Fate: Souls and Singularities
By Sentry342

The Singularities are bizarre events that disrupt human history, each instance marked by the corruption of a Holy Grail. These anomalies culminated in the Incineration of Humanity, a cataclysmic event triggered not solely by the Grails but also by a world reaching its end. This world, known as the Lostworld of Dark Souls, was pruned from existence when both the First Flame and the corrupted Darksign were extinguished. As the Lostworld faded, it became entwined with another reality, bridging the gap between two realms through the influence of figures from a different Throne.

For better or worse, this is the land you will be arriving in. Whether you are an ancient guardian of this forsaken world or a new face from an alternate plane, your presence here will shape the course of its intertwined fate. To aid you on this journey, you are granted **1000 Choice Points**, enabling you to acquire skills and abilities that will help you navigate and influence this world. You will spend the next ten years within this realm, facing its trials and shaping its destiny.



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Location

You can either choose one of the locations below or roll D10 and receive **+100 CP** to let the whims of fate decide your path.

1.) Singularity F - Flame Contaminated City Fuyuki
Welcome to the first Singularity, where the city of Fuyuki has been engulfed in a hellish inferno. This once-peaceful city now lies in ruins, contaminated by the flames of war and corruption. Depending on your affiliation, you will find yourself next to either Ritsuka, the determined young Master of Chaldea or the sinister Demon God. If you are a Demon God, you will join Flauros in his malevolent machinations. All other origins will arrive with the Chaldeans.

2.) Singularity 1 - Hundred Years' War of the Evil Dragons
It seems you've arrived in the midst of the Hundred Years' War in New Orleans. The country is currently being besieged by Jeanne Alter and her demonic forces. This disaster was created due to the madness of Gilles de Rais. Now Jeanne Alter leads an army of dragons and fiends against the remnants of human resistance. You will either appear at the side of Jeanne herself or by one of the neutral Servants depending on your affiliation.

3.) Singularity 2 - The All Consuming Empire
Your journey takes you to Gaul, specifically the mountainous region of Alpes Poeniae. The empire is currently facing conflicts with a number of factions, but soon none of it will matter. In a few weeks the empire will come under siege due to the machinations of Aldrich and his followers. Their legion of spiders, demons, and other monstrosities will rapidly eliminate most of the factions. Should you act quickly you could stop Aldrich from taking root in the area or bring the Romans to a swift end alongside him.

4.) Singularity 3 - Sealed Ends of the Four Seas Okeanos
You will be dropped off on Pirate Island, a safe haven amidst the treacherous seas of Okeanos. Granted the island is filled with pirates led by Francis Drake. You could either join up with the Pirate Queen or lay siege to her forces with the demonic forces. The ocean is a perilous place, filled with mythical creatures and legendary pirates. You may want to be careful given the number of Phantasmal Creatures that really shouldn't be here.

5.) Singularity 4 - London, Church of the Frozen Lake
In this altered version of London, a massive Reality Marble has enveloped the city, plunging it into a perpetual winter. Under the control of Priscilla and a few other Servants, this frozen metropolis is a place of danger and intrigue. Velka, the enigmatic manipulator, is setting a trap for Ash though one she claims is for his own good. Despite the horrors that will occur here it may be best to let things play out at least till Gwyn and Seath reveal themselves. You will be dropped off in a safe area that can shelter you from the freezing storms, but beware the hidden perils that lurk within this icy domain.

5.) Singularity 5 - North American Myth War
Welcome to the war-torn area of North America that will become the United States. Currently a number of mythical beings and historical figures are clashing in grand battles. This Singularity is a melting pot of legends and realities, with each faction vying for dominance. You may freely choose which faction you wish to be dropped off near. The main choices include Cu Chulainn Alter's forces, Edison's city, the Demon Gods, or one of the other miscellaneous areas.

6.) Singularity 6 - Divine Realm of the Round Table Camelot
The sixth Singularity takes you to the heart of the Crusades, around 1300 AD. This world is unique, being a Singularity within another Singularity. Whether you find yourself in the fortified Crusader City, the ancient lands of Assyria, or the storied sands of Egypt, you are surrounded by the echoes of a thousand battles. You may choose your starting location or be dropped off at a random point within this war-torn realm, where the forces of Camelot clash with ancient powers.

