The Island of Sin

Fate: Faerie Britain



Jump by dragonjek
Version 1.0

Introduction

There are a limitless number of Parallel Worlds in this version of the multiverse, but that does not mean that every possibility exists as one. Some timelines, which deviate too greatly from the average expression of phenomena—including timelines wherein humanity could be considered to have "ended" or "failed"—are considered useless to the continuation of Proper Human History, and as such are culled. Such timelines erased by the Pruning Theoretical Phenomenon are called "Lostbelts".

You will be spending the next ten years—or perhaps longer—in one of these Lostbelts. A land of incredible beauty surpassed only by its residents' potential for innocent cruelty, kept in check by the most tight-fisted of tyrannies. Welcome to

the last nation in the world, which evolved from nothing but an erased fantasy to a full-fledged timeline through the determination and resolve of a single faerie.

Enjoy your time in Faerie Britain. Here are **+1000 CP** to prepare you for your stay.

"I expect that one day, guests from Proper Human History will come pay it a visit. When they do, I'd like to ask them what they think of it. Is it beautiful? Is it like a dream made real? I hope they think it is. Nothing could possibly make me happier. Welcome to Faerie Britain, fair guests. I hope you remember its beauty for the rest of your lives."

Location/Timeframe

Faerie Britain has been around for a long time, so you have a few different time periods you can choose to start off in. Don't worry about whether your selected time is in the Fae Era defined by being a Lostbelt supported by the Tree of Emptiness, or is in the Era of the High Queen that marks it as having evolved into a Lost World; you will be just as real either way.

You will stay here for 10 years at a minimum, but if you would like to stay longer, you may do so; after the 10 years have passed, you may exit Faerie Britain at any time.

What locations are available to you are highly dependent upon your time period, as due to the growing nature of Faerie Britain, certain places simply won't exist in earlier time periods. Feel free to choose any location that exists in Faerie Britain in the timeframe you select.

Fae Era 11,000:
If you were wanting to prevent the entire disaster of Faerie Britain, then too bad; this is the earliest you can go. Faeries have been slaughtering each other for a thousand years to build the island from each other's corpses. Two of the six A-Rays that started Faerie Britain have died. Unlike their descendent faeries, these original A-Rays do not have their souls incarnated into a successor, and are instead transformed into what would eventually be known as the "Bells of Pilgrimage".

The will of Britain itself, disgusted that it was destroyed due to the selfishness of the A-Rays, and only further incensed by the abomination created where it once stood, will send the first Great Calamity against Faerie Britain during your time here. This is a process that will repeat every thousand years; "ordinary" Calamities will strike every century following the first Great Calamity.

Fae Era 6000:
Faerie Britain spreads North to the area that would later be known as Manchester, and discovers that they weren't the only faeries to survive the White Titan Sefar's destruction of the world. The faeries there lived in the forest that grew from the corpse of the Last Dragon, Albion. The War of Spring was the inevitable result. But because the Southern Faeries were empowered by the humans they owned, the

northern faeries were slaughtered wholesale. The sole survivor of the northern faeries, Mab, escapes and builds a new island in the Sea of Emptiness—Faerie Ireland, the final hope of faeries exiled from the mainland.

Fae Era 4000:
A faerie born of Avalon drifts onto the shores of Orkney. This child, named Morgan, is raised by the leader of the Rain Clan as their beloved daughter, believing her eventual destiny to fulfill her duty as Avalon le Fae and cleanse the sins of the faeries of Faerie Britain. The other faerie clans were outraged that the Rain Clan dared to raise her at all, and invaded, destroyed Orkney and the Rain Clan completely. The only survivor is Morgan, who was imbued with the memories of her Proper Human History counterpart, the Morgan le Fae of Arthurian mythology.

With both the memories of her time as a child of the Rain Clan, knowledge of the terrible future of the Lostbelt, and the extensive magecraft lore of Morgan le Fae, she takes the name "Aesc" and, filled with love for Faerie Britain, learned to bury her hatred for the faeries who took everything from her as she quested to save the world.

She destroyed the Calamities again and again, but received no praise for her actions, only hate and suffering. Tired of fleeing from the brutality of faeries, she began to enter cycles of hibernation each time she defeated a Calamity. She does make allies, though, such as Grímr the Sage.

Fae Era 2000:
Queen Mab's rebuilt northern faeries initiate the War of Summer, and she reabsorbs the entire island of Faerie Ireland. She is able to corner the southern faeries, but on the cusp of victory, her human lover "betrayed" her by succumbing to mortality. Aesc the Savior is able to defeat Mab, and proceeds to mediate peace between the clans, forming the current "Six Clan" system.

Fae Era 400:
This is the time known as the War of Autumn, where an armed uprising led by "The Round Table" occurs, a group that advocates coexistence with humans. The human knight Uther unifies the clans into a single nation for the first time. Uther is

poisoned to death on the date of his coronation by Aurora (though no one knew that), and faeries tear apart the Round Table and the capital of Londinium.

Framed for killing Uther, Aesc the Savior is supposedly executed, but she secretly escapes. Having seen thousands of years of works be destroyed by the fickle cruelties of the faeries yet again, she finally decides that tyranny is the only way to enforce any degree of peace over the capricious fae, and begins planning her eventual takeover, abandoning the name of "Aesc".

Fae Era 1/Era of the High Queen 0:
The Great Calamity kills off 90% of the faeries and their civilization crumbles.

Morgan destroys the Tree of Emptiness that was sustaining the Lostbelt of Fairie Britain, and harnesses the Tree's vast amounts of mana to reestablish Faerie Britain as a Lost World, having reality of its own rather than being a simulation of fantasy created by the Tree of Emptiness.

Morgan initiates the War of Winter, invading from Orkney and single-handedly conquering all of the re-created Fairie Britain, establishing herself as the undisputed High Queen. She establishes an "existence tax", making faeries pay their very life force to her, which she uses to sustain the Lost World. Faeries that do not produce enough magical energy to afford the existence tax die on the spot.

Era of the High Queen 400:
Friction arises between Mab and Morgan over Morgan's creation of the "human farms", which both ensure a steady production of humans and restrict how many humans the faeries have access to. A secret agreement is made, effectively leaving northern Faerie Britain to Mab so long as she keeps her faeries under control. Mab founds the city of Ediburgh, and enters an eternal sleep to prepare for the creation of her successor. She prevents northern Britain from growing and devotes all the potential growth that would have expanded Britain into creating a successor, for the next 1500 years, in order to produce someone who could compete with Morgan.

Era of the High Queen 800:
By the manipulations of the manifested will of Britain, Vortigern, the Fang Clan are convinced to completely massacre the Wing Clan so completely that there is only a single survivor, and no new Wing Clan can be "born". In truth, it was just because Vortigern was having a bad day, and took it out on whoever he could.

Era of the High Queen 1000:
The Mors War occurs, led by the King of the Mors, as the newest form of the Great Calamity. Wyrneck, one of the last retainers of Morgan's from the Fae Era, is killed, and his successor Woodwose defeats the king. As vengeance, a curse is laid upon the Fang Clan.

Era of the High Queen 1600:
Barghest the faerie-eating faerie is born to the Fang Clan, with a bizarrely human-like appearance. She falls in love easily with strong people, but her nature as a faerie is to "devour the strong", so she always eats her lovers even as she fights her instincts. Eventually she will try to learn to love the weak instead… but by that time, her nature will have transformed into a faerie who "devours those she loves", instead, leading her to tragedy.

Aurora of the Wind Clan discovers the ugly, unshaped form of Mélusine, and in a once-in-a-lifetime moment of selflessness, embraces her. Mélusine transforms into a form of beauty in imitation of her, and devotes her entire life to Aurora in response, which Aurora abuses with innocent cruelty.

Era of the High Queen 1800:
The Caterpillar War occurs, yet another Calamity; Morgan's phobia of bugs paralyzes her into inactivity. Barghest takes action, and challenges the Lord of Cornwall, named "Foul Weather", to a duel; on victory, she consumes him for his power. She uses it to achieve victory in the Caterpillar War. She is gifted with the title "Tam Lin Gawain", and enters servitude to the High Queen as her knight.

Era of the High Queen 1900:
Mab's successor is finally born, the King faerie known as Cnoc na Riabh, who proceeds to unify northern Faerie Britain into an alliance in an attempt to usurp the throne. She holds off on actually invading, however, until something happens

to upset the balance of power. Even if she doesn't admit it, she still isn't strong enough to take down Morgan.

Mélusine enters service to Morgan and takes on the title of "Tam Lin Lancelot", although her true loyalty remains with Aurora.

The faerie known as Baobhan Sith is selected by Morgan to be the final Tam Lin, "Tam Lin Tristan", in hopes that it will help her survive—for, though she does not know it, she is the very last incarnation of the one and only faerie to ever selflessly offer Morgan gratitude, and has suffered a torturous death in every incarnation of her life. Morgan adopted her as her daughter and heir, and taught her to be cruel so that she would hurt others instead of being endlessly hurt herself.

Darlington is destroyed by the zombies of the Calamity of Resurrection, and the survivors move to New Darlington, ruled over by Tam Lin Tristan.

Era of the High Queen 2000:
Ainsel, head of the Mirror Clan, will issue a prophecy that a savior will appear to overthrow Morgan. That same year, the Mors King's reincarnation is summoned by the spiteful will of the original land of Britain as a Servant of the Pretender class, and begins his planning for the destruction of Faerie Britain.

The infant faerie of paradise who would later be named Artoria Caster drifts upon the shores of the Mirror Clan; however, they had already foreseen their own destruction, so they loaded her boat up with treasures and set her adrift on the sea to land somewhere else. She eventually lands in Tintagel, and is raised by the horrifically abusive village.

The entire Mirror Clan is later slaughtered on orders from Aurora, who felt that the clan was getting more attention than she was.

Origins

What is it that defines you? Who are you, and what role will you play in this world? This section is for your background and determines what discounts you will obtain later, but you may optionally arrive as a “drop in”, selecting an origin only for the discounts it provides and receiving no background or in-jump history.

Fairy Knight:
Alright, so maybe you aren’t necessarily a faerie, and you might or might not have actually been knighted, but you’re knightly where it counts—in the strength of your heart and in the strength of your body.

Morgan’s Daughter:
Technically, you aren’t actually her daughter—faeries don’t even need to perform sexual reproduction. But when a new faerie is spawned with the traits of a previous (or rarely, still-living) generation of faerie, they are considered to be that individual’s “child”. As Morgan is the only widely-known faerie capable of magecraft, it’s understandable that people would come to think of you as being of the same nature as her, considering that you’re capable of magecraft, too.

Queen:
Yet another misnomer, as you aren’t actually any sort of royalty. Well, you probably aren’t. But what you are is a leader—someone meant to take charge over others, whether you were born to the position or raised with exposure to power.

Worm:
This world is disgusting, isn’t it? An island built of corpses piled atop the dead body of a betrayed god. A civilization that only exists because tyrannical brutality serves to curb the self-destructive behavior of faeries. And faeries themselves, who over fourteen thousand years have utterly failed to develop even the slightest hint of contrition over the original sin that led to the destruction of the entire world. But there are those like you that work to wipe this entire place off the face of the planet.

Clan

What kind of faerie are you, if you're even a faerie at all? As faeries cannot die of old age and are ready to act as soon as they are created, you are free to select any age to begin your jump and may have any sex or gender that you desire. Although you may not want to be a "newborn"; although faeries don't grow up, they don't start out their lives with their full power available to them.

If you are a drop in, you may elect to be a "changeling", a human or faerie who drifted onto the shores of Faerie Britain from another world due to the otherworldly nature of this Lost World; in this case, the clan you represent only matters in terms of what discounts you receive and your appearance (as well as whether you are a faerie, an Avalon le Fae, or a human).

Do take note that these options only describe what the majority of a given clan look like, and they can come in wildly different appearances from the standard—for instance, Barghest, who look almost completely human but is a member of the Fang Clan.

Wind Clan:
You are a faerie who looks like a mixture between a human and an elf, with incredible grace and a pair of beautiful wings, usually shaped like those of a butterfly.

Earth Clan:
The Earth Clan can be best compared to dwarves, being a clan of faeries that are typically short and stocky with an affinity for craftsmanship and hard work.

Fang Clan:
The majority of the Fang Clan resemble humanoid beasts. They are the physically strongest of the clans, and are belligerent—but without them, the rest of the clans would have succumbed to the Mors long ago, for the Fang Clan is resistant to the Mors Curse.

Wing Clan:
A small clan—in a very literal sense, as a member of the Wing Clan is even shorter than an Earth faerie. Unfortunately, they were almost entirely killed off by the Fang Clan, leaving only Murian as a survivor—and, it appears, you yourself.

Mirror Clan:
The Mirror clan was the largest clan of faeries, and is notable as being the only clan of the original six that didn't participate in the massacre of the Rain Clan. Perhaps the reason for this would be how common the ability to see the future was among your clan. Unfortunately, in the modern day the Mirror Clan has gone extinct, save for one single survivor who lost her memory and doesn't even know she's of the Mirror Clan in the first place.

King Clan:
How strange. There should only be one "true" King Clan fairy—Cnoc na Riabh herself. All other members of the King Clan are adopted into it… except for you. You, like Cnoc na Riabh, are a true, full-fledged member of the King Clan (although unlike her, you aren't necessarily an A-Ray). You aren't descended from the six primeval A-Rays of Faerie Britain, and the original sin that defined the rest of the faeries of this Lost World has no hold on you.

Rain Clan:
The Rain Clan was the gentlest and most peaceful of the clans, and in all the history of Faerie Britain were the only faeries to actually accept one of the faeries of Avalon among them without treating them horribly. Morgan had a delightful childhood among them, and it is fair to say that they were the best Faerie Britain had to offer. This, of course, resulted in them being slaughtered by the other clans.

Clanless:
With the changeling faeries coming in from all sorts of time periods in Proper Human History, there is a sizable minority of faeries who are not a member of any of the clans of Faerie Britain. Unlike the more human-like Mirror, King, and Rain Clans, you cover a broad spectrum of appearances, from resembling a bug to looking like a goblin.

Avalon le Fae:
You came from the Inner Sea of the Planet, and were ejected into Faerie Britain to provide an opportunity to absolve the faeries of their sins. Unlike most other faeries, which are "born" fully grown, you had to grow up like a human being. You arrived as an infant, borne on a watercraft forged in Avalon, and accompanied by treasures of similar origin… although unless you purchase them with CP, by the

time you are fully grown all of these treasures have been sold or stolen. You are required to take the **Child of Avalon** drawback, but receive full CP for it.

Human (+400 CP):
You are a human being, and not any sort of faerie. But you weren't born—you were grown. All human beings in Faerie Britain, despite looking different and having their own personalities, are all created from a single human. The priestess of Cernunnos, who was ensorcelled never to die, then torn to pieces and used as a basis to grow more humans from the individual cells that made up her body. The magic of the A-Ray faeries was enough to create brand new humans from her—but because she herself was torn apart at 30 years old, all of the people created from her are incapable of living past that age.

Perks

All 100 CP Perks are free for their origins and other Perks are discounted by 50% for that origin.

General Perks

Faerie Physiology (Free, Exclusive to Faeries):
As a faerie, you are an existence fundamentally superior to a human. You have no need to eat or drink, although you are able to do so, and your strength, speed, stamina, and capacity to resist damage all put those of an ordinary human to shame (being at the level of a low-ranking Servant). To add to this, you have potent magical powers. Faeries don't have Magic Circuits; instead, you have "fae markings", an equivalent means of channeling mana through your body that is vastly more potent and efficient than anything but the greatest of human mages could achieve.

Faeries don't use these fae markings to practice magecraft, however; magecraft is a limitation that faeries don't possess, as by channeling mana through their markings, they can simply "will" phenomena to occur. Although they still can't accomplish feats of True Magic, they—and you—have no need for the extensive study a mage must undergo in order to perform magecraft, and can freely make mystical effects for as long as they have mana to expend. You are more mystically powerful than the vast majority of modern human mages by default.

