oni Mountain as a property that will continue to appear in future worlds.

The final, hardest pair of paths is if you decide to side with the fox sisters. If you protect Tamamo no Mae and her forcibly taken new husband along with her 8 sisters against the hunters, the Oni and any of the townspeople that come after them, Tamamo no Mae will declare you as a heroic protector of True Love. Your efforts apparently made one of the sisters, other than the first, fall in love with you and she offers herself as a wife and companion for you to take along with you. They also give you an unlimited supply of deep-fried tofu as a sign of their eternal friendship.

If you instead convince Tamamo no Mae to release her kidnapped husband and let him go, she will instead latch onto you and declare you her new 'husbando'. It seems like you've gotten yourself stuck with the original fox girl as a new companion, so long as you can get her off the mountain alive. Doubtless the Oni and the Lord won't care if she let the boy go and apologises.

Do the impossible and not only convince Tamamo to let the boy go but also charm all of the eight other fox sisters into falling for you? You'll be able to take all nine of the Tamamo Sisters along with you. They don't seem capable of combining into their original form but they do share a single companion slot and all seem quite deeply in love with you. Just make sure they live through the night and you'll have your own foxy harem.

EVENT- Festival of Fitness

Welcome! Welcome one and all to the annual Greco-Roman Sports Festival! Live from our very own Colosseum, we've got a fantastic line-up of teams vying for the crown of fittest Hero in all of Classical Mythology! But this year, we've got something to spice it up a little. Instead of the usual 8 teams of 2, we've got an extra special challenger. Give it up for Jumper! Coming from Parts Unknown, Parts Unknown, they've thrown down the gauntlet and decided they're willing to challenge all our most Fit competitors for the title. They and one companion of their choice will be entering as the ninth team in our great competition.

Let's meet our eight other teams, shall we?

The Brutastically Brutal pair of Brutes, Heracles and Asterios have returned for yet another year. After regaining his full intelligence and powers a few years ago, Heracles has won year after year in an unstoppable rampage. Can anyone stop the Greatest Hero of Greece? He's the favourite to win and his sidekick Asterios, the almost as strong Bull of Crete, is no slouch either.

Zipping out of the forests of Greece on light feet, the animal duo Atalanta and Chiron are back for another shot. The brilliant archer and racer Atalanta combines her talents with the wisdom and experience of the centaur Chiron, hoping to use their speed and smarts to win out when they can't match strength and power.

The Boys from Troy aren't going to be left behind either. Two of the greatest warriors to ever live, Achilles and Hector, have formed into a partnership forged through rivalry and war born friendship. These former enemies form an almost unbeatable duo when it comes to war or races, fitting for the stars of Greece's most famous war.

But when it comes to war, there's only two Manly Men who can really be called the best. King Leonidas and King Alexander uniting their armed forces for another push towards the grand trophy! The greatest military defender and the greatest military conqueror working together, what human being could claim to stand in the way of these near divine military geniuses?

Perhaps a real Monster could have a chance? A new team has entered the competition, thrown together at the last minute after both competitors were totally not forced into it. Medusa the Gorgon and Perseus, her former slayer, turning into the most reluctant team yet. Despite their mutual negative feelings, the two are each dedicated in their own way to winning the prize. With Medusa's monstrous strength and Perseus's many items of power, could they become the surprise front runners? They'd need to conquer their differences first!

On their way back for another fruitless attempt at revenge, the Amazon Sisters are raring to go. Queen Hippolyta and her sister Penthesilea are itching to battle, especially against their long time rivals Heracles and Achilles. Having gotten in trouble for causing unsanctioned fights with those two before, it'll be a shock if we can get through this tournament without some drama resurfacing once more!

And now our Roman contingent! The Creator and one of his beloved 'children, the beefy Romulus of Rome and Emperor Caligula are standing tall here. Surprisingly, Caligula doesn't seem nearly as Mad

as he usually is, perhaps an influence of his partner here? With as strong bodies as they have, they could be an upset to the usual champion Heracles himself!

Last but not least, our newest and only slightly unwilling team, Nero Claudius Caesar Augustus Germanicus and Gaius Julius Caesar himself. These former Roman Emperors made quite the name for themselves but only Nero seems eager for the competition itself. Time will tell if Caesar's pride will let him show his true power here. Until then, Nero might find herself carrying the team!

Now we've met our teams. You confident in your chances Jumper? Time to see what you'll be fighting them in! As always, all deaths and injuries in our competitions will be fixed free of charge to ready any competitors up for the next event. Within the events, anything goes so long as you can complete the event, save for any kind of outside interference. You've gotta prove yourself here Jumper.