7.) Singularity 7 - Absolute Demonic Front Babylonia
In the seventh Singularity, you find yourself in ancient Babylonia, a land besieged by demonic forces. The city of Uruk stands as humanity's last stronghold against the onslaught of otherworldly enemies. You could join the legendary King Gilgamesh and his allies in defending the cradle of civilization from utter annihilation. Alternatively you may lend you aid to the demonic tide in wiping out the origins of humanity.

8.) Final Singularity - The Grand Temple of Time Solomon
You have reached the ultimate Singularity, the Grand Temple of Time Solomon. This is the final battleground where the fate of all humanity is decided. Should you be allied with Solomon you will appear in his court with the Demon Gods. Though should you be a foe, I would recommend you leave as quickly as possible. Only the mightiest of opponents would stand even the slightest chance against Goetia in the center of his power.

9.) Minor Singularity
Rather than one of the major Singularities, you have arrived in a minor Singularity, a fragment of disrupted history. These Singularities may not be as vast or impactful as the major ones, but they hold their own unique challenges and secrets. Perhaps you've arrived in one of the holiday singularities or one of the slightly more concerning ones like Scandinavia.

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

Time

Should you pick a choice other than Singularity F you may choose to arrive at the start of the story or wait to be dropped off once the Chaldeans arrive kicking everything off. For example, if you pick Singularity 5 then you will be there for a few months before the canon events occur. Though you could use this time to tip the aid in your faction's favor.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump by default, but you may optionally change it for Free.

Origins

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

Dark Soul - Free

Born from an ashen world, you are a being who doesn't truly belong in this realm. The worlds have begun to blend, pulling you into a strange existence where you are both a stranger and an integral part. You will be one of the countless foreigners arriving into a new world. You will be able to influence this world for better or worse. At least you're likely already used to being summoned across worlds.

Master - Free

A Master is an individual who has summoned a Servant from the Throne of Heroes. You are one of these individuals given the opportunity to command legends both old and new. Though you may not yet be a legend, you are on a path to greatness, striving to reach the heights of the heroes you command. With each step, you forge your own tale, one that will eventually allow you to stand proudly beside your legendary allies. Just remember you're likely quite a bit more squishy than more of the threats running around here. So don't wander off on your own if you can.

Chaldean - Free

You are a dedicated member of the esteemed organization Chaldea, tasked with safeguarding humanity's future. Whether you are a technician, researcher, or one of the numerous operatives under Chaldea's banner, your role is crucial. Perhaps you are even a leader working closely with Olga, orchestrating missions to secure the timeline. Regardless you are a force meant to safeguard humanity. Given everything that's about to occur they'll need all the help they can get.

Summoned Servant - Free

As a Servant called upon from the Throne of Heroes, you embody the legends and myths of the past. You may have been summoned to aid Chaldea in their quest to protect humanity, or perhaps you are a warrior drawn from within a Singularity meant to aid a demonic master to wreak havoc. Regardless, you are bound to a Master unless you happen to be one of those special few who can survive independently.

Singularity Borne - Free

You are a being born of altered history, a product of the temporal distortions within a Singularity. Perhaps you were born naturally within the Singularity or you may have been created when the Singularity altered the fabric of the timeline. Your world will likely become the battleground between the forces seeking to save and destroy humanity. You'll likely need to pick a side in this upcoming conflict, so good luck with that.

Demon God - Free

You are an ally or servant of the demon god Ars Goetia, standing with the seventy-two demons in their quest against humanity. Whether you have lost faith in mankind or simply seek the power and camaraderie of your demonic kin, you are a force to be reckoned with. You will be facing off against Chaldea, though this doesn't necessarily mean that you're a bad person. Who knows you may very well believe yourself to be the hero of this story.

Races

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

Giant - 100 CP
Giants are titanic creatures born from stone and trees. Giants tend to be between six and ten meters in height on average. Giants are said to possess willpower as tough as steel and equally powerful souls. You are a Giant on par with Yhorm in stature and strength. This grants you natural A++ ranked Strength and makes you fully immune to D-Rank or lower Noble Phantasms. Additionally, you are immune to any attacks specifically meant to harm humans. Appearance-wise your body is covered in rock-like skin making you a fair bit tougher than most ordinary species. Lastly, unlike the standard giant you will possess the ability to speak.

Lords - 100 CP
The Lords were divine beings who presided over Lordran and Lothric. These beings were approximately nine feet tall on average, possessed superhuman skills, and were talented warriors. They however, were not true gods as they lacked a mantle or domain to preside over. You are one of these individuals, perhaps you were a Silver Knight serving Gwyn or simply one of the masses living within Lordran. You will start out on par with the average Silver Knight strength wise and in healthy shape.