Normally, a faerie who loses their purpose will die and transform into a Mors; however, your purpose as a fairy is "continuing to exist", ensuring that the mere act of living will protect you from becoming one of the Mors (unless you get hit by the Mors Curse, that is). And as long as a faerie continues to fulfill their purpose, they can live forever. Faeries of paradise don't have to worry about that, being naturally immortal upon growing to maturity without the need to fulfill any sort of purpose.

As a faerie, the presence of a human being will be invigorating and uplifting to you. Faeries are dependent upon human beings, as they have little creativity of their own, and rely on humans to make life exciting and interesting. The presence of humans provides a sort of spiritual fulfillment, and slows down the deterioration into a Mors, too… but when times must, physically consuming the

flesh of a human will also halt the deterioration into a Mors, and is much more effective at it. And it makes you feel better, too!

All faeries, save for the Avalon le Fae, possess a vulnerability to iron; it is painful to the touch and wounds caused by iron weapons are no different from poisoned injuries to a faerie. After the jump is over, this weakness will of course only apply to your faerie alt-form.

Magic Circuits (Free, Exclusive to Human):
Solomon never existed in this timeline, so how did you end up with Magic Circuits? Maybe you're from outside Faerie Britain, or maybe you're a freak of nature whose metaphysical makeup just happened to result in these, but you have a lot of Magic Circuits—and high-quality ones, too. It's more than enough to put your potential in magic above that of Tohsaka Rin in the modern era of Proper Human History, at least in terms of raw mana output.

Truth From Fantasy (Free):
Here is a simple fact: this world is not supposed to exist. It was a pruned timeline, and the entire Fae Era was only a simulation created by the Tree of Fantasy. It was Morgan who turned this from a simulation to reality, but everything with an origin in the time of the Tree of Fantasy—including every single human being that isn't a changeling—is ultimately just a simulation interacting with reality as though it was real, and would be unable to survive outside of a Lostbelt or Lost World without a massive overturn to the very nature of Proper Human History.

You defy this paradigm. It doesn't matter if you're just a simulation or an imitation of reality; even if you left your simulation, you'd be able to survive just fine on the outside. Even if you were a fantasy, you could exist in the real world. Being a member of a Lostbelt is in no way harmful or risky for you; even if the Lostbelt were to collapse, you'd be left alive where it once stood none the worse for wear.

With an act of will, you can gift a copy of this perk to other people to ensure that they too would be able to live in an environment where they would otherwise be dismissed as a fantasy.

But perhaps that isn't enough. Perhaps you want to save more people just those you can directly gift this perk to—or it could be that you don't care about them at

all, and only want to ensure that the land of Faerie Britain survives. By spending an additional **-400 CP**, you can expand this ability to enable you to make an entire "world" immune to attempts to delete it, prune it, relegate it to fantasy, or outright destroy it. In this jump, it would apply to Lostbelts and Lost Worlds—you could even make it apply to Singularities—but in future jumps it might be able to preserve planets, universes, or entire timelines, if they are in danger of being destroyed. You can control what this perk protects, in case you encounter a world you would relish seeing destroyed.

Curse Resistance (-50 CP):
Curses are an endemic problem in Faerie Britain, especially in the form of the Mors. The touch of a Mors spreads the Mors Curse, turning regular faeries into more Mors. Fortunately, you have this perk to protect you; it isn't immunity to curses, but it gives you a resistance that allows you to ignore weak or casual curses, and you could withstand a dozen hits from Mors in a single battle before you risked succumbing to the Curse.

Apocalypse Insurance (-50 CP):
Most of the time, people want to prevent Armageddon. But some people just want to watch the world burn. If you're one of those, it might be nice to have some guarantee that the end of the world won't be the end of your chain.

If you help to bring about the apocalypse, the end of the world, or anything similar, but are yourself engulfed in the resulting destruction, you will not die; instead, you will transfer to the nearest alternative timeline to carry out the remainder of your jump. In this world, that means going to Proper Human History, but in other settings you may wind up in a radically different timeline, or even a near-identical timeline where your actions never happened.

But do take note that this only applies if you're actively attempting to end the world.

Quick Spinning (-100 CP):
Life can be hard for a faerie guardian of brides. Especially when those brides can sometimes be so incredibly unreasonable. Seriously, who ever heard of sewing an entire dress in a day?! Fortunately, you can deliver on even the most outrageous demands. You can speed up your craftsmanship without sacrificing technique or

skill; however, doing so consumes your stamina. At the peak of this ability, you could sew an entire fancy wedding gown in only a single day, at the cost of completely exhausting yourself if you're a standard faerie.

"I will overcome Britain's curse!" (-100 CP):
If Barghest had found this resolution earlier, perhaps the fate of this Lost World could have been different… it's fortunate for you, then, that you have this power of focus and willpower. Your mind is yours, and your thoughts cannot be affected by outside forces, interfacing with yourself from another timeline, or being subject to a transformation that would otherwise devolve your consciousness.

For another **-100 CP**, you gain a remarkable power to come back from any transformation you have been subjected to. Even if you were turned into a harmless caterpillar, by straining with all your might you could break the transformation… although as you might surmise from "all your might", you'll be quite exhausted once the deed is done.

"Merlin" Magecraft (-200 CP):
No, Merlin doesn't teach you this (nor does Oberon), and it isn't necessarily magecraft, either. Instead, any magical means you use for the purpose of stealth or deception finds itself increased in effectiveness. You make fewer mistakes, the weaknesses of the spells are more easily covered up, the spells last longer, and are stronger in the face of magical scrying or wards. Speaking of which, you find it easy to get through magical barriers without triggering them or activating hidden alarms.

Fae Eyes (-200 CP):
While humans might have their Mystic Eyes, the faeries possess Fae Eyes… or they did. However, faeries have grown away from their natural roots in this Lost World and as such have near-universally lost the ability to possess Fae Eyes. This is something you'd normally expect to see on a fae from another world or from the Inner Sea of the Planet. These are eyes that see through all deception and behold the truth. Fortunately, you can turn these Fae Eyes off, in case you don't want to see the veritable storm of lies that make up society, or if you go to a world where "the truth" is an inherently dangerous thing to see.

Fae Vampirism (-200 CP):
Some rare faeries are vampiric in nature, and have the urge to feed on human blood (although any blood will do, in a pinch). But while you won't earn any friends if this is found out (as such faeries are highly, and in some cases lethally, discriminated against), drinking blood does come with some advantages. Along with blood, you can drain an enemy of power, weakening their magical or spiritual abilities in return for recharging your own supply of energy.

Cleansed of Sin (-200 CP):
Even if you've incarnated into the body of a faerie in this jump, you aren't truly an inheritor of the original sin of the faeries. That may be why you have the power to cleanse your body of curses, debuffs, and status ailment-like effects, as well as removing the weight of committed sins. This takes a couple moments of focus to pull off, but as long as you haven't fully succumbed to a poison or curse, this will allow you to remove the effect safely. You can even apply this benefit to other people, letting you heal them of whatever curses they may have accumulated.

This doesn't do anything to affect anyone's opinions, however, so if there's an entity out there judging people for their sins, this won't stop that being from remembering what happened and judging them for their actions anyways, even if the "sin" was cleansed from them. But metaphysically speaking, they'd be sparkling clean.

Passing It On (-300 CP):
Peperoncino willingly allowed himself to be killed by Beryl, knowing that tricking Beryl into killing him was the only way he had to take him down after he had transformed into the Black Wolf. Now you can mimic his feat, without necessarily sacrificing your own life. If you are subject to any curses, poisons, diseases, or anything that could be considered a "status ailment", and someone successfully harms you, you can transfer every negative effect you are subject to onto them, all at once. This cleanses you of these debuffs, but you still have to deal with the wound you received from letting yourself be attacked.

The Gift of Names (-400 CP):
When Morgan began gifting her Tam Lin with names from Proper Human History, it served several purposes—ones that are now available to you, too. The first is that it allowed her to partially merge the Spirit Origin of a Heroic Spirit from

Proper Human History into her knights. Now, you can create this fusion for other people, layering a part of the "concept" of the chosen Heroic Spirit from Proper Human History atop your target and turning them into a faerie knight, a Tam Lin (even if they aren't a faerie). This gifts them with a skill or ability possessed by that hero, although it is not of as high a rank as it was for the original.

Secondly, bearing the name of a hero from Proper Human History allowed her knights to distance themselves from their own true nature as nascent Calamities. Those you gift a Tam Lin name to will receive a superior version of this; any racial or inherent weaknesses they may possess will cease to have an effect for as long as they are known by their title as a Tam Lin, rather than their original name. They will likewise find that they have an easier time fighting against any urges of their base nature they may possess, such as the drive to destroy a nation.

Thirdly, it obscured the original name of the Tam Lin. Those you have gifted a Tam Lin name to will find that even people who already knew their original name are unable to remember, hear, or even read it. Know that this is a deceptive effect, so abilities such as **Fae Eyes** will see straight through it and remember it clearly. Furthermore, once someone manages to openly reveal a Tam Lin's true name, this method of hiding that their name ceases to have an effect on anyone for the rest of the jump, although they will not lose their abilities if their true name is discovered. This will also serve to hide your Tam Lin's true name from those who have some method to discover it, unless that individual also possesses the means to see "the truth" of things.

Unlike the original, those who bear the title of Tam Lin will be able to toggle these effects on and off, making themselves "normal" again if they would prefer to be, and reassuming these powers when they want them.

You cannot gift yourself a Tam Lin name.

Black Dog (-400 CP):
You are alike to Barghest in that you too are a Child of Calamity, of the same breed as she. To begin with, you are capable of slowly absorbing the magical energy of those who are nearby if you so desire. This doesn't pose a threat to someone's life, but it will make fighting mundane mages and fairies very easy, as their magic is pulled from them as soon as they summon it to cast a spell. Although be warned

that sufficiently skilled mage could use a layer of magical energy to be sacrificed in order to protect the spell they are trying to cast, so don't think this is carte blanche to take on Morgan and expect to live. She's been killing Calamities for millennia, after all, and you're far from the first to have anti-mage abilities.

Beyond your mana absorption, you also possess powers over flame, and can expend your magical energy to summon bursts of flames which refuse to harm you. Furthermore, by twisting your mana in the right way and infusing it into a human being, you are capable of twisting them into Black Dogs, almost-fae-like creatures that are obedient to your will, capable of interpreting complex commands with the remnants of their human intellect, and which can disperse into an incorporeal body in order to follow you wherever you go. You can convert them back to human again once you feel they've been punished enough.

Your full power is bound into the horns upon your head. By intentionally breaking one of these horns, you can release a portion of your might; this engulfs you in black flames, and allows you and your equipment to grow until you are 40 meters in height and tower over everyone around you. Your mind loses its reason, and you can act only on instinct in pursuit of the goal that caused you to grow—although your growth in size is only a temporary one, ensuring that your mind will return once you shrink again. Your powers over flame increase in proportion to your size.

That's your base level of power, but you can gain access to more if you pay an additional **-200 CP**; upon doing so, you become a Demon Hound.

At this point, you remove your power-limiting horns entirely, which reveals that they were only hiding your *true* horns. You become engulfed in black and spiky armor, which is simply a physical manifestation of your mana. Your power over flames soars to calamitous proportions, and you can decimate the countryside and any city that possesses no walls to protect them from your waves of fire. Your physical powers are boosted beyond the pale, to the point that you could punt a large armored transport vehicle, almost three times the height of a person, like it was nothing but a football.

But perhaps most dangerous of all is your absorption powers. To begin with, you are capable of absorbing lightning to increase your power; and with all the ash

produced from your fires, a phenomenon similar to volcanic lightning occurs, and you will have plenty of electricity to feast upon. Furthermore, your ability to absorb mana increases by an order of magnitude; unless a mage possesses some degree of Magic Resistance to protect against your mana absorption, you will outright drain them of life if you get within the original range at which you could absorb mana; “original range”, because now the area of your absorption has increased to cover a full kilometer in radius.

Although your horns no longer limit your power, you can still grow even further. By breaking your horns, you can grow 40 meters tall… and much longer, as you will take the form of a gigantic hound, pitch black in color and engulfed in black lightning. You do not see an increase in your powers over flame, but then again, you hardly need it. Your reason still deteriorates with your transformation, however.

Fortunately, you aren’t actually Barghest; you can control your transformation and revert back to the base state of the original purchase. You are not bound to the appearance of the Demon Hound.

Dragon Faerie (-400 CP):
The Last Dragon, Albion, was one of the few survivors of Sefar’s destruction of the world. Seeking to escape to Avalon, it dug into the surface of the planet, and used its muscle and Mystery to surpass the barrier between the mundane world and the layer of reality called the Inner Sea of the Planet. And it succeeded, after digging 2700 kilometers into the Earth… but the opening into Paradise was too small, and it was too weak to dig through the rest of the way. It eventually died, and from its body grew the forest that made up the basis of northern Britain, which came to be home to the northern faeries. But its rotting corpse formed an entire marsh, and began to collect the curses Cernunnos set upon the faeries. Eventually, these curses coalesced into its left claw and took on a new shape, and it was only the coincidental and selfish intervention of Aurora that prevented those curses from coalescing into a Calamity; instead they formed the dragon faerie Mélusine, who developed an appearance, mind, and personality from that interaction with Aurora. Are you, perhaps, born of the right claw?

You are a dragon faerie, although there’s hardly anything dragon-like about your appearance. But you’re a very specific incarnation of that power, and have neither

great physical strength nor exceptional durability. What you possess is speed. Incredible, jaw-dropping speed, with the capacity to travel at the speed of a fighter jet and with the reflexes to match. Your physique is strong enough for you to survive hitting things at that speed, but no stronger.

Furthermore, you possess a Dragon Heart, something which could be thought of as a dragon-specific Magic Circuit, or the nucleus of a dragon. It is an incredible engine of magical power, allowing you to channel magical energy into your body to make you stronger, heartier, and overall improve your body in every way. Furthermore, it provides enough magical power for you to crystallize your magical energy and your unmanifested draconic "skin" to create weapons of incredible power; any single attack from these would qualify as a Noble Phantasm in someone else's hands, but you can make such attacks in rapid succession.

Normally, you would be restricted to this state; however, if you pay another **-200 CP**, you will possess the ability to take on a more draconic form.

In this form, you will grow wings and a tail, and your body will grow a partial covering of scales, your hands and feet transforming into claws. But don't make the mistake of thinking that you'll be flapping those wings; your flight is closer to that of a fighter jet. You will be vastly enhanced, made stronger and tougher and fast enough that it would take you only 0.3 seconds to accelerate past the sound barrier. Your ability to produce weapons from your body is vastly improved, refining them to a greater extent to match your new form. You might not be breathing fire, but you can focus your mana to produce dark, electrical blasts of energy that produce alternating implosions and explosions of power, or produce a protective barrier of energy.

Most destructively, however, is your new capacity to transform into a miniature form of Albion; you're only a few times the size of a human rather than the mountainous creature the original Albion was, but with even greater speed and potent power, you are nonetheless a potent threat worthy of being named one of the Calamities of Faerie Britain. You can call forth rains of lightning, and hold within your chest a secret; as you aren't the living Albion, but a reproduction born from its corpse, you can peel back the flesh of your chest to expose your reproduction of the Dragon Heart of Albion. Even this flawed imitation is akin to a

weapon of mass destruction, and you will emit a devastating burst of energy that can bring ruin to cities.

You lack the weakness possessed by Mélusine, and will experience only a temporary loss of reason when thusly transformed, ensuring that the transformation will revert itself rather than being an eternal abandonment of your faerie form.

Also, if you purchased the advanced form of this perk, you will be able to make wings and a tail appear even on your ordinary appearance, if you so desire.