First up is our main opening event! Pankration! This ancient and brutal Greek martial art is a perennial crowd favourite and not the least because of the bloody messes Heracles leaves behind him in this ring. You'll pick one member from your own team to enter this short tournament against one person from each other team. Heracles has won this challenge ever since we first started but beating him here first could throw everyone off balance.

Next is our Maze Run. Cooling down from the short and bloody Pankration contest, a massive maze is emplaced below our Colosseum. Each team will start from one of eight entrances and need to find their way to the middle, all the while battling the monsters and traps in the maze and any other teams they encounter. The first to get to the centre wins the match. Asterious, with his many years of experience in mazes, excels in this particular spot.

Our Obstacle Course is nothing to be sneezed at either. 40 kilometres long, taking an ordinary person a full 24 hours to get across. Based on a famous human course, but with many of the obstacles replaced with more lethal variants, it's a worthy challenge for even Heroic Spirits. Just try to get out of the way of the lightning fast gust of wind that Atalanta becomes on this course or you might get bowled off the course! Only one member of each team may enter.

This may be a sports festival but the Greek Ideals dictated a sound mind to go with your sound body. Our multi-hour long quiz show is just as mentally challenging as any of our other tests are physically challenging. Can you prove you've got the smarts to match your physical strengths? The wise Chiron usually takes this test with ease, fending off cheating attempts as effortlessly as he answers our hardest questions. Each team enters the quiz together and can assist each other and even try to cheat off of others but any noticed attempts will results in disqualification, so don't get caught!

We've got more than a few racing events to come but this is definitely our most out there one. Shield Surfing is a weird art but we've done our very best to make it worth the watch. Starting at the top of a steep, one kilometre tall cliff slope, you'll need to pick a shield type of your choice and race your competitors down the slope. We've laid traps, monsters and weapons of all different kinds along the cliff's surface but only one of your team can enter this race. Achilles is the fan favourite here, having both experience and that crowd pleasing attitude that puts him in the lead.

After the Shield Race, our big Capture the Flag battle starts. You and your teammate will be pitted against the other teams in a huge CtF battle. Defending your own base will be just as important as

taking the flags from others, with whoever has the most flags and their own flag at the end winning. Hector's great achievements in defending Troy, combined with Achilles speed and attacking skill, make them the faves here.

How could we have all these Greek heroes brought in without giving them all a chance to show off their artfully designed forms? The Body Building contest is a test of showing off just how perfectly formed your muscles are. Unlike normal contests of this kind, you'll be judged in proportion to your own size and body type, so don't feel bad if you're not as tall as the others, so long as you've got a perfectly defined musculature. The Spartan meathead lifestyle leaves Leonidas as the winner of most years here, having the perfectly formed physique for his size and build, even against muscle mountains like Heracles and Iskandar. Only one team member may participate.

Our next race event is the famed Chariot Race. Long time winner Iskandar is using his usual bull driven chariots but to keep things equal, we'll be providing an equivalently strong and fast chariot and pulling mounts to all other contestants, who participate as a team. Watch out as the course of the race is not the only treacherous danger, the other contestants will often attack opponents to knock them off or destroy their chariots. One of our most violent events for sure, even compared to the fights.

With all these heroes, who could pass up a good old Monster Hunt? Ignore those complaining about how insensitive it is for certain competitors, they're no fun. You and your teammate will be set out onto a wide open, multi biome plain. You'll have to track down and kill a powerful mythical beast before any of the other teams do and bring the head back to your starting point. First one to arrive with the monster's head will win the match. The beast itself would be a challenging battle for most of the teams but it's your competitors who pose the greatest danger. The beat itself will be random but Perseus' multitude of Noble Phantasms and mobility options give him a grand chance of putting it down first.

We've raced you guys down mountains and around the arena but we've not yet shown you how fantastic our sky course is. Medusa and her Pegasus are incredibly fast and used to each other but equivalent mounts of some kind will be provided for all competitors. Only one contestant from each team will join and navigating our sky borne obstacle course may prove difficult for those not used to controlling a flying beast. The other team member not racing is also allowed to take pot shots at other racers from the ground if able, so you may be able to win without finishing the race if all your racer rivals get taken down.

Who doesn't love a good old tug of war battle? Especially when the rope being tugged over is the famous girdle of a certain queen. It might be covered in mud from the mud pit we've put in the centre, the audience loves watch the losers get slathered up in it, but just the sight of it being used this way is enough to drive Hippolyta to use all the strength at her enraged disposal. Oh my! Both team members may compete and you'll be going one on one with other teams until we've found someone who can beat everyone in this tournament.