Succ/Incubus - 100 CP
Succubus and Incubus are female and male sex demons respectively. They are known as powerful magical Phantasmal Beasts. They have the ability to regenerate, manipulate dreams, use enhanced strength, and gain power through tantric methods. These beings generally appear nearly identical to humans though they are almost always supernaturally attractive which is enhanced by their charms. Lastly, unlike a normal member of these species you will be able to feel emotions properly and not suffer from their normal issues. So there is no risk of you dying in case you get stuck without a partner for a while.

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

- **Demi-Servant - 200 CP:** Demi-Servants are humans who have absorbed the power of a Servant like Mash. By purchasing this option, you gain access to the various powers, skills, Noble Phantasms, and memories of a chosen Servant. You may choose whether the spirit of the Servant resides within you or if you simply absorbed their power. You will receive a bonus **600 PP** to spend in the Noble Phantasm section.

Child of the Trees - 100/400 CP
You are a member of the Spirits and Treefolk, beings intimately connected with nature and its mystical energies. As a Child of the Trees, you may choose to be a Corvian, a spirit like Sulyvahn, or another nature-aligned entity. Regardless of your form, you possess an exceptionally strong body that far surpasses that of humans. Though you are likely on the level of a Lord rather than say a Dragon. Your connection to nature grants you enhanced physical abilities, ageless immortality, and an innate understanding of the natural world.

- **Great Father - 400 CP**: You are not just an ordinary fae; you stand as a peer to Quella, Patron of the Blue Sentinels. As a Great Father, you are an incredibly powerful being on par with a higher-ranked Divine Spirit or a Lord of Cinder. Your abilities and influence over nature are significantly amplified, allowing you to command the elements, communicate with all forms of life, and wield immense magical power. You will be recognized as a God of Nature in your travels with all of the authorities that entails.

Vampires - 200/500 CP
Vampires also known as Bloodsuckers are individuals suffering from the need to consume blood. As a Vampire you possess immense physical strength, supernatural speed, and an array of potent abilities. You have an enhanced healing factor that allows you to recover from most nearly fatal injuries, and your senses are heightened to extraordinary levels. Additionally, you possess the ability to mesmerize and control weaker minds, making you a master of manipulation and seduction. Vampires also possess a form of immortality due to their regressive healing. This grants them near limitless lifespans while their power grows with each passing year. Vampires however, do suffer from an array of weaknesses. This includes a vulnerability to sunlight, holy artifacts, and a constant thirst for blood to sustain your powers. Should you not consume blood you will slowly weaken over time.

- **True Ancestor - 500 CP:** If you are not satisfied being a normal vampire then you may instead become a True Ancestor. These beings represent the pinnacle of vampiric existence. Unlike standard vampires, True Ancestors are born from the Earth itself. Technically True Ancestors are considered Planet-Spirits beings above Divine Spirits due to them being spawns of Gaia. This grants them a

unique connection to nature and an even greater array of abilities. The greatest of which is your Marble Phantasm allowing you to manipulate the world itself. Additionally, your physical and magical prowess is vastly superior to that of ordinary vampires. This combined with your near limitless regenerative capability makes you an incredibly dangerous foe. Lastly, True Ancestors do not suffer from the same weaknesses to sunlight or holy artifacts as lesser vampires, making you nearly invulnerable.

Servants - 200/400/600 CP
Servants also known as Heroic Spirits are living legends summoned from the Throne of Heroes. Each of these individuals were renowned beings from history. Some were great heroes while others were monsters who etched their presence into the world. You may either choose a canon Servant as a template gaining their powers or you may instead create your own unique legend. You may optionally intertwine your legend with other Servants if you wish as well. Should you possess the Servant origin this level is Free and the two upgraded tiers are discounted. Lastly, you will receive an additional **800 PP** to spend in the Noble Phantasm section to forge your legend.

- **Top Servant - 400 CP**: If you are not satisfied being a normal Servant then you may become a Top Servant instead. The Top Servants are the upper tier of Servants who can easily fight off multiple lower ranked Servants. Some examples of this tier include Merlin, Altera, the Nameless King, Scathath, and Karna. Lastly, you will receive an additional **1400 PP** to spend in the Noble Phantasm section to forge your legend.
- **Grand Servant - 600 CP**: The Grand Servants are the ultimate manifestations of the respective classes. They are virtually unmatched by any other Servant and comparable to high level Divine Spirits. It normally takes a team of High Servants or an equal to efficiently combat these beings. You may optionally replace one of the Grand Servants gaining their abilities or instead design your own powers. Lastly, you will receive an additional **2000 PP** to spend in the Noble Phantasm section to forge your legend.