Priestess of the Enshrined Deity (-400 CP):
Cernunnos was a kindly and gentle god, and forgave the six faeries of the beginning for not having created Excalibur and thus dooming the world. In exchange, they poisoned him to death and condemned his priestess to eternal torment. Cernunnos is dead, but even dead gods can dream—and more importantly, curse. But you, it seems, have been blessed with the positive attentions of the remains of this deity, and you have been gifted with the powers of the priestess of Cernunnos.

As the heart of Cernunnos is of a loving god, his first blessing is one of compassion. You will find yourself empowered and energized, as will your allies as long as they have some degree of kindness in their hearts. Furthermore, all attacks will strike your allies to a weaker degree, and you and your allies will find any sort of “buff” effect targeting you will last for twice as long as it originally ought to.

However, he was also a betrayed god, and although you do not yet have access to his curses, you are nonetheless capable of reflecting his wrath. To begin with, although this does not give you the power to lay curses yourself, your enemies will find that any “debuffs” or curses they experience will linger for twice as long as they ordinarily would, and they will be harder to break or dispel. Additionally, you can imbue yourself and your allies with the properties of “vengeance”; whenever you or an ally suffer damage from an enemy, the harmed individual will be empowered in accordance to their suffering until such time as they have paid back the wrongs done to them.

But if that isn't enough to satisfy you, you can delve into the boundless curses of Cernunnos's corpse by paying another **-200 CP**.

When you take the curses into your body, your skin will deaden and you will take on a deathly pallor. Innumerable curses will work their way into your flesh, not only making you heavily resistant to damage, but also inflicting curses onto anyone foolish enough to harm you, whether that be in melee combat or at a distance. You are also capable of inflicting curses and poisons onto others, too, imbuing any of your attacks with curses of pain and death and despair. Furthermore, you can consume curses to heal yourself, even the layers of curses worked into your body; this briefly reduces your defense until you build up more curses.

Finally, you are capable of summoning limbs of shadows, almost like familiars formed of living curses that are large and strong enough to be mistaken for Calamities of their own accord. These limbs are easier to damage than you are, but also share your power to inflict curses, and their touch will make any curses currently afflicting a target far, far worse.

If you are opposed to being such a living vortex of curses, you can return to your original appearance whenever you desire, but your greater powers are likewise locked away until you return to the cursed appearance of a corpse.

Heart Eater (-500 CP):
What you possess now is the most powerful witchcraft known to the human Beryl Gut, the man who originally summoned Morgan le Fae of Proper Human History into the British Lostbelt, who promptly sent her memories backwards in time to her Lostbelt self. This doesn't provide you the full range of Beryl's magecraft, but it does bestow you with a very powerful ability; the power to transform into other creatures.

Of course, something so potent can't be done casually. It requires you to first consume the heart of the creature (or simply a large portion of their body), which allows you to memorize their nature and transform into them at a later date. This transformation is complete; it doesn't give you their memories, but it does allow you to assume their spiritual and conceptual appearance, ensuring that you have access to whatever powers and abilities they had in life.

Calamitous (-600 CP):
The Calamities of the Beast, the Flame, and the Curse have already been addressed, but what about the others? More than a dozen Great Calamities, and more than a hundred "lesser" Calamities were spread throughout the millennia.

This option effectively allows you to build your own Calamity, and gain powers based on it, using the 600 CP versions of **Black Dog**, **Dragon Faerie**, and **Priestess of the Enshrined Deity** as examples. Perhaps, using the Caterpillar War as a basis, you possess the ability to conjure forth titanic insectoid beasts of incredible power, capable of crushing city walls and wading through houses. Perhaps the King of the Mors would instead allow you to summon entire armies of Mors at once, or you could base your power off of the Calamity that destroyed the original Darlington and gain powers over the undead.

The details of this perk are left to you to hammer out.

A-Ray (-700 CP): [Requires a Faerie Origin]
An A-Ray is a more powerful type of faerie, an entity comparable to a Divided Spirit of the very Soul of the Earth. Your power is akin to that of an incarnated nature deity, and you are an engine of power and destruction that could take on entire armies on your lonesome. Although other A-Rays have existed, your strength as an A-Ray is equal to that of Lord Woodwose, thus placing you as one of the closest in power to the original six faeries of the beginning.

Your blows aren't merely enough to kill faeries on contact, but utterly demolish whatever portion of their body you hit, reducing them to a red splatter. You move at such speed that regular faeries would only recognize that you moved after they have already been killed. Yours is the power to take on Calamities and win, and even a Great Calamity such as the King of the Mors is not outside of your potential to defeat. You are incredibly resistant to anything that might kill you; Woodwose was able to survive for days and travel across the country after his heart was torn out of his chest, and you are capable of similar feats. Lethal wounds are something you could endure for a week before succumbing to death, giving you ample opportunities to be healed.

A-Rays are catalysts to hasten the creation of new faeries. Faeries aren't born; instead, they spontaneously come into existence as "Children of the Stone" and "Children of the Forest". These are considered to be your offspring, and despite not being born of your blood, they will possess any powers a descendent of yours would have. You may voluntarily suppress the creation of new fairies if you so desire, or toggle it back on.

Finally, you possess an Authority related to the Planet. An Authority is distinct from magecraft, which is "the accomplishment of something which is possible" or True Magic, which is "the accomplishment of something impossible". Instead, an Authority is the right to tell the World to do something, and for the World to obey. You are free to design your own Authority; Woodwose, for instance, was the Grand Duke of Waste Heat, for he possessed the "Lungs of the Planet", the Organs of Waste Heat. This gave him the ability to completely ignore an attack from the faerie-killing Spear of Selection (until he was weakened, at least), and let him wield explosions and precision beams of heat alike with impunity as he absorbed excess energy from the Planet.

Clan

Aurora Borealis (-400 CP, Discounted for Wind Clan):
You are beloved by others. Not necessarily romantically, but you will find that all of your actions are always cast in the best light, and perceived as such by those who interact with or even hear about you. It would be hard for people NOT to adore you, as everything you do only seems to further improve your reputation in the eyes of other people. To add to this, you are personally gorgeous (at least, in appearance), and have the sort of beauty that could start a war.

Finally, if you ever encounter someone who is more loved than you are, you will find that any and all attempts you make to reduce, harm, maim, or kill them will be enhanced in effectiveness, including attempts by proxy.

Faerie Craftsmanship (-400 CP, Discounted for Earth Clan):
Excalibur, the Sword of Promised Victory. Avalon, the Everdistant Utopia. Rhongomyniad, the Lance That Shines to the End of the World. Arondight, the Unfading Light of the Lake. The fairies of Proper Human History were responsible for crafting a number of the most impressive Noble Phantasms to ever bless the world. In this timeline, the six A-Rays of the Beginning slacked off instead of creating Excalibur, and for that sin the world died. But the sheer craftsmanship of those original fairies hasn't faded, but has lived on in the hearts of the greatest of the Earth Clan—in people like you.

You have surpassing talent for the creative arts, and it would take you only a matter of weeks to become a master in a field of crafting that you never discovered before—and your skill will only grow from there. But what's more, is that the items you create are just *better* than those of your contemporaries, holding more conceptual weight. A shirt that you make will manage temperature better than it should. Armor you create would resist blows that should have caused the metal to crumple. Spears you make will pierce through hides that would normally resist weapons. The buildings you make perform their function better, perfumes you brew smell better, and food you cook is more delicious and nutritious.

Devouring (-400 CP, Discounted for Fang Clan):
You have developed the same ability as Tam Lin Gawain of the Fang Clan. Once, when she was still known as Barghest, she dueled Lord Foul Weather, and consumed him to gain his powers in order to stop a Calamity. You too can replicate this feat, as whenever you kill and eat someone, you are able to steal any powers they may have possessed for yourself.

Fae Domain (-400 CP, Discounted for Wing Clan and A-Ray):
Fae Domains are by no means unique to the Wing Clan, but there's no denying that Gloucester is the most prominent example of a Fae Domain in modern Faerie Britain. A Fae Domain is a powerful mystery comparable to a Reality Marble that shapes the world in accordance to the beliefs and mindset of a particularly powerful faerie. For instance, because Murian never leaves Gloucester, everyone in the city loses "the power gained from growth" and are reverted to the proverbial "level one", although they aren't truly reduced to the power of infants. Another example is the Fae Domain of Lord Foul Weather, who could use the skill to bolster defenses by creating and reinforcing buildings, and is capable of creating an entire cathedral in a single night.

You are free to design the capabilities of your own Fae Domain so long as it is not significantly stronger than the examples provided, and have the power to turn it on and off as you like. Do be warned that sufficiently knowledgeable and/or powerful magical enemies could destroy your Fae Domain from the outside, forcing you to laboriously re-establish it. Your Fae Domain starts off only covering the area of a large mansion if you're a normal fairy, but as time passes it will increase in size.

Squire of Prophecy (-400 CP, Discounted for Mirror Clan):
The gifts of the Mirror Clan were those of foresight. You possess potent divinatory powers, as well as a passive form of future vision that will show you the "Bad Ends" that lie in wait if you continue on your current path. These visions don't see far into the future, but often leave you with only enough time to figure out what they mean, then show up to stop the perceived future. But that's just the passive effect. Actively, you can also produce prophecies—sometimes straightforward, sometimes mysterious—that speak of great events that will affect an entire nation, or the entire world, such as the coming of a savior or the destruction of the nation. You can't control what you make a prophecy of, however.

Don't worry about being chained to the prophecies you create. Even if no one was able to stop the Abyssal Worm, Gareth was able to save all her friends from being killed by Woodwose, so the future is definitely mutable.

Queen's Covenant (-400 CP, Discounted for King Clan):
Although the King Clan seems quite large at first glance, the truth is that other faeries are simply adopted into the clan. The head of the clan is able to imbue a fraction of her power into those she brings into the clan, making them much stronger, and only weakening her if she is far away from them; as long as they remain in relative proximity, she keeps full access to her abilities.

Now you too are able to infuse your minions with your power, making each one far stronger in exchange for a tiny sliver of yourself that you invest in them. As long as they don't get more than a city's-width away from you, you still possess your full strength, only losing access to it if they distance themselves from you.

You can also weaken your perks to provide lesser versions of them to your followers; in exchange for reducing your own perk by $1/100^{th}$ of its regular power, you can instill a single individual with that same perk at $1/4^{th}$ the power with which you would normally demonstrate it.

However, whatever you invest is permanently given up, and as such will be lost forever if your subordinates die or forswear their loyalty to you. But having an army of warriors able to fight at a significant portion of your own abilities may be worth the cost.

Family for the Paradisiacal Girl (-400 CP, Discounted for Rain Clan):
When Aesc was adopted into the family of the head of the Rain Clan, it wasn't a play for power. She wasn't raised to be a tool. She wasn't viewed as expendable. She was a precious and beloved family member that the last survivors of the Rain Clan were happy to help hide from those who sought to kill her, before dying themselves. She had a delightful childhood filled with happiness and merriment and all the wonderful things a growing child deserves to experience.

You can ensure that any child you raise will experience a childhood at least as wonderful as that experienced by Aesc during the happier years of her life. You

have a comprehensive understanding of how to care for children, and can perfectly balance the desire to protect them with the need to ensure that they experience freedom growing up. Under your care, any youth could experience a happy childhood. Furthermore, children under your care are guaranteed to survive until they reach the age of majority.

Finally, your skills as a tutor are top-notch. You can teach even the most hardheaded and intractable child, can adapt your lessons to suit the dullest lackwit, and know how best to feed the ravenous mind of a curious genius. Beyond supernal talent for teaching, those under your tutelage will pick up the moral and ethical lessons you wish to teach them with astonishing ease, and you will find your students to be veritable sponges with how they absorb the understanding of right and wrong that you wish to teach them. If you taught someone to be a good person, it would take millennia of near-constant betrayal and hatred for them to forsake the lessons you gave them.

Peri Dancer (-400 CP, Discounted for Clanless):
When the Tam Lin take on the names of a hero of the Round Table of Proper Human History, a portion of the Spirit Origin of that hero is also imbued upon them, conveying some of the skills that hero was known for. In the case of Mélusine, a.k.a. Tam Lin Lancelot, she received Eternal Arms Mastery; a peerless mastery of weapons that conveyed Lancelot's incredible skill at arms, which was bound so intrinsically to his being that even becoming an insane Berserker did nothing to reduce his level of skill. And Mélusine hated it so much that the first chance she had, she transformed the skill into Peri Dancer. After all, as a dragon, she has no need for something like skill, even if it did come in handy for training Percival. Skill was something possessed by the weak to try to match the strong, after all.

As compared to Eternal Arms Mastery, which represents possessing vast internalized skill through practice and experience, Peri Dancer could be better described as a natural instinct for combat. You might have never learned how to use a weapon, but upon picking it up you will instinctively realize the best way for you to use it—not necessarily the way it is meant to be used, but a way for you to use it that is best for you. If you prize beauty, your fighting style will be elegant and beautiful; if you prize practicality, it will be brusque and brutish. This isn't a

matter of achieving extreme skill, but of instinct and reflexes harnessed to such an incredible level that it is indistinguishable from skill.

Protection of the Lake (-400 CP, Discounted for Avalon le Fae):
One of the signature abilities of the Avalon le Fae, this allows you to harness your nature and connection to Avalon in order to bless the target. Their life will be blessed, which restores, reinvigorates, and reenergizes them; furthermore, this assures that their "fate" is protected from misdirection or corruption. People have a fated end, and this protection helps to ensure that their life does not come to a conclusion before that fated end. But, as Muramasa showed when he saved Artoria Caster from her own destiny, fate isn't something immutable. This also provides an incredible defense against any sort of corruptive effects, allowing an ordinary faerie to fight against the Mors without having to worry about succumbing to the Mors Curse.

Pinnacle of Humanity (-400 CP, Discounted for Human):
Percival stood at the very zenith of the power a human being was capable of reaching in this Lost World, with physical prowess surpassing even that of faeries to the point that Morgan herself said that his strength was great enough to be measured amongst the Tam Lin. Your martial might is now comparable to his. You are stronger, faster, and tougher than any human being ought to be, and you can stand in combat alongside Servants against dragons and A-Rays without being considered a hindrance to your allies—and that's if you're human yourself. As a faerie, you would stand head and shoulders above your fellows. This alone wouldn't let you defeat Tam Lin Lancelot in a fight (even as a faerie), but it would *be* a fight, rather than a one-sided massacre.

Faerie Knight

Knightly Valor (-100 CP):
You have the bravery they sing about in songs and legends, the sort of courage it takes to lead an army against an immortal fae sovereign as a mere human. Fortunately, you match your bravery with skill at arms, and you have received more than adequate instruction in the usage of every knightly weapon. However, there is one weapon in particular that you excel at using, and with the use of this weapon you could fight well above your weight class.

Role Model (-100 CP):
The people who serve under you see you as an inspiration, and are prone to mimicking the better aspects of your personality and behavior. Comes with the guarantee that they'll only try to copy the parts of you that you would approve of, and never the sides that you try to keep hidden or wish didn't exist in the first place. You'll never have to worry about your followers devouring their weaker partners because one of them saw you surrender to the urges that you hate, and thought it would be fun to try out themselves.

Knight's Stance (-200 CP):
A true knight stands in defense of the defenseless, regardless of the cost to themselves. When you take action to protect other people, those who would threaten them will be unable to turn away from you; your presence on the battlefield becomes something impossible to ignore, as you draw the ire of all your enemies to yourself. But you don't do so recklessly, because in response to the murderous intent of your enemies, your defensive abilities skyrocket, nearly halving all damage that you take.

Redra's Run (-200 CP):
In hopes of saving Faerie Britain, Redra Bit's last days were spent running. A day and a half of nonstop sprinting at top speed, to the point that by the end, he had broken all four of his legs—and still he ran. Your willpower is no less than his, as you are possessed of an ironclad determination that cannot be stopped by the frailties of the body. Not only does this make it far easier to resist mental attacks or influences, but you are able to push yourself beyond your physical limits—and more importantly, ensure that your body keeps functioning once you have done so.