Being strong, smart and covered in muscles is all part of the ideal human. But if you happen to be hideous as well, it just brings all you've got down to the bottom. So we've added in a beauty contest to sort the trash out from the shining gems! Pick one member of your team to get as prettied up as possible and then send her out onto the catwalk to take part in the pageant. While many of the men and women of this contest are pretty, it's Penthesilea who would have a near certain chance of

taking a win…if she could stand taking her true form. Who knows if she'd be able to be encouraged to reveal her full beauty and age?

We've got this lovely Colosseum here, you didn't think we'd miss out on the chance to hold our very own gladiator games? These one on one battles, of which only one of your team can enter, will be held with randomised equipment. A huge variety of Noble Phantasms have been gathered and will be randomly distributed to all the players in this short 8 man tournament. You'll have to make do with and use your assigned weapons to win, even if they don't suit you, just like your opponents must use them to win too. Caligula's own experience with running these kinds of games has let him get in lots of practice with all different kinds of gladiator styles, so watch out for the surprising smarts of that beastly man.

What Sport Festival would be complete with a good old Cavalry game? We'll be doing it two man style here, with each team having one member on the bottom and the other sitting on the shoulders of the first. You'll all be in the arena at once and will have ten minutes to take as many headbands from the top members of the other teams as you can. If the top member touches the ground, that team is disqualified outright, so make sure to be careful if you need to jump. Romulus' great size and strategic skill give him an edge here but not one that is that far beyond our other beefy generals.

To cool down before our final battle, we've got two more relaxed contests for you contestants. The first is a song battle, where one member from each team will need to prove they've got the vocal chops to beat out any other fighter in the world of singing. You can pick any song you like and our judges, including such famous figures as William Shakespeare, Mozart and Elizabeth Bathory, will give you a score on how much they like it. Just be careful to cover your ears once Nero gets on the stage.

After that we'll be having our Mega Huge Eating Contest. Each Servant will be provided with a banquet unto themselves that they must fully polish off before any other team. Both team members may work together and you may find yourself rushing to keep up with all these big hungry boys, especially the rotund Caesar. Even if he hadn't been motivated before, he's almost guaranteed to crush this event for himself.

A day of break will be given before the final contest, a time where you can rest, relax and enjoy some festivities that will be provided with the audience and the other contestants. Or perhaps plan and plot for tomorrow's grand battle.

On the last day, we'll be holding our Final Battle. A free for all between every team, it's a death match with the last team standing getting the win. Whether you fight honestly and honourably or with trickery and deceit, so long as you and/or your partner are the only ones left alive at the end of the bout, you'll win. The only rule beyond the normal one about no outside help is that you will be disqualified if you leave the arena's fighting ground.

Phew! Hasn't that been a busy few days? Now that you're all back with us living folks, it's time to sort out who won. The team with the most overall victories will be declared the victor! Any draws however will result in a personal death match between drawing teams, a quick battle to decide your fates!

If you didn't manage to win, you'll have to be happy with just the fun you had here. You can stick around for up to a week longer, enjoying the rest of the fighting festival to be found here, apparently numerous other competitions are happening in the rest of Roma here but you won't get any further rewards.

If you did win, you'll have a variety of prizes to choose from. The first is the lives of any one other team in the competition. By this we mean you can have them join you as adventuring companions in future worlds. They'll be quite happy to help, long as you weren't too nasty to them during the festival, and both will share a single companion slot unless you only want one of the pair. You may also choose to take along the spoils of one of the events, such as the Pegasus-Class mount of the Flying Race, the Noble Phantasms you received during the Gladiator Battles or the Shield you earned in the Shield Surf. If you do not like these two rewards, you may instead take the entire Arena along with you as a separate dimension. While it will include the equipment and mounts used here, as well as all external areas, nothing within the dimension may be taken out of it. Those who die in the course of official games in this dimension will be brought back to life however, so long as they were not killed by someone genuinely intending for them to die for reals.

If you manage the impossible and win every single event, you'll get a far bigger reward. You'll be able to take as many of the teams, or individual members of the teams, along with you as you wish to, as well as receiving all the mounts, equipment and so on used during the course of these events. You'll even receive the Arena Dimension to take along to future worlds, given how impressive your own accomplishments are.

EVENT- The EMIYA Family

The Fourth Holy Grail War was a particularly brutal week long conflict in Fuyuki City, Japan. Ending with the partial victory of Kotomine Kirei and his Servant, it took a hefty toll on lives on those who participated and those who were just bystanders.

But the war you find yourself in has been changed from the get go. New foes appear, as do new allies, each with their own goals in this battle. This distortion, if handled improperly, may even bleed over into the real world and unleash a terrible evil onto the world.