Draconic - 100/300/600 CP
Dragons are one of the most powerful and infamous species in both worlds. They are revered for their powerful bodies, titanic wings, and a myriad of other abilities. This option allows you to become one of these mighty reptilian overlords. Though the exact type of dragon you can become depends on what you are willing to pay. This tier allows you to become a lesser dragon such as a Wyvern, the wingless Drakes, or one of the other countless species descended from the Everlasting Dragons.

- **Dracon - 300 CP:** The Dracon's are a new breed of dragons created by Akal under Kalameet's instruction. They resemble standard dragons though they

possess additional limbs and are much smarter than their standard brethren. This grants the might of their race while also letting them claim the intellect of humanity. In addition to becoming a Dracon, this tier also allows you to transform into other more powerful draconic beings, such as a true dragon, granting you enhanced abilities and greater power.

- **Everlasting Dragon - 600 CP:** The Everlasting Dragons were the progenitors of the Dragon race. As one of these titans, you embody the might and grandeur of the original dragons. Alternatively you can become a powerful Phantasmal Beast on par with Albion. This tier encompasses the absolute zenith of draconic power and heritage. You may choose to become any draconic being from these worlds.

Demon God - 500/900 CP

The Demon Gods are seventy-two formidable entities bound to Solomon. Originally, they were part of a system created by Solomon to protect humanity, but would rebel against him. Each of them possesses the power to match entire teams of top-tier Servants. As a Demon God, you wield vast magical abilities, have authority over demonic beings, and possess a terrifying presence. Additionally, each Demon God possesses a unique ability. For example, Phenex could resurrect themselves if slain. You may either copy a canon Demon God's power or create your own new power. Your main body resembles a titanic red pillar though you can also transform into a smaller humanoid form when not in combat.

- **United Demon - 900 CP**: If you seek even greater power, you may upgrade to the form of a United Demon. In this state, you are on par with Goetia, the aggregate form of all seventy-two demons. Your power is amplified to unimaginable levels, only surpassed by legends such as Solomon at the peak of their power. There are likely only a dozen beings in this universe that truly possess the might to fight you head on. Lastly, unlike Goetia you don't have an instant defeat button that can strip you of your power.

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Demi-Servant x Lord hybrid would cost 500 CP (100 + 200 + (100*2) = 500). You will gain unique advantages that are related to the species you choose.

Skills and Perks

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

General Perks

Existence Outside the Domain - Free
Existence Outside the Domain is the only class skill that is possessed by the Foreigner class. This skill recognizes the Foreigner as a being from outside of reality who can force the world to play by their rules. By their very nature all Jumpers can be considered Foreigners due to their paradoxical nature. This perk enforces your ability to seamlessly use all of your abilities regardless of the world's rules. If it is an ability or item you possess then the world must accommodate it at its greatest potential without any negative effects. For example, when Ludwig the Holy Blade was summoned his feats were turned into an understandable format by the world. Even the more esoteric aspects of his power such as the Beast Curse were accepted without issue. Lastly, post-jump you will retain this perk ensuring that all of your powers continue to function regardless of what world you travel to.

Parameters - Varies
Parameters are the essential stats of a Servant, shaped by their legends and defining their abilities in various domains. There are six primary parameters: Strength, Agility, Endurance, Luck, Mana, and Noble Phantasm. More information on each is detailed in the following list:

- **Strength:** This parameter measures your physical power, including your ability to lift, strike, and exert force. Higher Strength allows you to perform feats of immense physical prowess.
- **Agility:** Agility encompasses your speed, reaction time, and flexibility. Higher Agility means you can move faster, react more swiftly, and perform acrobatic maneuvers with ease.
- **Endurance:** Endurance determines your resilience to damage, overall durability, and healing rate. Higher Endurance allows you to withstand more damage and recover more quickly.
- **Luck:** Luck influences the likelihood of favorable outcomes, misfortune for your enemies, and how fate interacts with you. Higher Luck increases your chances of beneficial events and reduces the risk of adverse situations.

- **Mana:** Mana reflects your total magical energy, your capacity to wield it, and your resistance to magical effects. Higher Mana grants you greater magical reserves and stronger defenses against spells.
- **Noble Phantasm:** Noble Phantasm refers to the strength of the user's Noble Phantasm. It is normally a representation of their strongest Noble Phantasm factoring in utility, sheer power, and overall capabilities. Often this also represents their ability to bypass resistances or immunities.