Injuries that you take can no longer impede your ability to function; you might still bleed to death from a wound, and a sufficiently destroyed heart might still kill you, but you could run just fine on broken legs, even if the sensation would be agonizing beyond words.

Lessons of the Eternal (-400 CP):
Did you perhaps take the same lessons in knighthood that Percival took? Because you share in his supreme skill. With this, you would be able to fight against an enemy who was so fast you couldn't see their movements, and through pure skill be able to hold your ground. You can wield weapons with surpassing talent, able to break through the guard of enemies who may be statistically superior to you, but who are unable to match your skill.

But while an astoundingly talented knight in personal combat, where you really shine is in the leading of men. You are able to draw people in and form disparate, untrained civilians into a single disciplined fighting force. Your tactical and strategic abilities are no less impressive, allowing you to lead a force of volunteer faeries and humans against an army of trained Fang Clan warriors and come off victorious. It would take coordinating a rebellion across an entire country to strain you, but even then, it would be well within your ability to be victorious in the end. Whether it be in regards to strategy, tactics, charisma, or conflict resolution, there is no aspect of being a leader of men that you do not excel at… regardless of whether you admit it or not.

Weakling Protection (400 CP):
There is a certain wild rule that governs the world; the survival of the fittest. But what that means in a world of personal agency and creatures who are more than simple animals is very much up for interpretation, and it seems that you have taken on a similar philosophy to Barghest herself.

The strong should only eat the strong, thereby becoming stronger. The weak aren't worth eating, so they should be protected (and ruled over). Maybe you believe in the "eating" or "ruling over" part, maybe not, but you certainly uphold the belief that the strong should protect the weak. The biggest people—literally or metaphorically—also possess the biggest responsibility.

When you strike at an enemy, all of your allies in the battle will find their wounds beginning to close. By itself this would be a potent tool in battle, but that isn't nearly enough to protect them. No, as long as a threat is present to those whose safety you must defend, you must first eliminate it before you can see to their well-being. Towards this end, whenever you are in combat alongside someone who is "weaker" than you, you will find your martial prowess soaring, making you stronger, faster, and allowing you to pierce defenses that once stymied you. Of course, this also applies if you're guarding any sort of noncombatant, even if they're technically stronger than you.

Wild Rule (-600 CP):
It's a simple truth of the world, a law of nature; the strong prey upon the weak. When two people fight, it is the weaker of the two who falls—and now you can enforce this truth. People have all sorts of methods of trying to "equalize" combat between the strong and the weak—using traps, subterfuge, advantages, boosting their strength with magecraft, increasing their reflexes with drugs. But before this simple rule of the wild that empowers you, that becomes meaningless.

With every blow, you strip away one of the advantages that your opponent possessed, conceptually "devouring" it. For every advantage consumed in this manner, your wounds will heal, and your enemy will find their body becoming frailer and more vulnerable to harm like the weakling they are.

Tam Lin (-600 CP):
Maybe you *are* one of the High Queen's Tam Lin, after all… "Tam Lin" is the title reserved for only the greatest of knights, those beholden to Morgan herself and who serve no other master, standing no lower in authority than the clan heads themselves. That said, it isn't impossible for someone to take on the title of Tam Lin by themselves, as seen with Tam Lin Galahad. To begin with, simply assuming the title of "Tam Lin" imbues you with power, specifically the power to crush humans and the products of civilization. Actions you take towards these ends are conceptually strengthened; your blows bite more deeply, your plans catch people off-guard, and your words cut deeper into the opponent's psyche.

Furthermore, the title you take on distances you from your natural weaknesses, such as the vulnerability to the Mors Curse, iron, or whatever racial vulnerabilities or inherent urges you may possess.

However, those are not the greatest boons of the Tam Lin. Upon assuming this title, the traits of one of the Knights of the Round Table from Proper Human History are layered atop them, allowing them to draw upon the power of the concept of that knight. This allows you access to one of the skills or special powers of one of the Knights of the Round Table, albeit slightly weakened.

Perhaps, like Tam Lin Gawain, you imitate Sir Gawain's Numeral of the Saint, which during the hours of 9 A.M. to 12 P.M., and from 3 P.M. to 6 P.M., served to multiply her powers by 2.8x (although not triple it, as would be seen with Gawain himself). Or could it be that, like Tam Lin Lancelot, you've imitated Sir Lancelot's Eternal Arms Mastery, which granted peerless mastery of all weapons to such a ludicrous degree that nothing could reduce her skill at arms, not even the depths of madness?

Of course, depending on the time you chose, you might make an enemy by taking on the same Tam Lin title as them. But if you'd rather choose another knight, there is an entire table full of other knights with special talents to choose from; Sir Kay, who could shoot fire from his hands or grow as large as a giant; Sir Bedivere, who could swear an Oath of Protection so powerful that his allies would resist harm; or Sir Mordred, whose immense magical power allowed for almost-free utilization of the Mana Burst technique.

Taking this perk alone is not enough to replicate a Mystic Code or Noble Phantasm possessed by one of the Knights of the Round Table. Unlike the actual Tam Lin, killing someone else bearing this title won't be fatal for you. Furthermore, being known by your original name, rather than your Tam Lin title, won't strip away the effects of being a Tam Lin. And finally, you will never be made weaker by taking on the Tam Lin title of a knight who is mismatched to your nature, as Barghest was when bearing Sir Gawain's name.

You may spend another **-300 CP** to receive an additional power belonging to your chosen Knight, or you could take on a second Tam Lin name belonging to a different knight. This may be done multiple times.

Morgan's Daughter

Student of Mystery (-100 CP):
You couldn't be said to be "Morgan's Daughter" without the ability to use magecraft, now could you? Your education in spellcraft is extensive, covering a half-dozen different magical disciplines and an assortment of knowledge not restricted to any single discipline. Your raw magical power grows to the point that it now puts the humans of the modern era of Proper Human History to shame. What's more, you have extensive skill in your magecraft, being capable of utilizing it quickly and easily in battle. You gain more fae markings or Magic Circuits in proportion to your increased power.

By increasing the price of this perk to **-400 CP**, you can gain greater power and skill. At this point, the power of your magecraft is such that you could cast spells to support an entire small army, and your magical combat prowess is such that it would take Tam Lin Gawain or Tam Lin Lancelot to pose a threat to you.

By instead raising the price of this perk to **-600 CP**, you grow further, raising you to the same tier as Artoria Caster after ringing the six Bells of Pilgrimage. At this point you are comparable to a Lostbelt King such as Ivan the Terrible or Qin Shi Huang; beings so powerful that entire teams of mighty Servants were needed in order to bring them down, and rendering you able to fight armies at a time with your magecraft.

But if that's not enough power, you can instead raise the cost to a total of **-800 CP**—paying the full price, no discounts allowed—in order to bring your magical power, talent, and skill to the dazzling heights demonstrated by High Queen Morgan. In terms of power, you are like someone who has completed a Pilgrimage many times over, where the 600 CP option of this perk is comparable to the strength of your little finger. You can demolish armies without effort, and it would take a Great Calamity or powerful Divine Spirit to pose an appreciable risk to you. Your knowledge and understanding of magecraft is unparalleled, and bolstered by the level of magical genius where you could dissect new spells as soon as you encounter them, and restructure them into new ones on the fly.

Shining Blue Star (-100 CP):
When you're at your lowest, when despair edges in from all corners and it seems there is nothing worthwhile in the world, you will see this brilliantly shining star. It is hope itself, all the good and beautiful things in this world that are worth living for, worth striving for—and even, should it be truly necessary, worth dying for.

The light of this star will always revitalize you, even when absolute exhaustion weighs down all your limbs; it will reinvigorate you, letting you put forth just a little bit more effort even if you've already used up all your special energies; it will refresh your hope, even when all hope seems lost.

Blessed Scion (-200 CP):
Fate favors you, as those who have (or will have) great power tend to encounter you with remarkable frequency. What's more, your positive interactions with them seem to leave a greater impact, and circumstances align to increase your standing in their eyes. You'll start to matter more to them, and it wouldn't be a surprise if they eventually invited you to join their family. But be careful… being so important to someone can be a double-edged sword, as Morgan and Baobhan Sith discovered.

You can turn this perk off if you would prefer to fly under the radar of powerful beings.

Creation of Familiars (-200 CP):
You are skilled in the creation of familiars—and not just one or two specific types, like most mages make use of, but any sort of familiar. Familiars can be imbued with their own Magic Circuits, allowing them to be used as a medium to cast spells; they also hold a connection to their master's mind, and mental communication is possible. It's even possible to outright take control of a soulless familiar, directing it with your mind while your body lies stationary. That often isn't necessary, however, as a familiar's connection to their master's mind means that they carry out their will even without special direction.

Now, just about any half-decent mage can create a familiar. It's a simple spell commonly worked on small animals, dead animals, or small statuettes. But while you have surpassing talent in all areas involving familiars, where you excel is transforming items into them—including items of such power as Noble Phantasms

or your own CP-purchased gear. Using such excellent material, the resulting familiar will be able to change form into the appearance of some manner of fantastic beast, grow or shrink in size for convenience, and will be much more powerful than any ordinary familiar could be, proportional to the strength of the artifact they are created from.

Please note that while Ghost Liners can be considered a type of familiar, Servants are far too powerful and complex to actually create without the most advanced tier of **Student of Mystery** and appropriate components. But creating a Heroic Spirit out of a figure of legend or fiction that didn't make a strong enough impact on history to be recorded on the Throne of Heroes is technically possible.

Fetch (-400 CP):
This little bit of witchcraft isn't native to this world, but was nonetheless adopted by Tam Lin Tristan in her interactions with the Crypter from Proper Human History known as Beryl Gut. It allows you to use a piece of another individual—such as a fingernail, a bit of blood, or even a single strand of hair—to create a miniature copy of that individual, a perfect replica right down to their soul. Because it is a perfect replica, any damage you inflict upon the replica must therefore be true also for the original, allowing you to maim or kill an opponent at any distance as long as you have a piece of them, first. Only conceptual or Anti-Purge defenses could have any chance of preventing it from taking effect.

Beryl taught Tam Lin Tristan this technique so he could see it used without having to cast it himself—because it will rot away the soul of the caster. Fortunately, your variety of the spell has no such consequences.

Around Caliburn (-400 CP):
Through the use of this energy-intensive technique, similar to but distinct in function from a Reality Marble, you can manifest your mental world upon the physical world. Now, this can't accomplish what a true Reality Marble can—you can't alter the rules of the world, nor accomplish the near-impossible feats attributed to users of Reality Marbles that bring them so close to being True Magic—but depending on what bits of your mentality or memories you manifest, you can produce a wide variety of effects, which become stronger based on how central that part of your mind is to your life, personality, and the very concept of "you".

That said, you have also been given a gift; if you are an Avalon le Fae, this is your very birthright, but otherwise it is a unique glimpse into Paradise shown only to you. It is a look into Avalon itself, that ever-distant utopia. The mere memory of this place has power, and if you were to draw upon this memory for Around Caliburn, it would allow you to accomplish the impossible and manifest an Anti-Purge Defense—a truly ultimate protection that no degree of power can overcome and no concept can pierce. This memory will provide this Anti-Purge Defense to your allies, purify them of ailments and corruption, and provide a surging boost to their power.

However, this image of Avalon is meant as a gift to be shared, not jealously hoarded. Although the technique will otherwise last for as long as you supply it magical energy, if you allow the Anti-Purge Defense to also protect you, then the duration is sharply reduced; the defense will fade from each person affected as soon as it blocks a single attack on them.

Be warned; this is fueled by your own power, rather than being brought into existence by means of a true artifact of Avalon such as the legendary sheath of Excalibur, and as such it may be possible to remove this “absolute” defense, even if it can’t actually be pierced or bypassed.

Conceptual Attributes (-600 CP):
You have remarkable talent, knowledge, and experience in the realm of creating Mystic Codes. Even using sub-par materials, you can create top-notch Mystic Codes, capable of utilizing any mystic feature you choose to imbue into it, as well as accessing and providing abilities based off of the mystical attributes of the material used to create it, if any. It would be a casual matter for you to create a Mystic Code on the level of the Supreme Mystic Codes of Proper Human History’s Clock Tower. If you had truly exceptional components, and some means to imbue your creation with great levels of Mystery (such as through the weight of time and legend) you could even create a genuine Noble Phantasm.

But perhaps even more impressive than that is your ability to imbue objects you craft with conceptual attributes, should you so choose. You only begin with an association with a single concept; for instance, Artoria Caster, due to her Holy Sword Creation, would infuse any object she created with the concept of “sword”.

This would allow even a shield to cut through objects, and would let a letter opener pierce conceptual defenses that are weak to swords as though it were actually a sword. You begin with this one concept, but you can learn others by studying the concept enough and introducing it into your life in a major way, although you couldn't possibly acquire more than a single concept per year in this fashion.

Grimalkin (-600 CP):
A power that once belonged to the lord of Darlington, Grimalkin, but is now possessed by Tam Lin Tristan. But your power is not the degraded version of the Tam Lin, but equal to the original—your movements have taken on the attributes of a cat. That is to say, you can now move with complete silence, your steps have become lighter, and you are faster. But no cat was ever so fast as you, who are capable of circumnavigating the planet in a single day, accelerating to full speed in an instant, and making impossible turns with an agility that defies logic.

Queen

Love Safely, if You Love at All (-100 CP):
Queen Mab, in her attempt at conquering the southern lands, failed because her lover succumbed to mortality. High Queen Morgan, when the faeries yet again turned on her, was halted from blasting them to oblivion only because they held Baobhan Sith hostage. Love is a dangerous thing… but all too often, it's something you cannot do without.

You, however, have a guarantee of safety for those you care about. If you love someone, the lifespan of you and your lover are averaged, extending and shortening your life to match the one you care about. Of course, if one of you happens to be immortal, this makes your life unending, barring tragic accident.

Speaking of tragic deaths, you have a guarantee that those will never befall your beloved. Oh, they may die, but they will never be killed while they are helpless. If your daughter is sickly and unable to move, no one will take advantage of it; if your lover is asleep, no one will cut his throat. That sort of sad ending to the story isn't one you and your beloved need to worry about.

Rebel's Revolution/Ruler's Reign (-100 CP):
You are particularly skilled at insurrections—although you must now choose if you know how to perform them, or how to put them down.

If you choose **Rebel's Revolution**, you gain an inherent understanding of how to rebel against a dictatorship (or any other governing body). You know how to gather support while remaining low-key enough to avoid attracting attention, have an understanding of the sorts of tactics one uses against an entrenched enemy, and in general have the skills needed to raise an effective rebellion.

If you choose **Ruler's Reign**, you instead gain deep knowledge of how to most effectively put down a revolution. You understand the use of fear tactics and overwhelming force, know how to defend your territory from both internal and external threats, and overall have the skills needed to silence a rebellion.

In both cases, your knowledge expands to take into account the abilities of both yourself and your forces, whatever they may be, and the military tactics of the

present time. You may purchase this perk twice to get both options, although only the first purchase is free to Queens.

Last Resort (-200 CP):
Perhaps in weaker worlds, the queen is merely a title without any accompanying power, but in Faerie Britain it is impossible for someone to rule over faeries without already being powerful. And it is the burden of the powerful to be, or possess, a weapon of last resort, a final blow in the event that the battle turns against you. You possess such a technique, a Bounded Field allowing you to provide a vast increase to the power of both yourself and your entire army, one that can allow your soldiers to temporarily resist death and strike with crushing might that defies rationality. But, as the name implies, this can't be used at will, but only after battle has already been engaged and it appears that defeat is around the corner. Only in a terrible situation can you bring out this trump card.

This also ensures your skill in creating territories and Bounded Fields in general, especially if you have some form of magecraft to back it up.