Our original actors of this war are the same. The same Masters and Servants are present but not in the same locations. Irisviel von Einzbern has been corrupted into a Black Grail, fleeing to Mount Ryuudou to gather power within the Greater Grail. The rising corruption has caused her to infect many of the Servants in this war, making them into Blackened versions of themselves and directing them to protect her as she incubates Angra Mainyu.

In response to this change, a powerful spirit came to possess and empower Kiritsugu. The spirit of him as an Assassin class Heroic Spirit, Emiya Kiritsugu has taken on far greater powers than he is usually endowed with. Now able to fight against Servants on his own, he believes that the only way to set his beloved Iri free is to kill her for good.

But this horrible act is not without resistance. Three magical girls appeared to try and stop Kiritsugu from carrying out the grim deed. Ilyasviel von Einzbern, Kuro Ilya and Miyu Edelfelt, the magical girls empowered by the Kaleidosticks. The three innocent young girls are desperately trying to find Kiritsugu in order to convince him that there is still hope for Irisviel whilst searching for a method to cure her. Perhaps their own powers could manage it, provided they be allowed to get close enough.

Unfortunately for all parties involved, the entire event has been deemed a danger and a pair of counter guardians was summoned in order to wipe out everyone involved. EMIYA and EMIYA Alter were paired together and sent to destroy all involved parties but the nature of this place as a distortion temporarily separated them from their master. Now mostly unbound, the twin EMIYAs struggle against the urge to kill everyone in this city, one that they may not resist for long, especially with all that added power. Take too long and the pair of Counter Guardians will be forced to let loose on you all.

Realising the threat these two pose, Black Irisviel has sped up her own plans. Angra Mainyu was partially summoned into the world as a Servant, one with far more power than he usually has, to defend his future mother as she prepares his true form. Gathering her powers and connection to the Grail, Black Irisviel has summoned many more Servants to protect the mountain within which she lays, turning it into a veritable fortress with an army of corrupted, mad heroes on top.

An already complicated situation is made only worse by the appearance of a strange being. Kotomine Shirou has entered this distortion, aware of the events around him and planning to make another try for the Holy Grail, hoping to use the chaos to his advantage. His presence has dragged in two others of the Kotomine family. Kotomine Kirei of ten years from now, as opposed to the younger version of him already in this world, and his daughter Caren Ortensia. Kirei is glad simply to add to the mayhem and will seek to assist Black Irisviel in birthing Angra Mainyu. Caren Ortensia has unfortunately come to believe that she is obliged to assist him in this act of childbirth as a message

from God, though it may be possible to convince her otherwise. Kotomine Shirou has little interest in either of his adoptive family.

Last but not least, amidst all these different parties vying for their own resolutions or simply against each other or themselves, there is a boy. Shirou Emiya. Seeing the oncoming storm, all the people that will die, those he loves and those he hates and those entirely innocent of anything. Shirou Emiya seeks to stop everyone from fighting and resolve things peacefully but he is willing to use force to do so. If only he could agree with his other selves on how exactly to start. Shirou Emiya did not come alone, instead coming in the form of five different people. Shirou Emiya who fell in love with Arturia Pendragon and sought to become a hero, Shirou Emiya who fell in love with Tohsaka Rin and sought to become a hero despite knowing the horrible fate that may await him, Shirou Emiya who fell in love with Matou Sakura and sought to become a hero for the one he loves no matter what that brings for him, Shirou Emiya who grew up peacefully alongside his sister Ilya in Fuyuki City and never fought in the Grail War yet still dreamed of becoming a hero and lastly, Shirou Emiya who grew up in a darkened world and sought to become a hero to protect his adoptive sister.

The stage is set and the Jumper approaches. You appear on the central bridge in the middle of Fuyuki city, able to go any direction and approach any actor on this stage. Given the wealth of characters and opposing goals here, the rewards you gain will depend on what conditions you can meet.

If you can assist Kiritsugu in killing Black Irisviel, he will be left a broken man. In desperate search of some purpose, the Assassin Servant will ask to join you on your mission as a companion, robotically following any order. It may be possible to bring him out of this but the trauma could leave scars for the rest of his long life.

If you instead assist Black Irisviel in killing off any opponent then birthing and unleashing Angra Mainyu in his true form upon the world, you'll be personally rewarded by the corrupt woman. Quite happily agreeing to become a devoted companion to you, she leaves the world behind with no care towards any of those she knew before, the corruption of the Grail long since driving her to evil and madness. If you accept the offered help of Kotomine Kirei and his daughter in this and they live to see the end, they may also be taken as companions.