Each parameter is ranked from E to EX, with ★ denoting an extraordinary level. The gap in power between each rank is incredibly vast. You'll begin with E rank parameters by default in each stat. For 50 CP, you can raise a parameter by one rank up to EX. Elevating a parameter from EX to ★ however, requires 100 CP. These upgrades stack with any initial bonuses from your species or other perks in this jump. For instance, if you start with C-Rank Luck, you can boost it to EX for 150 CP.

Additionally, you can enhance a parameter with a "+" for 50 CP, signifying a stat level roughly double that of its base rank. Normally this is limited to three times per parameter, here however there are no such restrictions since you're purchasing this with CP. This boost is additive, not multiplicative; for example, A++ Endurance means enduring three times the damage of A Rank Endurance. You may continue to upgrade your stats as long as you have the CP to invest, allowing you to tailor your abilities to your desired level.

Skills and Upgrades - Varies

There are hundreds if not thousands of skills that various individuals have honed over their lifetimes. This unfortunately means that not every single skill can be offered here. Thankfully that's where this perk comes in. You can use this to acquire any skill imaginable ranging from simple like Rendal's Riding all the way to something esoteric like Lloyd's Patron of Thorolund. Cost wise it is 100 CP perk rank starting from E going up to EX. You can further bolster the skill by paying 50 CP to add a + which will double the skills power. For example, Tarkus's Vanquisher of the Golem skill would cost 350 CP since it's a B+ skill. The second aspect of this perk is a bit more meta. As some of the other skills are already perks you can use them as a basis for this option. Meaning you could upgrade the Catalyst Creation perk to EX for 200 CP since it's a B-ranked skill already. The only restriction is if the chosen perk has a higher tier then you must pay that amount instead.

Undead Don't Sleep - 50 CP

Undead and Servants share remarkable similarities, particularly their lack of basic physiological needs. Neither requires food, water, sleep, or air, nor do they have to contend with the necessities that bind other species. With this perk, you gain the same

advantages, allowing you to operate continuously without the need for rest or sustenance. This capability can provide a significant strategic edge, enabling you to remain active and alert in situations where others would falter from exhaustion or deprivation.

- **This perk is Free for Undead and Servants**

Animal Communication - 50 CP
As a Great Grey Wolf, Sif can communicate effortlessly with other animals, a skill that extends to all magical creatures as well. You have inherited this remarkable ability, allowing you to communicate with any animal or magical beast you encounter. Perhaps your legend is deeply intertwined with animals, or you possess a unique connection to the animal kingdom.

Renowned Beauty - 50 CP
For one reason or another it appears every figure of some importance within this is incredibly attractive. Even the evil, disturbing, and Undead individuals have their own charm. Given this there's no reason you shouldn't be forgotten about. So congratulations you're now a solid ten out of ten. Optionally, you may choose to embody a specific type of beauty. Perhaps you want to be the hopeful youngster, a scarred soldier, the frigid sorcerer, or be an emotionless ruler above it all.

Appeal of Wonderful Bliss - 50 CP
Appeal of Wonderful Bliss is a B-ranked skill possessed by Hanleth, Goddess of Bliss. She retained this ability as a part of her domain over Bliss. It allows her to see the inner desires and interests of those around her. After all, how can she bring them to a blissful experience if she doesn't know what they wish for. You too share this ability letting you know the hidden desires of those you encounter. You may find a furious berserker simply wishes for kindness, while a veteran warrior is hopeful for a glorious death in combat. No wish will remain hidden from your eyes for better or worse.

Perfect Memory - 50 CP
There are innumerable beings whose lives persist over eons. Species such as Dragons, Servants, Undead, and many more will gain countless memories throughout this time. A fair share of these beings possess perfect memories allowing them to remember every detail throughout their vast lifespans. You are one such being who can remember everything perfectly. Additionally, this effect bolsters your brain or whatever equivalent you have ensuring that you don't have a limit on the amount of information you can store.

Divine Bodies - 50 CP
Being a god comes with a decent amount of powers even if they somehow lack a domain. The most common trait is their so-called perfect bodies. This ability ensures that the user's body remains in perfect condition no matter what. For example, the user will always return to their prime condition and they will be completely unaffected by issues such as overeating. You appear to either have been born with one such perfect body or somehow modified yourself to gain one. So feel free to stuff your face at a buffet. You'll never have to worry about any body issues ever again with this.