The Power of Love (-200 CP):
There are few forces stronger than a yearning heart. You are able to take your own feelings of love—or, indeed, simply the strength of your desire for love—and convert the power of this emotion into magical energy. This magical energy can be used to supplement your own, or you can turn it to a more offensive use like Cnoc na Riabh, turning it directly into beams and projectiles of raw power to blast your enemies into oblivion.

You can also use it as a vitalizing agent, imbuing its power into others to energize and empower them—this is accordingly more powerful the more affection you feel for the beneficiary of its effects.

Leader of Faeries (-400 CP):
It takes a strong will to get faeries to do anything, especially if they don't want to in the first place. You have fierce willpower, focus, and force of personality, all of which comes together with a great increase to your natural charisma. You are skilled at herding people into action, knowing how to wield authority and threats, rewards and punishments, with an incredible finesse that allows you to cajole—or simply terrify—even the most intractable of faeries into following your will.

But what's more, your charisma is such that all who follow you are inspired by it to supernatural extents. Perhaps, like Morgan, your unyielding tenacity pushes your troops to new heights. Or are you more like when she went by the name of Aesc, where the sight of you overcoming adversity inspires hope and renewed fervor in those you save? Or could it be that you hold a more hopeful charisma, that of someone who bears the hopes and dreams of others and in so doing, propels them into feats of incredible valor? Or maybe yours is a charisma of another kind entirely. The end result is quite similar, as it serves to empower those who follow you, strengthening their capabilities beyond what they could ordinarily achieve to the point where ordinary human soldiers could fight evenly against faeries.

Symphony of Violence (-400 CP):
It behooves nobility, and royalty in particular, to have certain hobbies indicative of their special status. One must be refined and educated, and skill in music in particular is held in high regard. In this sense, you excel, as you have a talent for music that is simply sublime, with a finely-tuned sense of hearing and great skill at reproducing what you hear via musical means. You are trained in a variety of instruments, but there is one in particular at which you number amongst the best in the world (which can be your singing, if so desired).

But this provides more than mere musical skill, as you are capable of infusing the sound you produce with your magical power. This can turn it into a medium for any mystical abilities you possess and allows you to affect all who hear you, although you also possess enough control to only target specific individuals. By just filling your music with mana, you can also turn it into a weapon of incredible destructive potential—again, with the ability to direct it at your targets—that scales according to both how much power you invest into your deadly song, and how skillfully you play the music.

Chocolate Empire (-600 CP):
You gain incredible control over that most noble of substances—chocolate. In Mab's last will before her "death" (truthfully, more like an endless hibernation beneath Edinburgh as she created a more powerful successor), she declared that conflicts of pride and honor in her realm would be resolved via a Mab Match—a competition to make the most delightful chocolate. And you? You are a *masterful* chocolatier. You balance the ingredients against each other perfectly to produce

the exact flavor you desire, and have a tongue honed with the finest senses to let you taste even the most minute of alterations in the composition of your dishes. Your hands are precise and your imagination vibrant, and you have an inherent understanding of architectural principles, allowing you to produce complex and vibrant chocolates of fanciful designs. It wouldn't be impossible for you to make a perfectly accurate small-scale replica of an entire city in only a single hour, such is your superlative skill in chocolate.

But you're more than just good at making chocolate—you possess a mystical command over it that allows you to accomplish the impossible. You can summon chocolate from thin air, produce torrents of it with sufficient pressure to blow holes in heavy fortifications, produce weapons of chocolate that are hard enough to match steel blow for blow, and can even manipulate its shape with enough finesse to create musical instruments out of it—and alter the composition of the chocolate so that it emulates the material of the original instrument well enough that it can create music, even if it's something such as a string instrument.

Finally, you have the capacity to utilize your control over chocolate to perform a "reincarnation ceremony", dissolving your current body into chocolate, which then seeps and merges with the earth. The magical energy composing your body is then imbued into the ground as a protective measure, and the earth is used to near-instantly create, gestate, and birth a new body for your soul. In this new body, all curses, ailments, and injuries are erased, and a tremendous storm of magical energy is produced from your reincarnation into this new body, allowing it to be used as a form of attack as well.

Unfortunately, you can only perform this reincarnation ceremony once every ten years.

From the World's End (-600 CP):
Crucifixion, beheading, drowning, burning—all these things and more were endured by Morgan when she still went by the name Aesc, all in pursuit of saving the land of Faerie Britain. Despite such horrific injuries, she survived, and made her way to the End of the World; the boundary between the ordinary world and the Reverse Side of the World, where she studied the lynchpin that anchored the layers of this world's reality, and from which she eventually returned.

Perhaps you have made such a trip, or maybe you are simply a unique lifeform, but you too bear the marks of the journey she made. To begin with, you gain an incredibly potent regeneration that allows you to quickly stop bleeding and heal from nearly any injury—however, if the wound(s) would normally be bad enough to cause your death, your regeneration is only strong enough to heal such fatal injuries once every ten years.

Secondly, you gain an incredible proficiency with curses, as though your existence had been hated by others, and as though your very capacity to hope was stamped out and replaced with hatred—that is the degree of your affinity for curses (although as you hopefully haven't experienced such hatred, you suffer no deterioration to your mental state from having this perk). In a single instant, you could create a veritable winter storm of curses to harm, weigh down, impede, weaken, reduce, harass, and degrade all who dare to face you. And that's without having an actual basis in magecraft, which would allow you to imbue your curses with far mightier power.

Finally, much like Morgan reproduced the effects of the Tower at World's End using superlative magecraft, so too are you able to reproduce the effects of mystical artifacts in the form of a spell. You could study a Noble Phantasm, and create a spell capable of performing the same effect—however, the degree of power you can imitate is limited by the power of your own Mysteries, so having a great deal of power would be the best way to make use of this perk. You are even capable of producing spells that reproduce the abilities of your CP-purchased items.

Worm

Doubt Truth to Be a Liar (-100 CP):
What a wicked tongue you bear. Have you ever said a true word in your life? It doesn't matter if you have or you haven't, since nobody could tell either way. You are a prodigious liar, capable of deceiving not only with your words, but with your body, your actions, your emotions, your reflexive responses, and even down to your very Spirit Origin.

When you lie or deceive in any manner, you do not give off any tells—indeed, the only real way to tell if you're lying is to possess some means of perceiving someone's true nature, such as through the use of Fae Eyes. But don't worry—the faeries of this world have lost such eyes due to losing their connection with the natural world.

Of course, just because someone believes that you believe that you're telling the truth, doesn't mean they'll just accept anything that you say. After all, they could just think that you're wrong.

Pavane for the Deceased Princess (-100 CP):
Of the faeries of the Welsh Wood, it was Blanca who most deeply perceived the true nature of the heart of "Oberon". And yet, she devoted herself to the pretender anyways, to the point of dying for him. It seems that nothing about you dissuades other people from liking you. Oh, it certainly helps people become closer to any façade you create, but even those who know you for a liar and deceiver will find themselves ignoring those facts to become close to you. Even knowing that you plot to destroy all the world wouldn't be enough for people to stop enjoying your company and considering themselves your friend.

Oh, it doesn't mean they'll let you get away with it, but even if they wind up killing you, in their heart they will still consider you a friend. But it takes a special kind of devotion to take out someone that you care about, and most humans can't manage it.

Robin Goodfellow (-200 CP):
It's hard work, single-handedly running a conspiracy to destroy the world, especially when you can't let any of your "collaborators" know that you're doing it. In this line of work, knowledge is king. You need to find information (without

looking suspicious!), sort truth from fiction (and vice versa!), disseminate information (without making it look like you're *trying* to spread it), and manage a large host of contacts across the nation (without letting them know they're being used).

Fortunately for you, you handle such intangible matters as information and interpersonal relationships with supernatural ease. People open up to you easily, and you'll find that you're always connected to the pulse of the rumor network and the latest trends (which of course is something else you know how to twist to your advantage). You know what to say to get people to calm down, how to smooth over even the worst faux pas, and can convince even the most hardheaded and elitist of individuals to give you the time of day.

That said, you can't run this sort of information network while staying in one place—it's too easy to realize that you're some kind of mastermind if you did that. No, you've got to travel all over the place, all the time, to keep in touch with your contacts personally. And you certainly can't be seen heading from place to place—that would be a surefire way to get caught in your conspiracies.

That's why you can shrink yourself, becoming so tiny that you could ride on the back of a moth. This takes a moment to pull off, and makes you proportionally weaker than you were at your full size, but doesn't reduce your intellect as it does for Oberon. Your talent with riding is beyond what a human could imagine, to the point that you could safely accelerate that meager moth to 130 kilometers per hour.

Ill Met by Moonlight (-200 CP):
You are not a Beast of Humanity, for even as they bring ruination to man, at the core of a Beast's heart is a love for humankind. You have no such limitations—and you aren't restricted by any connection to humanity, either. By virtue of your connection to the calamities and the hateful will of Britain, you possess an ability like unto the Anti-Human Order skill possessed by Beasts. When you activate this aura, people will begin to succumb to temptation and their bestial inner nature; it incites evil in their hearts, and low, cheap, dastardly behavior is exacerbated and brought to the fore. All the little lies of morality that people tell will disintegrate and fade away as their precious social order deteriorates.

But there are those who would be opposed to your goals, people who would act against you if they knew what you could do; people like Merlin, with an investment in the continuation of society and who possess the ability to scry, who could discover you and your manipulations. Fortunately, that manner of interloper poses little risk to you; when people scry on you or people around you, you are imperceptible to them. They simply don't recognize that you exist. The only way to detect you would be to see you in person.

Weaving Spiders, Beetles Black (-400 CP):
Insects. Arachnids. Myriapods. Dragonflies, moths, mosquitoes. Scorpions, spiders, ticks. Centipedes, millipedes, isopods. These and more are at your command—not only can you freely take control of bugs and bug-like creatures, but you can create them from naught but your magical energy. Such creations are temporary, but cheap… at least, the ordinary ones are. You can invest more energy to "customize" your bugs, making them larger, more powerful, more aggressive, or shape them into more weaponizable forms. You can even turn them outright into Demonic Beasts, making your arsenal of bug monsters into a potent threat that cannot be ignored.

As a side note, you don't need to completely manifest your arthropod servants; a partial manifestation, such as creating a scythe formed of the blades of a giant praying mantis, is certainly possible. You can even fuse the bugs into your own body, taking on the attributes of the insects, such as a protective carapace covering your limbs.

If We Shadows Have Offended (-400 CP):
"Think but this, and all is mended/That you have but slumbered here/While these visions did appear/And this weak and idle theme/No more yielding but a dream" – Puck, *A Midsummer Night's Dream*.

It wouldn't it be easy if you could just dismiss everything bad that happened in the world as a bad dream? Maybe it even is. But the line between dream and reality can be very thin.

You can aid your "allies" by layering them partially into a dream, imbuing them with the essence of night as "a time to escape reality". Like a hero in a dream-

world they will find themselves empowered in combat, without losing touch with reality as one might expect from such a dreamlike power.

Alternatively, rather than the nature of falling asleep, you can imbue your allies with the essence of the morning, filling them with wakeful energy and recharging any power sources they may possess. But while a refreshing morning can feel like it cleanses you of your sins, they still creep back nonetheless… the energy boost you provide is only a temporary benefit, and it will steal away in time.

More insidiously, you can infuse someone—be it an ally or an enemy—with the greatest of dreams. A beautiful dream such as to inspire someone to change their entire life—one that is consumed as fuel to propel the target to unbelievable heights of power. But once that fuel runs out, they fall asleep, and stay asleep, forever. If you use this ability on an ally, either be certain they are only inhabiting a temporary body, or be sure that you can afford to lose their services until the jump is over.

By manipulating the dreams of your targets, you are indirectly capable of manipulating their mind and consciousness. You don't have fine precision over this, but it would certainly be within your power to seal away someone's memories of a traumatic event… at least, until you want them to remember.

Lai Rhyme Goodfellow (-600 CP):
Your powers over sleep and dream grow ever stronger. You can easily craft a dream—or nightmare—customized to an individual. But what if you could allow someone to experience a dream more… completely? By using this ability, you directly transform the physical bodies of your target into spiritual bodies in the world of dreams. It renders them unable to be harmed in the physical reality, but depending on the dreams you give them they may suffer greatly in the realm of the mind, which will in turn affect their bodies. You can end this effect whenever you desire, returning your targets to the physical world.

Lie Like Vortigern (-600 CP):
You know share a similar nature with Oberon, and possess a "Vortigern" of your own. This is a great dragon, hollow in both appearance and nature… although it resembles an abyssal worm or insect more than it does a dragon. It is also your

other body. Yours is not so massive as the titanic dragon Oberon used to destroy Faerie Britain, but is nonetheless large enough to easily swallow an entire house.

Although called a dragon, and being similar to the Insect of the Abyss, it is truthfully more like a hole. An infinite hole in the world, which doesn't swallow things so much as it causes space itself to "fall" into the hole, bringing whatever is occupying that space along with it.

The inside of your Vortigern is all but impossible to escape. Being infinite, the concept of "entrance" and "exit" cease to apply once something has been consumed by your dragon, and all anyone within can do is fall forever. The inside is a separated and unobservable space that cannot be perceived from the outside, and cannot be reached nor left by any standard means of summoning or teleportation. Your Vortigern is immortal while your humanoid body lives, but once it has been killed, it will come apart. But even this will not save the people who have been consumed, and they will simply cease to exist.

There exists only one way to save anything that has been consumed by the dragon worm, and that is if the dragon's body is cut open from the outside, giving an opportunity for those within to escape. But they might well not be able to—in the abyss that is this insect's stomach, all within are caught in a "sinking dream", which only people of exceptional strong will would be able to keep from falling into (although it is possible to be woken from this dream).

In time, your Vortigern can grow in strength, until after thousands of years it may eventually be capable of destroying the planet. But you won't have to worry about keeping track of it; your worm-dragon-insect can merge into your body, hiding until you elect to unleash it. You can even merge into it from the inside, ensuring that, unlike Oberon, you won't be trapped inside of your own Abyssal Insect.

Items

All 100CP items are free for their origins and others are discounted by 50% for associated origins. Similar items may be imported into the following options if they are similar enough, taking on the properties of the new item. If an item is used up, destroyed, lost, or stolen, it is replaced in 7 days unless otherwise specified.

General

Carriage (-50 CP):
A magnificent carriage, worthy to be pulled by only the finest of Fae Horses. But no matter who (or what) pulls this carriage, it's guaranteed to be a smooth and comfortable ride.

Iron Arms (-50 CP):
You have two weapons with blades made of iron. Iron is toxic to both faeries and Mors, and is one of the few things apart from enchanted weaponry that is capable of putting a Mors down for good. Unless you get a more powerful means of combat elsewhere in this document, you're going to want something like this if you'd like to survive an inevitable attack by the Mors. They've been a threat all throughout Faerie Britain's history, after all.

If you choose a ranged weapon, you instead have a supply of 30 iron projectiles, which replenish nightly.

Black Barrel (-600 CP):
This is not a device native to Faerie Britain, but a superweapon carried in from Proper Human History. But it was nonetheless guarded by a faerie of this world, who died defending it and imbued it with her own nature to be its guardian faerie, a trait that even extended to the summoned version of her counterpart from Proper Human History.

In its inactive form, the Black Barrel resembles a cross-shaped shield, and can safely be used as such. Once it's activated, however, it expands and extends into a cannon several times the size of a person; here, it takes on its true nature as a "Conceptual Weapon of natural life span", imposing the concept of a limited life span on creatures who have no such limits (or who, if their life span *does* have a

limit, that limit is so divorced from that of an ordinary person that they might as well be considered immortal).

In so doing, even a god, Archetype, or Aristoteles becomes something that can be killed… and the Black Barrel is very, very good at doing that. It fires a bullet of True Ether, which utterly destroys all supernatural substances it comes into contact with—such as mana, Grain, and Ether, which typically compose the vast majority of the makeup of such ultimate beings. Thus, it could be considered a weapon designed to kill gods and unkillable beings. If used against smaller, weaker enemies, it nonetheless contains ludicrous killing potential, creating a wide area of death and destroying anything caught near its firing path as everything, even down to inanimate objects, is subject to a limited life span, and dies.