Helping the three magical girls in stopping Kiritsugu will net you perhaps one of the more optimistic rewards. Managing to cleanse the corruption from Irisviel and reunite her with her husband, as well as defeat all the Blackened Servants, will allow you to bring along the entire family of five. Kiritsugu will be cleansed of any negative impulses from his Servant self, returning to his original state yet retaining all the powers. Irisviel will be back to her normal form, yet holding all the powers she had as her Blackened self. The husband and wife pair will share a single companion slot. The three magical girls will also join, forming into a single companion slot and retaining their Kaleidosticks. They may be sad to miss certain individuals of their family but they'll be glad to have saved Kiritsugu and Irisviel.

If you support the two Counter Guardians in their goal, encouraging them to let loose and become nothing but cold agents of the Counter Force, you'll be rewarded for your aid. Alaya will send along the two Counter Guardians in their current state with you, programmed to serve faithful your every whim. If you somehow instead manage to free them of their bond to the Counter Force and allow

them to fight to save their family, they will both gratefully join you in hopes of paying you back, in addition to any other companions you may gain. These two men share a single companion slot.

Angra Mainyu is a special case in this scenario. While supporting Black Irisviel and unleashing him on the world may be working towards his goals, it is not in his real best interests. Managing to separate the tortured boy from the corruption and show him the love and life that he deserved instead of the endless pain, hatred and sin? Do that and you'll have a grateful young child and powerful new companion along with you, fully capable of wielding All The World's Evils.

Assisting Kotomine Shirou in his plans to get at the Greater Grail would please the man to no end, finally getting his so sought after wish. Once he's finished his business, he'll offer his companionship to you as thanks for your honest support. Carrying the powers of the Grail and his own not insignificant prowess, the man is a mighty mage and excellent support for any fighter. He's no slouch as a commander either.

Whilst Kotomine Kirei will not accept you unless you align with his goals as discussed earlier, you have another chance to gain the friendship of Caren Ortensia. If you can manage to convince her that her father's goals are not the ones that she should be pursuing, breaking her of the belief that his good is her God's good, she will leave him and join the fight against him and Irisviel. If she survives, she will ask to join you in the hopes of carrying out her holy duties in other worlds and continuing to do good for others.

Your final option is the hardest. Joining the five Emiya Shirous and uniting them together, solving any differences between them and then helping them save everyone. Everyone. Yes, even Kirei himself. Hero's accept nothing less. Deciding to assist the Shirou group will prevent you from taking any other condition on this list. You must lead each of the five Shirous to accomplish the following tasks, though you can most certainly get help from any other willing party.

You must cleanse Irisviel of corruption and reunite her with Kiritsugu. The three magical girls must be kept alive and well. EMIYA and EMIYA Alter must be broken from their Counter Guardian bonds and reunited with their long lost family. Angra Mainyu must be saved and cleansed, brought back to his original human form. Kotomine Kirei and Caren Ortensia must both be broken of their delusions, including providing a way for Kotomine Kirei to find happiness despite his emotional condition. Kotomine Shirou must find the Grail and save his people, without being allowed to go mad with power or die. Lastly, all five of the Shirou Emiyas must not only be kept alive but made to actively participate in the above tasks to prove their heroism.

Fail and you will receive nothing, even with just a single task. A hero who sets out to do something and half asses it is no hero. But if you succeed, you'll get all the above rewards and more. The entire Emiya clan will become a single companion slot for you to take along, endlessly grateful for solving all their problems at once. The Good Kiritsugu with his Servant powers, Pure Irisviel with all her powers, the three magical girls, both EMIYA guardians and the five different Shirou Emiyas formed into a single happy family. If you wish, you may let any of the individual Shirou Emiyas go back to their original worlds, with the guarantee that they will soon find themselves back in the arms of their own happy families. You may also choose to do this with the EMIYAs. You will also be able to take along the Kotomine family as a single companion, including Kotomine Shirou, Kirei and Caren. Lastly, you are also allowed to bring along the young boy that was once Angra Mainyu. Perhaps a new name for him is in order.

EVENT-Joan of War

It's the Hundred Years war, only a little more complex. You find yourself in France during the time that should have the country pitted against the English over a succession crisis for multiple generations. The year you find yourself in should be the time where Joan of Arc has come into prominence and leads her country to victory after victory against the English.

But France instead finds itself locked in a civil war as a pretender Joan has risen in the east of France. The French army has been split between the two young heroines, unsure as to who to follow, not the least due to the central authority of the country, the Queen Antoinette, has been kidnapped and taken to a mysterious island on the sea. Without her, France has devolved into a brutal war between two competing martyrs.

One might think that England would take this chance to take advantage of the civil war, yet they seem to be having doppelganger troubles of their own. The King and her most excellent knight Lancelot have appeared in France….on each side of France. Deciding to work together with the Joan they landed next to in exchange for the return of taken English territory, King Arthur and Lancelot have sided with Joan Arc (Ruler) whilst King Arthur (Alter) and Lancelot (Berserk) have sided with the other Joan, the one known as Alter.