Automatic Translation - Free/100 CP
When traveling through the Singularities the Chaldeans discovered an odd, but useful ability. Their words will magically be altered to translate into the spoken language of whoever listened. This allowed them to communicate with others when they logically should have been stuck. Somehow you have this ability as well. Any words you speak or hear will be automatically translated so that your group can understand one another. You may optionally disable this if you wish to remain incomprehensible. You will receive this ability for Free during the Jump, but you must pay 100 CP to keep it afterwards.

Weapon Link - 100 CP
Weapon Links are an ability possessed by all Servants. They can instantly recall their weapon should it be lost or thrown. This technique is an invaluable tool in combat. You possess a similar technique allowing you to summon your equipment at will. You may use this on any weapons, armor, or mounts you possess. Items such as your armor will be automatically equipped allowing you to switch out your gear as needed.

- **This Perk is Free for Servants**

Endless Agony - 100 CP
Undead are cursed to suffer from immense pain as they slowly lose their humanity. This however, does mean that most Undead develop much higher pain tolerances than most. You seem to have an exceptional pain tolerance even compared to most undead. You could bathe in the heart of the First Flame without letting a single sound escape your lips. It's not that you don't feel pain, but why should you allow it to affect you.

Jolly Cooperation - 100 CP
One of the tenants belonging to the Warriors of Sunlight is to aid the innocent when called. Their honor demands they answer the call and so shall you. You can sense whenever someone around you requires aid. The greater their plea the louder their call will echo. Most importantly, should you wish to answer the call you can be summoned to their side. This will disregard distance, barriers, and time allowing you to lend your aid. You will be summoned in a golden incandescent form. You shall remain until you are

struck down or your aid has been delivered. Now go forth Warrior of Sunlight, show the world the meaning of jolly cooperation.

Magic Modification - 100 CP
Creating magic is one thing, but crafting truly useful or innovative spells is a rare gift possessed only by the greatest magi, such as Da Vinci or Paracelsus. With this perk, you share their extraordinary capability to easily modify existing magic and invent new spells. With but a mere glance at a spell or magical construct you would find countless ways to enhance, adapt, or reinvent it. Your mind is a wellspring of creativity, bolstered by your enhanced IQ and heightened imagination. You will always know how to turn whimsical daydreams into practical magic. This way you can ensure your genius is always put to its best use.

Anatomical Craft - 100 CP
While modern medicine may have only started to truly shine in recent years, healing has been practiced for thousands of years. You are a medical worker capable of rivaling some of history's greatest medical minds such as Lucien, Dr. Hyde, and Florence Nightingale. You possess a masterful understanding of comprehensive care, surgical techniques, and all aspects of medicine, allowing you to address any medical issue you encounter. Furthermore, you instinctively know how to integrate any applicable powers or abilities into your medical practice. For example, you can generate a controlled flame for precise cauterization or use a molecular blade as the perfect scalpel.

Honor of the Darkmoon - 100 CP
The Darkmoon Knights have a strict code stating “Where aid is granted, it must be gifted in turn.” The code requires the users to repay any favor given to them, particularly should their life be saved by another. For example, Sulyvahn used this aspect against Gwyndolyn making it impossible for the God of the Darkmoon to kill him. It is a code that anyone you encounter shall now be held to. Should you perform a grand deed such as saving someone’s life then they shall be bound to return the favor. You still need to do something, but now every favor will be returned even if the individual is unwilling.

Protection From Flames - 100 CP
Protection from Flames is an A-ranked skill possessed by Havel the Rock. This skill grants you absolute immunity to all forms of fire, whether mundane or magical. Normally the skill wouldn’t protect you from Black Flames, but this version has had that weakness removed. Whether facing dragon fire, cursed pyromancy, or the scorching wrath of a sun deity you will be completely unaffected. Keep in mind this doesn’t protect you from shockwaves caused by explosions.

Protection From Arrows - 100 CP
Protection from Arrows is a skill held by Cu Chulainn. The skill offers an absolute defense against ranged attacks. With this perk, you gain complete immunity to arrows and similar projectile attacks, including modern firearms and other ranged weaponry. No matter the speed, power, or precision of the assault, these projectiles will be unable to harm you. They will either be deflected harmlessly off your skin or fail to reach their mark entirely.