Normally, firing this weapon would either require an immense store of magical energy such as a Command Spell, or it would drain everything nearby of life and mana to fuel itself. You have been given 3 special Command Spells marked onto your right hand; these Command Spells can only be used as fuel for the Black Barrel, and replenish at a rate of one per week when used.

Your Black Barrel has received the benefits of having a guardian faerie even without actually having one, and as such is now capable of being used as an "ordinary" physical weapon akin to an Anti-Army, EX-Rank Noble Phantasm, but lacking the conceptual killing power or True Ether bullets that is possesses when used as a Conceptual Weapon. This lesser use requires a lot of energy to use, but nowhere near the power of a full-fledged Command Spell, and even an ordinary faerie could expect to fire this weapon once in each battle.

Holy Sword Arsenal (-800 CP):
In the crafting of the Holy Sword Excalibur, the Avalon le Fae is supposed to give up everything they are into the crucible to create the perfect Holy Sword. Their body, their memories, their experiences, their mind, their soul, and their very destiny all become materials to create the sword. You have not undergone this process, yet you seem to have properties akin to that of Artoria Avalon, the incarnation of the Holy Sword.

In short, this purchase provides you access to any and all Holy Swords that exist, have existed, or will ever exist in the entirety of this multiverse. You are the

archetypal “Wielder of the Holy Sword”, and as such have the authority to summon or recreate any of the Holy Swords, and the right to wield them as naturally as if they were constructed to be used by your hands.

Marmyadose, Carnwennan, Spumador, Excalibur, Totsuka-no-Tsurugi, Clarent, Caliburn, Mistilteinn… these, and all the others, are all at your beck and call to be wielded against your foes, be it by your hands or directed through the air via mana.

Fairy Knight

Fae-Forged Armor (-100 CP):
What you have here is a beautiful suit of armor perfectly sculpted to fit your form. It is harder than steel, and serves as an excellent conductor for magical energy, allowing you to channel mana through it to increase its protective qualities. The precise details of your armor's appearance are up to you.

Bridal Spin Wheel (-200 CP):
This is no mere tool of sewing, but a combination of a mana-powered hovering aircraft and a spinning wheel. While the original was sized for a Wing Clan faerie, yours is perfectly sized for you to ride in, regardless of how big you are or your body shape.

And don't mistake this for simply being a method of conveyance; regardless of its size and its sewing functionality, it is completely suitable as an implement of war. It can emit streams of thread which you can manipulate, and Reinforce with mana to the point that they effectively become razor wire that can rip apart anything you wrap up. You can also charge up spools of thread with mana, and fire them as a form of explosive projectile. If you need to, you can even use it as an engine to convert mana into destructive beams, although that's awfully inelegant, don't you think?

Despite being useful as a weapon, it's also a peerless tool for a spinster. Using this, you can accomplish an entire day's worth of sewing and weaving in only a few moments. Furthermore, even without knowledge of magecraft on your part, any clothing you create with this will be imbued with Mystery, restoring the health of those who wear it, increasing their luck, and accentuating their natural beauty. This effect is made stronger for women, and exponentially greater for brides.

Armaments of the Round Table (-400 CP):
Although a distinctly different individual, High Queen Morgan nonetheless possesses the memories of the Morgan le Fae of Proper Human History, and has inherited some degree of fascination with the Knights of the Round Table—enough to reproduce her own through the Gifting of names to the Tam Lin, and to arm them with weaponry reminiscent of the tools their counterparts possessed. Although perhaps it would be more accurate to say she uses them in mockery of King Arthur?

You receive the implements of one of the Knights of the Round Table… well, almost. You can choose any weapon, tool, or Noble Phantasm utilized by any of the Round Table, save for those belonging to the King of Knights. You receive a faerie-crafted tool reminiscent of that item. It may be slightly different in appearance and function, but at heart it will work the same way, and if you ever became a Servant would no doubt make for a fine Noble Phantasm.

You could bear a mimicry of Excalibur Galatine, the flame-wielding sword wielded by Sir Gawain. Or a copy of Failnaught, the lyrical bow of Sir Tristan. You might use something resembling Arondight, or Clarent, or perhaps Sir Gareth's Ring of Transformation. The Noble Phantasms of the Knights of the Round Table are manifold.

You may purchase this item multiple times, selecting a new object each time.

The Spear of Selection (-600 CP):
Once, this was a spear meant to bring salvation to faeries. But after the repeated betrayals experienced by Aesc, its nature twisted into something that brings death to them, instead. You may use this spear normally; it is an excellent weapon of high quality, capable of matching the lance Rhongomyniad itself and easily piercing all but the most mystically powerful defenses. But if you draw upon its power, you can cause it to emit a dazzling white light—a light borne of the lamentations and sadness of the spear. This light can be focused into a ray of power that devastates fortresses and slays Calamities.

Although largely dedicated to destruction now, it does retain some of its ancient capacity to save lives. With protective intent, you can target an individual and invoke a healing light that restores their wounds and renders them briefly invulnerable to harm.

The spear's great flaw—drawing upon the lifeforce of its wielder instead of their mana—seems to have been abrogated when used by you, perhaps a sign of the spear mending its spiritual wounds. But it nonetheless shows exponentially greater slaying power when used against a faerie or a dragon—and if a foe were to be both, it would surely be capable of killing them no matter their strength.

Morgan's Daughter

The Perfect Shoes (-100 CP):
What you have here is a set of shoes that have been lovingly crafted for your feet—for all your feet, a set for every alt-form you possess that could reasonably be capable of wearing some manner of footwear. All of the shoes are perfectly fitted, and are capable of a degree of self-transformation in order to adapt to any changes to the status of your foot, so even losing some toes to frostbite won't require you to get different shoes.

They provide excellent traction on all surfaces—except when you want them not to—and are so easy to walk in that even if your shoes were high heels, you wouldn't experience the slightest difficulty in walking, running, or keeping your balance. What's more, when you kick someone with these shoes, you can extend a sliver of mana into the shoes to cause a sharp spike longer than your entire leg to pierce out through the heel, which retreats back into the shoe as soon as you need it to.

Staff of Selection (-200 CP):
An elaborate staff bearing a sliver of wood from Avalon, it is the birthright of the Avalon le Fae and a symbol that they will bring deliverance to the faeries. It is a top-tier magical implement, capable of focusing your abilities so you can use any form of supernatural ability at only a fragment of the energy cost you would normally expend. Furthermore, the staff itself is unbreakable, and despite its awkward-looking shape has perfect balance, making it an excellent melee weapon. If you have the staff present when you perform any sort of ritual magic, the ritual will take only $1/10^{th}$ as long as it normally would.

Infinity Mirror (-400 CP):
A Mystic Code created by High Queen Morgan, this mirror allows you to travel to any location you have previously been to in each jump in exchange for a pittance of mana.

Essence of Excalibur (-600 CP):
What you have here is the very concept of the Holy Sword Excalibur. It can't directly be wielded as a sword or a Noble Phantasm, but you can imbue it into other objects to apply the "properties of Excalibur" to that item. For instance, if

you installed it into a shipboard cannon, it would enhance the weaponry to the same proportional degree that the original Excalibur enhanced a simple sword.

And how much did it do that? Well, Excalibur is the Sword of Promised Victory, forged in the Inner Sea of the Planet and serving as the crystallization of the wishes of mankind (or faeriekind, as the case may be). It instantly converts any amount of magical energy you care to feed it into pure destructive potential, emitting beams of holy light that split open the earth and sky. It is a peerless Holy Sword that can be used to lay low armies and sunder mighty fortresses, and it holds a power that soars to unimaginable heights when wielded against “threats to the Planet”. An example of such would be the White Titan Sefar, who slaughtered entire pantheons of gods and who, in another Lostbelt, was only defeated by the King of Gods, Zeus, fusing together with all the other gods of Olympus into a single entity. Excalibur, wielded by one lowly human, was capable of eradicating the White Titan.

You can freely remove the Essence of Excalibur from any object you have imbued it into.

Queen

Exquisite Chocolate Ingredients (-100 CP):
This is all the material you need to create chocolate. Cocoa (already separated into cocoa butter and cocoa solids), milk powder, vanilla, sugar, nuts, creams, jellies, eggs, vegetable oil… You don't just have what it takes to make ordinary chocolate, but a wide variety of chocolate goods, even cakes and pastries. All of these materials are of the highest quality, and if you were to use it to create chocolate, it would make for a peerless quality that would be the envy of all in Edinburg. Your supply replenishes every night.

Corrupted Staff (-200 CP):
Once, this was a staff meant for magecraft, wielded by the heroic Aesc. But as she fought more and more, and was betrayed over and over again, and eventually fell into despair, her staff became something else, a Demonic Spear—or perhaps you could more accurately call it a halberd. Not only is it ferociously powerful on its own accord, but it can shapeshift into whatever weapon its owner desires. When you swing this blade, it will slash at any foe you can see, regardless of the distance between you. It still works as a focus for magecraft, too.

Chessboard (-400 CP):
Although her greatest servants are the Tam Lin, they aren't the only ones she entrusts great responsibility upon. Those Knights who have sworn the highest degree of loyalty to her are sealed away into the Chessboard, placed in stasis until they are needed so that their skills never dull and they never risk falling prey to accidents.

Now you too have your own Chessboard; 32 faerie Knights followers, none equal to a Tam Lin but each capable of fighting a thousand ordinary warriors. When you are done with their services, they will willingly accept returning to the Chessboard until you need them again; their purpose is to serve you, and that is their highest goal and greatest interest in life. The Chessboard itself is an attachment to your Warehouse, and you can use it to place other beings in stasis; it will expand to fit them. Beings in stasis are not considered to be "living people" for the purposes of whether or not you can store them in your Warehouse, but unless the stored beings are companions, followers, or pets, they will not join you on your multiversal journey.

12 Rhongomyniads (-600 CP):
Morgan took a look at the tower that separated the surface reality from the Inner Sea of the Planet, and examined her inherited memories of the Holy Lance. From this, she recreated Rhongomyniad as a work of magecraft. Rhongomyniad's power rivals that of Excalibur, and in its function could be considered a form of long-range artillery bombardment, capable of reaching Olympus all the way from Faerie Britain—traveling through three different Textures of the planet in only a few seconds to reach it, leaving aside the sheer distance involved.

Morgan was not content to create a spell she could cast when needed; instead, once cast they were remain in place, ready to be wielded at a moment's notice without the need for casting the spell. You have twelve Rhongomyniads that you can summon at a moment's notice and launch at any enemy you are aware of. These Rhongomyniads replenish at a rate of one per week. They are perfectly adapted to be used by you, and although they have a heavy cost in mana to use, it is well within an ordinary faerie's means to survive their usage.

If you also possess **Holy Sword Arsenal** or **Essence of Excalibur**, you may instead make your Rhongomyniads into the Rhongomyniad/Excalibur fusions used by Artoria Caster in her final moments.

Worm

Moth Faerie (-100 CP):
A faerie from the Welsh Woods, banished from ordinary faerie society by Morgan because they too strongly resembled bugs. This faerie is identical to a moth, with a wingspan of approximately 8 inches. They have seen who you are, know the shape of your soul and your heart, and are wholly devoted to you. They will do anything they can to make your life a little bit better, to the point of being able to guard you from curse-like effects by redirecting them to target them, instead. What a pathetic way of living.

Fairy Dust (-200 CP):
When they expect you to be a lighthearted and jovial faerie, it behooves you to play the part… at least long enough for them to let down their guard. You have a supply of fairy dust, a colorful sparkling powder that can be infused with mana to turn this dust into a weapon powerful enough to harm even the Tam Lin. Having it in your possession also allows you to fly. You always seem to have more of this dust whenever you need it.

Swarm of Mors (-400 CP):
In his previous incarnation, Oberon Vortigern was the King of the Mors, and it looks like you still hold some degree of power over them. You have a group of 20 Mors (an ooze-like being that can inflict curses upon touch, and which turns faeries into more of itself), 10 Large Mors (a giant-sized Mors formed from a collection of smaller Mors), 10 Human Mors (the result of Beryl's experiments transferring the Mors curse to a human, allowing them to cause those humans they touch to become more Human Mors, and which inflict curses to anyone who dares attack them and far more horrific curses on whoever kills them), and 1 Mors Dragon (which is a massive enemy whose attacks shake the very earth, and which can inflict curses on large groups of enemies at once).

These Mors will loyally follow your commands and will not act beyond what you permit; furthermore, regardless of your own species they will be incapable of transferring the Mors curse to you or those you designate as "safe". The Mors replenish once per month.

Apocalyptic Plot (-600 CP):
It's hard work, bringing about the end of the world, and it's often more than you could accomplish in a meagre 10 years. Fortunately, you already have some progress made on that side of things. Whenever you enter a jump, you will find yourself at the center of a conspiracy to end the world. This conspiracy is always adapted to the local means and methods, but will fail without your intervention… however, if it succeeds it is guaranteed to at least drive the main species in the setting to extinction, and possibly destroy entire planets, universes, or realities, depending on the power level of the setting. If such a conspiracy already exists, taking this item ensures you a place of membership in their ranks, and a high position at that. In this jump, it means that Oberon Vortigern will see you as an ally in his goal to destroy the world.

You can toggle off this item before entering a jump, in case you don't want to end the world for some reason.

Companions

Import (-50 CP):
Even faeries yearn for companionship. For every 50CP you spend on this option, you can choose to import a companion you already have or create a new companion from scratch, so long as you're reasonable about it. Imported or created, they gain a free origin and 600CP to spend on what they desire.

Canon (Free):
Plenty of faeries deserve to drop dead, but there are some people in this Lost World that are worth saving. If you feel like you've found such people, you can try to convince them to come along with you on your journey. If you can convince them to put their lives in this world on pause, you can bring them with you on your journey. If they are an existence that can't survive outside of Faerie Britain (such as any human being), they will be imbued with a preservative effect to ensure that they don't fade away. Without the curses of Cernunnos looming overhead, faeries no longer have a chance of turning into a Mors or Nightcall, and their purpose in life simply becomes something they have the urge to do, rather than a necessity.

However, for **-50 CP** each, you can select a single character from this Lostbelt at any point in their history, and immediately obtain them as a companion, regardless of when your starting time is.

Servant (-100 CP):
In this Lost World, the Human Order never had a chance to flourish, and the Throne of Heroes cannot summon servants into this land… with one exception. British Servants have a connection not only to human history, but to the land itself, and despite the destruction of the original Britain they are still able to be summoned to the Faerie Britain that grew on top of it. Summoning any version of King Arthur, however, costs **-200 CP**.

If you aren't satisfied by being restricted to British Servants, you can instead create a Demi-Servant companion bearing the power of a Heroic Spirit from Proper Human History for **-200 CP**. However, if this Heroic Spirit is particularly powerful, this costs an additional **-100 CP**, and another **-100 CP** on top of that if

it's Gilgamesh or a Servant of comparable power. Grand Servants cannot be chosen (or at least, not in their status as a Grand Servant).

Priestunnos☆Cerpriestess (-100 CP):
By some unbelievable means, this is the gathered soul and consciousness of the original priestess of Cernunnos, who was cursed with immortality and vivisected to create the rest of the humans in the British Lostbelt. She's… not all there in the head, not yet. She has an enormous degree of trauma to overcome, and her personality is soft and pliable from having spent so much time being so many different people. But she's real, and she's alive, and she's in one piece, and she actually has the opportunity to *heal*, which is far better than what she's experienced for the last millennia of her tortured existence. She isn't helpless—or she won't be, once she heals from her mental scars—and is a potent practitioner of the Mysteries of the Age of the Gods, as befits the chosen priestess of a god as potent as Cernunnos.