Each army is not without support too. In addition to the many thousands of strong men and knights, in addition to more than a few fantastic beasts on each side, there are several heroic beings who offered their service to either side. Joan (Ruler) has the faithful service of Gilles de Rais, before his fall into madness. The expert general has recruited Alexandre Dumas, famed author and powerful magician, as well as the services of a holy woman who named herself as Saint Martha. Joan (Alter) is also served by an alternate version of Gilles de Rais, this time the man long after he had begun to slaughter children and despair at his loss of her. Overjoyed at regaining his leader, he brought his old friend Francois Prelati into the armed forces to assist them, alongside a shockingly large number of dragons for Joan to command.

What happened to the Queen? She was kidnapped by a man who called himself a Demon of Vengeance. Taken to a storm shrouded island, Marie Antoinette is held captive by Edmond Dantes, who has gotten stuck in his more hateful persona. At Paris, her loyal servants Chevalier d'Eon and Charles-Henri Sanson is desperately trying to seek a way to find her or find someone who can. He and the paladin Astolfo, apparently willing to do anything for a pretty lady, are searching for their ruler in the hopes that she will be able to take back control of the country and expel the English invaders.

You have your pick of which faction you choose to support, as all would be grateful for the help of someone with your power. Joan (Ruler), Joan (Alter), the Queen or even Dantes himself are all choices you could make. Depending on how events play out, you may earn different rewards.

If you support the original Joan of Arc and her army, leading her to victory over her opposing forces and utterly crushing the life out of them. It's a massive force, especially with all those dragons, but possible if you've got enough skills. Joan and Gilles will join you as a single companion, along with Alexandre as a separate companion. Arturia and Lancelot will leave once they've gotten their promised lands back but if you can manage to convince them to give those up in exchange for something else of value to England, they'll decide to take a slightly extended vacation and come

along with you. You may have Arturia and Lancelot share a single companion slot or instead choose to have Arturia and Joan share the same slot, with Gilles and Lancelot being separate.

Supporting the pretender in her battle for her own existence, as well as to obliterate the original Joan's forces, will net you her services as a companion, in a similar way to how the previous option worked. If you can bear the destruction that she and her soldiers have brought to France, you may gain Joan (Alter) and Gilles de Rais (Caster) as a single companion, with Francois Prelati as a separate companion. Convincing Arturia (Alter) and her berserk knight to give up the English territories, likely an even more difficult task than with the normal Arturia, will also allow you to take the two as one companion, though you may optionally combine both Alter girls into a single slot.

Decide to support neither army and become a Royalist? Rescuing the Queen will be a difficult task as you must locate the island she has been swept away to first. Then you, along with Sanson, Chevalier and Astolfo, must defeat Edmond Dantes and the horde of demonic things that guard his island. It is possible but very difficult to convince the man to stand down and having his help may make the future task an easier one. Once Marie has been rescued, your party must return to France and stop the war. To succeed, there are three options.

Picking one of the two Joan's to side with is your first. If you succeed in supporting them to victory, you'll gain a more limited reward. The Joan you supported will join you, as will the Royal party consisting of Marie Antoinette, Sanson, Chevalier and Astolfo. However, no others will.

The second option you have is to seek to create peace between both armies. If you, along with your new friends, can get the French doppelgangers to agree to let their differences lie and unite together, you'll find a much bigger reward than normal. Excluding the Arturias and Lancelots, you will gain each side's named characters as companions as described in their sections previously, along with the Royal Faction as described before. If you somehow manage to not only convince Arturia and Lancelot on both sides to give up their claims on French territory AND to cease hostilities against their opposing counterparts, they too will join you as companions. You're sure to get quite the reputation too for managing to cease decades of hostility and the clone disputes all at once.

Your third option is in some ways even harder. You must take the Royal faction and use their power to wipe out both armies. The two Joan's have let their conflict ravage the nation and even allowed foreign invaders to have influence over France. Due to the unforgivable nature of the act, both Joans and their entire armies must be exterminated. The Royal faction has the smallest army by far, even excluding the power of the English servants they are unlikely to win. Succeed and you'll earn your prize. As before, you will gain the Royal faction as companions, though this time they will combine into a single slot if you desire. You will also be offered a special deal by Queen Marie. As she is currently without a husband, she asks if you'd wish to take up the place of King of France. Normally such a thing would be foolish but…you did save the country. Accept and you'll retain your title even in future worlds as King of France.

Whatever path you take, if you manage to redeem Dantes and bring him along with you and he lives to the end, he will also join you as a companion.