Blessing of the Divine - 100 CP
Each and every god is capable of granting a blessing upon their followers. These blessings typically grant the user some sort of boon based around their domain. For example, Nahr Alma's Blessing of the Blood God strengthens his followers through slaughter. Whenever they kill someone their strength increases slightly. Each time you purchase this you may receive the blessing of a god of your choice. You may purchase this as many times as you afford. Lastly, you may optionally receive some in-Jump history with your patron.

Chef of the Ages - 100 CP
You might not expect an Undead to be a good cook given their lack of taste. Siegward however, is without a doubt an exception to this rule. When not honing his skills as a knight or enjoying a nap the Knight of Catarina spends his time cooking. Over the centuries that he has lived he's become a certified master chef. Some of his most infamous dishes include Estus Soup, Seigbrau, and Catarina Oysters. You are an equally skilled chef capable of making dishes that would leave even those without taste satisfied. Additionally, you seem to have a sixth sense that allows you to know what dish would suit someone at the moment. For example, perhaps they need a particular substance in their food or they could be cheered up with a dish from their childhood.

Death Echos - 100 CP
When someone dies, they leave behind echoes of their final moments. Undead can visualize these moments by touching the bloodstains of the fallen, revealing the last ten seconds of the individual's life. This is an eerie but invaluable ability which can show you the image of their assailant and the method used if they were killed by someone. This ability will give you an edge in combat and investigation.

Natural Resistance - 100 CP
Exposure to harsh environments and deadly threats has given Sif a formidable resistance to various status effects such as poisons, toxins, and bleeding. You share this robust resilience, rendering you nearly immune to these debilitating effects. Only the most potent curses can affect you, and even then, their impact is significantly

diminished. This natural resistance ensures that you can withstand and shrug off conditions that would incapacitate others.

Judge of Man - 100 CP
The Rat King, despite his beastly appearance, is a regal figure with a discerning eye. For example, the Rat King was able to discern the true personalities of d'Eon and Marie after mere moments. This perk grants you a similar ability to perceive the true nature of individuals with but a glance. You can see through facades and identify the core character traits of those you encounter. This keen insight allows you to navigate complex social dynamics, make astute judgments about others' trustworthiness, and interact with others on a deeper, more genuine level.

Rivers of Scarlet - 100 CP
Rivers of Scarlet is an A+ ranked skill held by Nahr Alma. This skill reflects his frantic desire for slaughter. He doesn't care if he falls in battle he will simply mourn that he couldn't spill more blood beforehand. As a result whenever the user is wounded they will receive a massive increase to their speed. The more blood spilled the greater this boost. Don't underestimate this as a wounded warrior with this skill can become a blur slaughtering their way through the battlefield.

My Helmet is Enough - 100 CP
When going into battle Leonidas tended to forgo most of his armor. Instead he would simply carry his helmet and a spear. Despite this bizarre habit Leonidas still possesses immense durability. You can apply a similar effect using your own equipment. This allows you to apply the durability of a single piece of stronger equipment to your entire body and the rest of your gear. For example, if you had a glove made of steel then your entire body would be as tough as steel.

Gravity is a Lie - 100 CP
By all logic falling from a great distance should kill most beings. You however, are seemingly immune to this instance. Any action that technically counts as falling can't hurt you. You could be thrown off a bridge, slip off a cliff, or even launched into the ground by an explosion. None of these instances would injure you. You would simply land on the ground or water. It might not be comfortable, but it wouldn't feel any worse than if you plopped onto a bed. This however, only protects you from extreme trauma. The explosion for instance would likely still hurt due to the fire.

Guardian of Children - 100 CP
Atalanta's title as the Guardian of Children stems from her innate protective nature, a gift you share with remarkable effectiveness. You possess an extraordinary ability to

befriend any child or child-like being, whether by age or mentality. This includes everyone from a month old being to individuals with child-like minds, such as Ash or Asterios. Additionally, your nurturing instinct and skills enable you to care for any child without issue, regardless of their nature. Be it a human baby, a divine infant, or even a dragon hatchling, you are worthy of being called the ultimate babysitter.

Element - 50/200 CP
Element is a term broadly used to describe your affinity for certain types of magic. Though it generally is used to describe the Five Great Elements which form the foundations of the world. They are Fire, Water, Earth, Wind, and Void. Though some systems exchange Wind and Void for Wood and Metal. By paying 50 CP you may gain a high level affinity for one of the elements. Alternatively for 200 CP you can bundle them together becoming an Average One. The Average Ones have an affinity for all of the main elements and have much greater potential than normal magus. If you don't want an elemental affinity then you may instead purchase five related elements. Lastly, if your element and origin are the same they will increase exponentially in effectiveness and power due to their synergy.