Star Born of Avalon (-200 CP):
Artoria Avalon isn't an existence that came around naturally, being something similar in nature to a Counter Guardian, an eternal Holy Sword that will appear wherever a Holy Sword might be needed. Normally you would never have the opportunity to turn her into a companion; now, however, she has decided that you require a Holy Sword, and has been summoned to accompany you on your travels. Although normally summoned as a Servant, this Artoria Avalon is formed of true flesh and blood, and has a real body that isn't dependent on a Master for upkeep.

Redshift Heat (-200 CP):
A counterpart and rival to the white dragon (Mélusine, whose white wings were dirtied from the muck surrounding Albion's corpse), this is the red dragon (who looks identical to Mélusine, but is red where she is light blue). Unlike what you might expect from a dragon with such a fiery coloration, this dragon faerie is calm and eager to please, being almost puppylike in her devotion towards the object of her affections—and although she mimicked her counterpart's appearance, she did not copy her love for Aurora. No, that affection is entirely centered on you, and no matter how badly you mistreat her, she will never turn on you… unless you ever give her reason to believe that dying would genuinely be the best option for you.

Mininunnos (-300 CP):
It seems that, before he died, Cernunnos budded off a small portion of himself, which was swept out to sea for an age before returning to Faerie Britain. They don't really understand the situation, but retain Cernunnos's nature as a kindly and forgiving god. They are miniscule in comparison to their original body, standing at a meager 5 meters in height, and have but a fraction of their divine power; they are less powerful than an A-Ray, even if that still places them far beyond normal faeries and most Servants. They will be willing to form a pact with you to allow you to summon a simulacra of them, wholly or in part, to be used as a weapon in combat. Considering that they are capable of producing enormous energy beams, they make for a potent ally, even if they themself aren't terribly swift.

Faerie Forces (-400 CP):
This is a small army of genuinely loyal faeries, whose purpose is to serve your will. Members of all the clans presently alive in your era are represented here, in a force of 10,000 faeries. Of these faeries, 30 of them are strong enough to be counted among Morgan's knights—not on the level of a Tam Lin, but strong enough to fight a thousand ordinary faeries nonetheless. You additionally have one single faerie strong enough to fight on an even ground with a Tam Lin. Beyond the military force these faeries represent, you also have a force of humans present to keep morale up, although only a minority of them are capable of fighting to any appreciable extent. Your faeries will always treat these humans in a way that you would approve of. These are considered to be followers rather than companions.

Drawbacks

If you found yourself in need of more points, you can make your stay worse in exchange for more CP.

Fanfic Toggle (0 CP):
There are a multitude of fanfictions out there about the story of Fate/Grand Order. As long as this Sixth Lostbelt exists in that fanfiction, you can insert into the world of that fanfic as compared to the world of canon.

Lostbelt #6 (0 CP):
[Cannot be taken with **Fae Round Table Domain, Avalon le Fae**]
Here is an option that allows you to connect this jump to another; there are jumps for Fate/Grand Order out there, after all, and by taking this perk you can fill out a jump for Fate/Grand Order and connect it to this jump as a supplement. The details of how this works are up to you, but it adjusts your starting period to 2015. Perhaps you gain your perks from this jump once you arrive at the 6th Lostbelt and are otherwise just based on your build from Fate/Grand Order, or perhaps your F/GO build will only appear once Chaldea arrives in Faerie Britain, or maybe you receive both sets of powers at the same time. Again, the precise mechanics of how the jumps combine is left to you.

Fae Round Table Domain, Avalon le Fae (0 CP):
[Cannot be taken with **Lostbelt #6**]
This allows you to set your starting date to 10 years before Chaldea arrives in Faerie Britain. Once they arrive, your jump is not complete; instead, you will remain in the jump until either Chaldea is destroyed, Faerie Britain is destroyed, or Chaldea leaves this Lost World for good. If you are caught up in the destruction of Faerie Britain, you will be revived and your chain will continue.

A Faerie's Purpose (+100 CP):
[Requires being a Faerie]
Originally, your purpose as a faerie would simply be to survive. That's now changed. This isn't a specific goal that you must achieve, but rather a role you must now play or an act you must perform. And you must attend to it, because being denied your purpose for long enough will turn you into a Mors (while having a purpose you are unable to complete will turn you into a Nightcall), both of which

will be considered conditions for failing the jump. For the listed points, you can have a purpose which is fairly easy to attend to, like “protecting brides” or “cooking food”. For an additional **+200 CP**, you can have a much more difficult-to-achieve purpose, such as “being the most beloved of all faeries”.

Trapped by Fairy Tales (+100 CP):
Although the faeries of this Lost World are vulnerable to iron, they overall lack the weaknesses and compulsions of their counterparts in folklore, such as the inability to cross over salt or being unable to lie. You, however, get to experience these weaknesses. For every **+100 CP** you gain from this drawback, you are afflicted with one traditional weakness or compulsion associated with fairies.

Casual Cruelty (+100 CP):
You are wicked and cruel, Jumper, birds of a feather with Beryl Gut and the most recent version of Baobhan Sith. If you have the opportunity to kill someone without consequences, you’ll take it; given the chance to kill someone torturously instead of swiftly, and you’ll far prefer the former.

Creative Sterility (+100 CP):
And not just creative, either; you are almost wholly lacking in imagination and lack any sort of creative spark. Oh, you could make something well enough, given a design and something to base it off of (if you had the ability to do art or crafts, that is), but you won’t be able to innovate at all. Not in crafting, not in magic, not in battle. The closest you come to having creativity is when you spend time around humans. But if you ate one, then you’d definitely get some of that human creativity for a while…

Child of Avalon (+100 CP, Mandatory for Avalon le Fae):
Unlike most other faeries, an Avalon le Fae is created as an infant and must grow to adulthood, and even then they are much weaker than ordinary faeries. It is only by going on Pilgrimage and ringing the Bells of Pilgrimage that they can truly grow into their power. All of your perks from this document start off weak—weaker than a regular faerie—and only grow in strength through ringing the Bells of Pilgrimage. Each bell you ring provides you with more power. Your perks will reach their full strength once you ring the 4^{th} bell; the 5^{th} and 6^{th} bells will increase your power beyond what the perk’s description says, but only for the duration of this jump.

Lowly Status (+200 CP):
There are places in Faerie Britain where humans are held up as equal to faeries… officially, at least. But the fact remains that in the vast majority of the land, they are kept as slaves and pets—sometimes well-treated ones, but not real people. Some faeries, too, suffer as second-class citizens; vampiric fae and bug-like faeries, as two examples. No matter what you are or where you go, you will always be viewed as inferior, and will be scorned by "polite" society. You can still make friends with individuals, and can on a person-by-person basis prove people wrong, but to Faerie Britain as a whole your name will be forevermore stained.

Toxic Technology (+200 CP):
When Habetrot took the Black Barrel into her care, the presence of such advanced technology served as a poison to her, slowly killing her. So it is for you, as you will find that any technology at least as advanced as a computer will serve as a potent toxin to you, slowly ending your life through mere proximity and inhibiting any form of healing you may possess.

Disney Delusion (+200 CP):
You have a fundamental misunderstanding of the nature of the faeries of this setting. The idea that they might be unsavory types will never occur to you, and you will firmly believe them to be on the lighter and fluffier side of modern depictions of fairies. You will be blindsided by their cruelty, and it will take repeated transgressions on their part for you to understand the realities of the situation.

Short-Sighted (+200 CP):
You don't consider the consequences of your actions. Oh, you can set up long-term goals to achieve, but you are simply incapable of thinking beyond that, of what the consequences of *fulfilling* those goals might be. In your pursuit of being the most famous and beloved of faeries, for example, you might kill the only people capable of keeping you alive in face of a Great Calamity.

Curse of the Nameless Forest (+200 CP):
The Nameless Forest is a Fae Domain that erases all of one's knowledge of themselves; their name, their memories, everything but their "memories of the world" and personality is erased. Morgan doesn't demand the existence tax from

faeries who flee to the Nameless Forest, so some faeries down on their luck will risk everything if it means staying alive.

Were you one such? If so, something has clearly gone wrong, because you don't have your memories even after leaving the Forest. Still, all your skills remain, even if you don't know how you learned them, as do your memories of the setting.

For an additional **+200 CP**, you can lose even that, having ALL your memories erased and leaving you with only your personality and the knowledge of the drawbacks you've taken and scenarios you've chosen. Of course, you'll regain your memories once the jump is over.

The Other White Meat (+200 CP):
You can never feel satiation, holding an eternal hunger in your gut—even if you're a faerie. There is only one thing that can relieve your cravings, and that is the flesh of a human being.

Jumper the Glutton (+200 CP):
Strength is now attractive to you—very attractive. Enough so that you could outright fall in love with people just based on their strength alone—and you will, because you are now "someone who loves the strong". Unfortunately, you are also "someone who eats the strong"; your feel an incredible hunger to devour strong people that does not care about your other emotions, and it will eventually overtake you. This will be traumatizing.

If you'd care to risk your psyche even further, you could instead take the previous two definitions that defined you and take them to their logical conclusion—you become "someone who eats who they love". The more love you feel towards someone, the more you want to kill and consume them. This version of the drawback provides an additional **+200 CP**.

Gawain of Many Loves (+200 CP):
You read the above drawback, right? That's based off of Tam Lin Gawain, also known as Barghest. She's someone who deeply yearns for love, and who always tries to find love with someone strong enough to survive her hunger—and she always fails, devouring them anyways. She quietly yearns to die, but her devotion to her duty is too great.

And now, she has fallen in love with you—and you, no matter how you resist, will fall in love with her. You cannot bring yourself to kill her, nor permanently injure her, nor imprison her. You cannot bring yourself to violate her free will… and unfortunately, her own savage nature is guaranteed to get the worst of her, and she will try to consume you. If you can survive long enough, she will regain her senses and be most contrite—but she'll eventually try again anyways.

If you begin your stay before Barghest should have been born, you will find that she has been born earlier than expected, with her curse intact. If you manage to survive your entire stay while fending off her attacks, you may take her as a companion, with her curse removed and her nature as a Calamity reduced to being no worse than the **Black Dog** perk.

Fickleness of Faeries (+200 CP):
Playing, enjoying yourself, and fulfilling your purpose. Is there really anything more important? You have a hard time imagining anything, because those have just become your foremost priorities. You can still address other problems, and have a limited ability to consider things outside of that, but you're overall more flighty and less reliable than you used to be.

But for another **+100 CP**, you don't care about anything else. No matter how important other matters are, unless you're forced to do it you will avoid it like the plague, and you will always be resentful of those who force you to obey your responsibilities. You'd ignore the end of the world if it meant you could keep playing (although not if it posed a direct threat to your own life), and damn the consequences.

Full Table of Tam Lin (+300 CP):
Morgan didn't stop at just three Tam Lin, but has reproduced the entire Knights of the Round Table. The only knights who do not have a Tam Lin duplicate are King Arthur and Sir Mordred. The majority of these knights are no stronger than Tam Lin Tristan, but a few of them are a match for Tam Lin Gawain. None of them have any potential to be a Calamity, but the number of powerful opponents you may have to deal with has risen significantly.

Radiant Jumper (+300 CP):

Aurora knows about you, Jumper, and sees that you can shine even brighter than she can, and has more potential to be beloved than she does. She cannot abide that, so she has sent Tam Lin Lancelot, also known as Mélusine, to kill you. She is one of the top three most dangerous faeries in this world, and has the potential to transform into a lesser form of Albion if necessary to kill you, despite the personal cost to her. If you kill Mélusine, Percival will do his best to kill you, too. And Aurora will spend all her resources trying to kill you in some manner.

If your starting period is before Melusine (or Aurora's) birth, then you will face faeries of equivalent mentality and power.

Mors Magnet (+300 CP):
The Mors just seem to find you appealing. They can sense you from miles away, and will show up in greater and greater numbers at your location as time passes. Fortunately they won't spawn out of nowhere, but there are quite a lot of Mors out there in any case, and you will be entirely incapable of traveling without encounter them. Even if you have some method of commanding the Mors, they will not obey—but they won't attack you, either, and will continue to gather around you in ever-growing numbers.

Never My Fault (+300 CP):
You are incapable of taking responsibility for the wrongs you have committed. Indeed, you are incapable of doing wrong entirely… or so you think. If you ever wrong someone else, you will rationalize it in such a way as to put them in the wrong, instead. If you hurt someone, you might invent reasons why they deserved to be hurt, and believe those reasons over the truth. If you ordered a massacre as part of fulfilling your purpose, you could go to sleep with an easy conscience, because you'd just remove your own memories of doing such a horrible thing. And because nothing about you is ever wrong—from your own perspective, at least—you will never make any attempt to change or grow as a person.

Liar, Liar (+300 CP):
Lies and deception are so tightly wound into the fabric of your being that even when you tell the truth, it is just another form of trickery. Everything you do, every act you make, and every word you tell, are now "lies". While you can tell the truth, it must be part of a broader deception. For instance, you might give truthful information to your "allies" about the status of their enemies and what they need

to do to win, but you would keep hidden that "winning" would mean the destruction of the world, and that you were using them for your own agenda. But if someone figures out that you only tell lies, then if you are aware of their knowledge, you would be required to further deceive them by telling the truth, so that they would think it was a lie. And don't think that you can lie with your mouth and tell the truth with your body; all of your actions and body language are now lies, too. Only someone with the ability to "see the truth" or read your mind could hope to tell when you are telling the truth, and when you are lying.

Or else if you're really, really bad at deception.

Betrayed (+300 CP):
Baobhan Sith wasn't always a monster. She once sought only to be kind to other faeries. But she suffered so terribly over so many lifetimes that eventually Morgan taught her to be cruel, instead, so that nobody would take advantage of her again. Maybe that's a lesson you should have learned, because you easily open up your heart and trust others completely. You take everything at face value, and believe that friendships are forever. At least three times in this jump—but quite likely more—this will result in betrayal, be it from someone taking advantage of your naivete or perhaps a faerie you once called friend might decide to kill you because they thought it would be fun. And you'll never learn from past disasters when it comes to trusting others.

My Aurora (+300 CP):
You love someone, Jumper. You love a faerie deeply and intently… but they do not love you in return. But they will happily take advantage of your affections, and you will do whatever they ask of you. For the listed price this is an ordinary faerie, and you probably won't have to deal with anything too onerous. But for an additional **+200 CP**, you are instead bound by love to a faerie like Aurora, who will employ you to perform monstrous tasks designed to benefit them at the expense of other people.

Winter Queen's Wrath (+600 CP):
Morgan knows about you. She knows about your potential to change Faerie Britain, or destroy it—and she has deemed your life a detriment to her rule. She will exercise her powers to destroy you, starting with sending her legions of faeries to fight you, bolstered by her knights. Should those fail, she will send the

Tam Lin. And should even the Tam Lin fail to kill you—or if you should kill Tam Lin Tristan, also known as Baobhan Sith, at all—then she will rise from her throne to fight you herself.

Morgan is quite possibly the most powerful mage to ever live in the Nasuverse, and has six thousand years of magecraft experience. Her experience is bolstered by a ludicrous degree of natural talent, able to easily dissect and recreate any mystery with only a moment of observe it. Her power is amplified by dozens of completed Pilgrimages, to the point that no Servant Spirit Origin is capable of containing it in its fullness. She can cast spells on the level of Noble Phantasms, can direct clones of herself in battle without ever risking her true self, and overall has the capability to single-handedly fight the entirety of Britain at once and win… including against the A-Rays that may oppose her.

Oh, and she'll be firing one Rhongomyniad at your location every single day for the entirety of your stay, in addition to all the other measures she has to combat you.

If you happen to arrive in Faerie Britain before Morgan arrives… then you have to face Morgan anyways, who will Rayshift clones of herself backwards in time to fight you on a regular basis.