EVENT-No Mountain for Old Men

You've been called to a misty realm. There doesn't seem to be any features to this endless expanse and you are utterly alone….except for the enormous armoured man standing before you, masked with a skull helm. He stares silently at you for a while. The moment you try to speak, he starts to talk over you. Introducing himself as the Old Man of the Mountain, he is the first head of the Hashshashin, the legendary Assassins themselves, and a Grand Servant as well. He explains that he has suddenly found himself in need of a…student of sorts. One to fill at least one of the many voids that have suddenly opened up in his organisation. He explains that, if you are willing, he will take you on a series of tests to prove that you are worthy of his tutelage. Refuse and you will simply disappear.

Once you accept, he roughly grabs your arm and the two of you disappear to another location, this time a sandy city in the distant past. He explains that all of his former successors have begun to fail their missions, one after another. The Hashshashin leaders have each embarrassed themselves so utterly in the eyes of the first Old Man of the Mountain that he believes he has no choice but to replace them with a better crop. You will go through 19 different scenarios in your time with Grand King Hassan, one for each of the Hassan. The first 18 scenarios will have you go to the time and place that each Hassan is just after they have failed their important tasks. Assassination missions gone horribly awry, usually due to some embarrassing if very hard to avoid mistake. Regardless of whether they had a chance or not, the King tells you that you must kill each Assassin in turn if you wish to inherit their places.

If you manage to succeed in killing all 18 of your set foes in each time and place they are found, King Hassan will ask for you to prove yourself in a duel against him. He will utilise each of the techniques his successors specialised in, as well as a small amount of his own immense personal power. If you can manage to survive against him for ten minutes or land a single solid blow, he will accept you as a worthy student. Joining you as a companion, he will train you in all the ways of the Hashshashin, as well as his personal knowledge and skill, seeking to make a truly worthy heir. He will even use his full power to protect you until you're ready.

But your options are not limited to just following his set plan. If you found yourself unable to kill any of the Hassan you are assigned to hunt, then King Hassan will leave you with them. That Assassin will doubtless be quite grateful at not being killed and in recompense, offer their services…so long as you can help them complete one last mission. The assassination mission they failed is one they want to see through to the end. Succeed in taking out their target and your chosen Assassin will become a companion. Your target may vary massively depending on who you choose, as the time periods and locales you find yourself in change from Assassin to Assassin.

A last option also presents itself. If you find yourself unwilling to kill the Assassins yet also unwilling to give up the position of the Old Man's heir, you can offer a suggestion. Prove that you are worthy as the true master of the Hashshashin by teaching each and every of the failed Assassin's to succeed where you have failed. Intrigued, King Hassan will take you to a week before each Assassin failed and task you with teaching them to succeed at their missions. You may not grant them any power or additional advantage, only help them better learn their specialty and the general skills of an assassin. Can you train 18 master assassins with supernatural abilities and skills to take out threats that they had almost no hope against before in just a week each? If you can, you'd have proven your worth and that you deserve the position you are set to inherit.

Accomplishing this last scenario will net you both rewards, but increased. You will gain Grand King Hassan as a teacher and a companion, as well as each of the 18 other Hassan heads as a single companion that is loyally devoted to serving you as the new leader of the Hashshashin. Finally, you will gain each of their specialties, though only at a beginner level, giving you a wide variety of unique and powerful Assassination powers to grow and develop with the help of your teacher and new servants.

EVENT- Mad Emiya: Gae Road

This is a world ravaged by the wars of mankind. Drowned in sand and devoid of water, it's a harsh and brutish place. The whole world was killed, at least in the way humans might recognise it. Mankind is still around of course, surviving as they ever do. Huddling together or preying on the weak as they are wont to do. Certain groups of humans become more powerful than others of course and nowhere is this more present than in the deserts of Ireland, where Immortan Medb reigns supreme.

Leading a band of maddened Irish knights who worship their own vehicles, Immortan Medb controls one of the last remaining sources of clean water, a combination of the environment and her own magical powers. She has used her powers and resources to create a huge warband around her, partly to project her power and partly to accomplish her greatest dream. Having a harem of adoring, cute men solely devoted to her. That they all have blue hair, red eyes and certain red spears is completely unrelated.

She is served by numerous Irish heroes, together called her war boys. Led by Fionne mac Cumhaill, these boys all drive special vehicles. Automobiles of all different shapes and sizes, each one based on the Noble Phantasm of their driver. Fergus, another legendary knight, is the second in command of the war boys, though another young knight named Diarmuid has just joined and hopes to prove himself. There's hundreds more less known knights with their own vehicles too.