War of the Lostbelts (+600 CP):
It looks like Chaldea made a mistake with the Paper Moon, and their first excursion in the Shadow Border turned out to be their last. The original plan for the seven Lostbelts to fight one another for the chance to become the new course of history will proceed as planned.

In Russia, Tsar Ivan the Terrible wakes, with a body that has become a Demonic Beast on par with a Divine Spirit, and will bring the Oprichniki with him in his march to take over the world.

In Scandinavia, the goddess Scáthach-Skaði possesses an army of Valkyries and giants.

In China, Qin Shi Huang commands forces of such highly trained fighters that completely mundane, magic-less soldiers can fight on even terms with Servants,

and supports a host of warriors of far greater powers, including a living machine capable of predicting the future.

In India, Arjuna Alter has become the Amalgamation of the entire Hindu pantheon, and single-handedly wields the power to destroy and recreate the world.

In the middle of the Atlantic Ocean lies the new location of Mount Olympus, a high-tech super-city where every ordinary civilian is an undying warrior capable of fighting Servants, led by a nearly omnipotent God-King.

In South America resides Kukulkan, a goddess born from the heart of an Ultimate One is possessed of a vast population of Deinos, a sophont plant-dinosaur civilization that could be considered “perfected sapient life”.

You must fight all of them, and defeat them in order for your Lost World to properly supplant Proper Human History as the “true” timeline. Your jump is extended to last until Faerie Britain is destroyed, or you achieve total victory.

If it’s any consolation, the death of Zeus will not attract the attention of Chaos, and ORT will continue to sleep through anything short of a deliberate attempt to wake it up. This jump holds no options capable of comparing to either of those two.

Scenarios

You are free to select whichever scenarios you like. There is no penalty to failing a scenario other than a bruise to your pride and the loss of the scenario rewards.

The Moment a Star Is Born

Requires either Jumper, or a companion, to be an Avalon le Fae

In order to complete this scenario, you must live out your ten year period in Faerie Britain, experiencing the highs and lows of life. After the tenth year passes, your jump does not end; instead, you must now go on Pilgrimage, traveling to each of the Six Bells of Pilgrimage and ring them. Each time you ring one, the sound travels across all of Faerie Britain, making everyone aware of your successes… and of the growing threat you pose. Morgan will see you as a threat to her Faerie Britain, and Aurora will see you as a threat to her seat as the most beautiful and beloved of the faeries, and both will try to see you (or rather, the Avalon le Fae) killed.

Once the six bells have been rung, you will need to complete the Pilgrimage by traveling to the Lake District where lies the corpse of Albion, the Last Dragon. But Morgan will act to prevent you from reaching it, and it may be that you are required to kill her. If that's the case, then the following will need to be completed quickly before the Calamity of Curses awakens—which it will, only a few days after the High Queen's death.

When you arrive at the corpse, you will then need to find the entrance to the tunnel it dug through the earth, and then travel 2700 kilometers in until you reach the border to Avalon itself. Don't worry about how you traverse the tunnel; you can walk along its walls as though they were flat ground, being so deep underground will not be harmful to you, and you will never lack for air. The intense Mystery infusing the air ensures that. Once you've reached the border, the shade of Albion will challenge you (or your Avalon le Fae companion) to ensure that you are worthy of entering Paradise. The fight will be much easier than it would be against the original Albion, as the shade has only a mere fragment of its power, but will still be a tough battle even after ringing six Bells of Pilgrimage.

After proving your strength, you will be permitted access to Avalon, the beauteous home of the faeries that cast out the faeries of Faerie Britain. Then you will

proceed through what could be thought of as “checkpoints”, as Avalon inspects your memories (or those of your companion) in preparation of the forging of the Holy Sword.

For that is the ultimate goal of the Pilgrimage; to accomplish what the ancient faeries of the Beginning once failed to, and craft Excalibur. You don’t need to know how to forge. You don’t need a knowledge of swords at all. The Site of Selection will take apart your body, your mind, your soul, and your destiny, and use every last part of you as raw material to forge the Holy Sword. After all, you aren’t six A-Rays working in concert; a great sacrifice is needed to forge such a sword.

Reward:
As reward for completing the creation of Excalibur, you (or your Avalon le Fae companion) are revived back to life and allowed to continue the chain (as Faerie Britain will soon break down into a Singularity, and from there be pruned from history, there will be no opportunity to stay in this world for longer). Furthermore, whichever one of you was the Avalon le Fae gains **Excalibur, the Sword of Promised Victory** as well as its sheath **Avalon, the Everdistant Utopia**.

Excalibur is the pinnacle of holy swords, so perfectly crafted that calling it “beautiful” would be an insult. It is the crystallization of glory and the very manifestation of the hopes and dreams held in the heart of every warrior to grace the battlefield. It converts magical energy into destructive power to unleash what looks like a beam of light, but in truth is a heat-distortion of space itself.

Meanwhile, Avalon is its sheathe, which allows the owner to heal from any wound or toxin that is not immediately fatal, and through an expenditure of magical energy can also superimpose the concept of “Avalon” on top of them, rendering the user completely invulnerable to harm by virtue of “not being there”, although only for as long as one’s mana can sustain its effects.

When Excalibur and Avalon are both possessed, the user gains biological immortality and ceases to age. Both of them are considered to belong to the user and consider them their natural wielder, holding no manner of allegiance to the King Arthur of Proper Human History.

Winter Is Coming

Requires Worm origin

Originally, Oberon Vortigern would succeed in his manipulations, and would "win"; he might not have destroyed the planet, but he would successfully destroy Faerie Britain, so completely that it wouldn't even be able to become a Lostbelt again. But now, he is guaranteed to fail… so you must take up the slack, and put an end to this miserable Lost World. It doesn't matter how you do it, but by the end of your stay here, Faerie Britain must be completely devoid of faerie life.

Rewards:

If you successfully kill off all faeries on Faerie Britain, then you gain **Oberon Vortigern** as a companion. He will be "cured" of the inherent need to lie with the very fabric of his being, allowing him to be truthful for once… although he'd probably still be a lying bastard.

If you successfully destroy the island of faerie Britain, then you become **King of the Mors**, gaining the ability to summon an amount of Mors every week equal to the **Swarm of Mors** item. You can also transform yourself into a Mors version of whatever your current form is, giving you the ability to inflict curses, make curses more dangerous, and cause curses to affect anyone who dares to harm you, be it in melee or ranged combat.

If you successfully destroy the entire planet, then you gain the perk **Lie Like Vortigern** (or are refunded the CP if you purchased it already), but empowered to the same point as the Abyssal Worm observed in Fate/Grand Order; something that can devour the entire planet, sucking in the space containing the world from the inside out and condemning everything to fall forever in its gullet, even their souls unable to pass on due to the infinite distance between them and any potential escape.

Don't Fall Apart

The Rain Clan was the kindest of the original clans, and its destruction was the first step down Aesc's path to darkness, although one she climbed out of… only for repeated betrayals to push her back down. Your job is simple, but easier said than done; you must ensure that the Rain Clan as a whole survives the slaughter from the Wing, Wind, Fang, and Earth Clans. Not only is this an army of four against

one, but you're going to find an A-Ray amongst your opponents, who is effectively an army unto themselves.

After you prevent this disaster, you must ensure that Aesc does not fall prey to despair. You will need to accompany her on her Pilgrimages, befriend her, and at times, protect her, in her quest to create a happy kingdom from the violent and warmongering faeries. And you have to help her succeed, creating an at least nominally peaceful kingdom that is self-sustaining and capable of resolving its own issues without relying on Aesc to solve everything. Apart from Great Calamities, at least.

Rewards:
Your reward for accomplishing this monumental task are companions; **Aesc the Savior**, the girl whom you accompanied; **High Queen Morgan**, the woman who the girl could have become; and **Morgan le Fae** of Proper Human History, the woman who sent her memories back in time to ensure that the girl would survive. What's more, they're accompanied by Aesc's closest companions during her time as the Savior, such as Ector, Totorot, Grímr the Sage, and Wryneck.

In Remembrance of Summer

The Calamity of the Flame, the Calamity of the Beast, and the Calamity of the Curse; threefold tragedies that struck Faerie Britain at its weakest moment, that helped ensure its destruction and that the final Great Calamity of the Abyssal Worm could would wipe Faerie Britain away. Your task is to prevent these calamities from occurring.

The precise details of how are up to you, but three events WILL occur that will prevent you from simply getting rid of these troubles via the Butterfly Effect. Albion's left hand will drop off and coalesce into a nascent Calamity. Barghest will be created as the manifestation of Vortigern's curse upon the Fang Clan as a Child of Calamity. And Baobhan Sith will become a perfect vessel to awaken the Divine Core of dead Cernunnos.

How you prevent the Calamities from occurring is up to you, but Faerie Britain must continue past the date that it was destroyed in the canon timeline.

Rewards:

Your rewards are fourfold. First, if **Mélusine**, **Barghest**, or **Baobhan Sith** are alive, you may take them with you as companions; in the case of Barghest, her curse will be removed.

Secondly, you gain **Watersave Galatine**, a high-tech fire engine possessing a 40-meter water cannon capable of dousing even magical or conceptual flames, with water that dispels combative "buffs", and that strikes with supernatural force to be dangerous even to gods and A-Rays. You also gain a "water gun" with destructive potential akin to magically-enhanced special forces weaponry, along with a suit of extraordinarily skimpy "armor" that is capable of firing binding chains at enemies. You can summon this autonomously-piloted fire engine from nowhere, or you can shrink it down into a (still massive) water cannon for personal use, if you have the strength to even lift it.

Thirdly, you gain the **Dragon Pack**, a technologically advanced suit of armor (that scarcely covers you) that effectively makes you into a living fighter jet, with wings, jet boosters, a tail that responds to your thoughts, a set of missiles, and a gatling gun, all of which is fueled and replenished by your magical energy.

Fourthly, you obtain the **Priestunnos Armaments**, consisting of a hammer and a set of floating spikes, both of which can be telepathically controlled. Besides serving as a potent melee weapon, these weapons are imbued with the concept of "vengeance", and inflict drastically increased damage upon anyone who has previously harmed you.

Spring Memories

Artoria Caster had such a horribly abusive upbringing that it's a miracle she turned out to be as good a person as she was. Your job is to give her a better life, to ensure that when the time comes for her to complete her duty as an Avalon le Fae, her spring memories will be longer than her winter, autumn, and summer memories combined. If she completes her Pilgrimage; there's no need to force her to do so, merely to ensure that her life is happy enough that if she did so, her good memories would outweigh the bad.

Rewards:
Regardless of if she completes her Pilgrimage or not, you receive **Artoria Caster** as a companion, as well as Gareth, Redra Bit, Percival (modified to be able to live

past the age of 30), and Cnoc na Riabh (who will now never be weakened by distance from those she has given her power to).

Furthermore, you also obtain the **Bells of Pilgrimage**. This item does not appear with you; instead, in each setting you jump to there are guaranteed to be 6 bell towers, each appearing in separate locations. If you travel to these bell towers and ring them, you will find your magical power surging in growth with each one you ring. Ringing all six of them would be enough to turn a weak starting Avalon le Fae into a mighty bastion of magical power capable of defeating the Tam Lin. You can only go on Pilgrimage in this manner once per jump.

Ending

“Now to ‘scape the serpent’s tongue
We will make amends ere long
Else the Puck a liar call
So, good night unto you all.”

- Puck, *A Midsummer Night’s Dream*

Stay Here:
Your presence shall serve as an anchor for this Lost World, turning it into a proper timeline, rather than being a Lostbelt or Singularity. This ensures that it will continue to exist even in the future… so long as no apocalypses happen, anyways.

Go Home:
Do you yearn for the land you came from? If so, you may return to it, and the frozen time of your home planet shall return to its normal pace.

Continue On:
There is still more to see, more to do, more places to go, more people to be. You continue along your chain.

Notes

This jump is based off of material from both the 6th Lostbelt and the 2023 Japanese ServantFes summer event. I'll probably update this jump once the English version of FGO reaches the second ServantFes event.

I mostly used the official English translation, but sometimes used the fan translation for a few points where it made sense, such as Perry Dancer being "Peri Dancer", because the Peri were a type of fairy-like mythological creature renowned for their dancing. I mean, they could have just misspelled "Parry Dancer", but I think they would have fixed a mistake like that pretty fast.

I considered using "Moss" instead of "Mors", but Mors just sounds better.

I had to make some logical jumps with some of this stuff… really, I know they have size constraints for the skill descriptions, but the authors of the character materials could put some more effort into giving an explanation into how and why their skills do what they do. Hopefully my explanations make sense.

Note that the A-Rays of Faerie Britain and the A-Rays that appear in one of Type-Moon's other stories, *Notes*, are totally different things. Although officially localized as A-Ray, the Japanese has different kanji that the fan translations called "A-Rei" (to differentiate it from the A-Rays of *Notes*). While there are a few points where I use the fan translation instead of the official one, I'll stick with the official translation in this case.

Regarding the Tam Lin, and how you have a weakened version of a skill of your namesake; using the Numeral of the Saint as an example, Barghest's is only rank B, while Gawain's is rank EX. But Barghest is also a creature of the night, so I don't think it's unreasonable to assume that except in the case of wildly mismatching natures, it would normally result in a downgrade by 1.5 ranks (considering that Lancelot's Eternal Arms Mastery is dropped from A+ to B when Mélusine has it).

Changelog

- Version 1.0
    - Spelling and grammar corrections

- Removed the **Iron Vulnerability** drawback; it's now a no-longer-fiat-backed part of **Faerie Physiology**.
- **Curse Resistance** now resists Mors attacks *per battle*, instead of in total.
- **Apocalypse Insurance** now shunts you into a parallel timeline instead of sending you straight to the next jump. I hadn't considered how exploitable that was.
- Created **Cleansed of Sin** perk
- Created **"I will overcome Britain's curse!"** perk
- Created **"Merlin" Magecraft** perk
- Expanded the **Truth from Fantasy** perk
- Created **Gift of Names** perk
- Edited **Tam Lin** a little; it no longer protects from corruptive influences, but from inherent or racial weaknesses, which I think might be a little more accurate.
- **Heart Eater** is no longer discounted to humans, and is worth 500 CP
- **A-Ray** is now worth only 700 CP. It's weaker than the fully-powered **Student of Mystery**, so shouldn't be worth as much. Mentioned the A-Ray's role in faerie reproduction
- Created **Passing It On** perk
- Adjusted **Swarm of Mors** so that the Human-Mors inflicted on-death curses. Can't believe I forgot that detail.
- Clarified that each tier of **Student of Mystery** is purchased separately, and that for humans it increases your number of Magic Circuits
- Modified **Grimalkin** to increase agility, too
- Modified **Around Caliburn** to allow you to affect yourself, but at the cost of making it work like the game version, instead of the lore which says that it doesn't protect the caster.
- Created **Calamitous** perk
- Added **Lostbelt #6** Toggle
- Modified **Dragon Faerie** to say that you're as fast as a jet fighter
- Created **Servant** companion
- Created **Fanfic Toggle** drawback
- Created **Mors Magnet** drawback
- Created **Gawain of Many Loves** drawback
- Created **Radiant Jumper** drawback
- Created **Redshift Heat** companion

    - Created **Winter Queen's Wrath** drawback
    - Created **War of the Lostbelts** drawback
    - Clarified on **Tam Lin** that you can make more purchases to get more abilities, and also ensured that you'd never become weaker from a mismatched Tam Lin title.
    - Altered **Fickleness of Faeries** and increased its price
    - Created **Faerie Forces** companion (well, followers)
    - Increased the value of **Lowly Status** to 200 CP
    - Increased **Lessons of the Eternal** value to 400 CP
    - Created **Redra's Run** as the new 200 CP Fairy Knight perk
    - Moved **Pinnacle of Humanity** to the clan perks as the new human perk
    - Created a new section for the clan perks
    - Created **Full Table of Tam Lin** drawback
    - Created **Trapped by Fairy Tales** drawback
- Version 0.5
    - Created jump