Not all the Irish heroes are happy with this arrangement however. A furious woman named Scathach is quite favoured among this band of warriors and secretly plots to steal away the husbands of Medb, the Cu Chulainn brothers five. Piloting a gigantic red truck, she has snuck the husbands into the truck and is about to leave for good, though others believe she is just collecting water from a distant oasis. When she realises what has happened, no doubt Medb will ride out with her men to retake her precious men.

And in the midst of all this is a single, unfortunate man. No stranger to ending up in weird places and devastated timelines, the red archer known as EMIYA has been captured by the war boys and stuck to the front of a black and white muscle car with some impressive wing details. Piloted by the new war boy Diarmuid, EMIYA would really like to get away from all of these crazy people.

You find yourself in this dusty world as a member of the war boys of Medb just as the War Rig is leaving. A junior member, not yet with your own vehicle. Surprisingly, there are absent spots on many of the most notable figures vehicles for now. Medb, Fionn, Fergus and even Diarmuid all have places on the vehicles they are on. You could even try and sneak your way onto the war rig if you like. Whichever path you take in this scenario, a number of rewards can await you.

If you choose to simply leave, you'll get nothing. What? Did you expect something?
If you choose to take a place on one of the vehicles of the war boys and help get back the Cu Husbands, you'll be rewarded with the companionship of the one you chose to partner up with. Fionn, Fergus and Diarmuid are all valid choices for partners here. So long as you took part and meaningfully contributed in a fair way, along with surviving till the end with your chosen partner, you'll count as having succeeded.

If you decide to join Medb's personal cohort, you'll need to prove yourself worthy. Just helping take back the brides won't be enough. You'll need to personally kill Scathach and any help she may have,

along with nonlethally restraining all the very resistant Cu Chulainns that are in the truck. She'll find herself more than a little charmed by such an impressive show and offer you one of two rewards. The first is a car based on a Noble Phantasm, or what might be a Noble Phantasm of you personally, that you possess. This magical vehicle will be very fast, sturdy and most likely come with one or more unique abilities, along with running on magical energy or normal fuel. The second reward? Herself, of course. She'd be awfully mad if you didn't take the second option but luckily you'd be leaving before she can do anything. Or you could just decide to take her and the car, so long as you get her to the point where she can't say no.

On the opposite side, getting to Scathach and convincing her that you want to help may net you a larger reward. Joining the War Rig team will pit you against Medb's entire army and you'll need to fend them off long enough for the Rig to get where it aims to be. The seas may have dried up but a safe path across to England remains…or at least the remains of England. Supposedly, safe shelter and healthier land awaits there but it's a long trip. Even at the speeds the War Rig travels at, it'd be a two day drive at least. Manage to succeed to cross the border and the Knights of the Round Table, riding their mechanical steeds of the modern age, will drive off Medb's army and you'll have succeeded. If you've kept Scathach and the husband's safe, you'll get two rewards. The first is similar to the above Car Phantasm. Only your version is your very own War Rig, based on your own Noble Phantasm or potential Noble Phantasm. Bigger and stronger, as befitting your more difficult task. Secondly, you'll gain the companionship of Scathach herself and, optionally, the Cu Husbands all in a single slot. Including Cu Chulainn, Cu Chulainn (Alter Berserker), Cu Chulainn (Prototype), Cu Chulainn (Caster) and Cu Chulainn (Chibi). The group will see that England is just as wasted as Ireland and ask to join you on your quest to see greener lands in other worlds.

The final option directs you to take no sides. Instead of helping Medb get her husbands back or Scathach steal them away, you will take it all for yourself. You must first retrieve the War Rig, its driver and passengers intact, and take it back to Medb's fortress. On the way or at the fortress, you must then conquer Medb and her army, in whatever way you choose. Whether they are killed, defeated or subjugated, once you have fully and indisputably claimed the fortress as your own, you'll have completed the final path. Having defeated multiple powerful foes and a veritable army on your own, you'd get quite the nice reward. First is that you would get both Car Phantasm and Truck Phantasm rewards. The second is that you will be able to choose to make any of the still alive and subjugated beings into your 'wives/husbands'. I.E any of the above named characters (From Scathach to Medb to the Cu Chulainns to the War Boys) may be formed into a single companion group or individual companions for you to take along.

But what about that man strapped to the front of the muscle car? EMIYA takes a special role. So long as you can manage to get to him and free him and keep him alive until the end without letting him run off, you'll be able to take him as a companion. This can be easier, he won't need much motivation to help you and Scathach get away from the chasing hordes, or much harder, you'll likely need to keep him prisoner if you're working for Medb or trying to conquer both sides yourself. Getting him as an ally would make things a lot easier in a fight given his experience but it seems that the Cu Husbands don't take much of a liking to him.