The Hyena - 100/200 CP
Despite how infuriating Patches can be he admittedly is quite a good judge of character. He is particularly skilled at identifying the true motives of those he encounters. Additionally, only the most deceptive of individuals is capable of getting a lie past him. If you aren't satisfied however, then you can pay another 100 CP to upgrade this into Discernment of the Poor. This was the skill Karna gained by learning about the downtrodden. He learned to identify the true nature of any being. No excuse or deception in any form can hide the truth from you.

Keeper of the Dream - 200 CP
After completing his journey in Yhraman the Good Hunter ascended, becoming the direct envoy of the Moon Presence. While it is the leader of the Old Ones it doesn't tolerate them much. As a result its envoy is imbued with power to combat Foreigners and other Eldritch beings. You have been blessed with this position as well. Anytime you engage a being that falls under these categories you will become vastly more effective. Lastly, in future Jumps this perk will allow you to become the envoy of any eldritch deities with the appropriate history.

RPG System - 200 CP
Ash Alter seems to have become some sort of bizarre being straight out of an RPG due to the influence of the Saberverse. This effect modified his abilities giving them a game-like theme. For example, he can retreat from any situation where a boss

ambushes him. You seem to have been inflicted with the same situation as him for better or worse. You get the full experience including a minimap to keep track of everything, a leveling system, everyone having a type classification, and the other expected abilities. Admittedly, there aren't really any downsides; it just means some things might be a bit weirder.

The Spider - 200 CP
Having perfected the art of deception, Patches became adept at striking from the shadows, catching his targets completely off guard. This skill enables you to launch attacks with such subtlety and surprise that your intentions remain hidden until the very moment you strike. Like the infamous Undead, you can perfectly conceal your hostility, ensuring no one suspects you as a threat, regardless of any prior suspicion they might have. You can blend seamlessly into any environment or situation, making your presence seem harmless. While this ability protects you from suspicion, you still need to navigate close enough to your target to deliver the attack.

Maker of Heroes - 200 CP
There are many heroes born with greatness, but just as many have to be trained to reach it. This obviously means they need a teacher capable of doing so. Luckily, you are one such teacher on par with Leonidas and Scathath. By the time your students are done they will likely be traumatized and terrified of you, but they will be alive. You could take an ordinary village of Vikings and turn them into proper dragon slayers with nothing but a few lessons. You have an instinctual understanding of how to best fix your students' problems and get them to improve. Lastly, your body will be improved so that it is on par with the other legendary teachers. After all, a teacher should be capable of performing whatever lessons their students are taught.

Daughter of Dark's Blessing - 200 CP
Originally the Ivory King was targeted by Alsanna, but he turned the situation around. Instead of becoming her puppet the two genuinely fell in love. Even after he left to face the abyssal corruption she remained waiting for him. This blessing is an embodiment of her love greatly strengthening him in combat. While fighting all of the user's stats will be increased by one rank with the exception of magic. Additionally, the skill also grants the user resistance to ice and dark damage. Lastly, you may optionally choose to have a history with the two legendary figures if you wish.

Statues of Invaders - 200 CP
Statues of Invaders is a B++ ranked skill held by the Rat King. This ability allows him to imbue his warriors with the petrification curse. Any being who suffers from their slashes or bites will quickly be turned to stone. You can apply this effect to all forces you

possess and the weapons they possess. The effect will grow on the target exponentially as they suffer more damage.

Blessing of the Blissful Goddess - 200 CP
While Hanleth may not be capable of much she is still a goddess. As such she retains many of her abilities. One of the most interesting is the blessing she can bestow and one which you have received. This blessing provides you with a boost in power. The amount of power you receive however, is dependent on your happiness. Should you be doing something you truly enjoy, your power will skyrocket immensely. This is particularly useful for battle junkies and others who enjoy the thrill of combat.

Hawkeye - 200 CP
Archer-Class Servants are renowned for their exceptional eyesight and impressive range, but you stand among the elite, much like Hawkeye Gough. You may not necessarily be the most skilled archer, but you are amongst the farthest hitting. Your vision and accuracy are nearly unmatched, enabling you to strike targets with pinpoint precision from over five hundred kilometers away. Your far-reaching sight also grants you a strategic edge, allowing you to survey vast areas and detect threats long before they would otherwise become apparent.

Mana Burst - 200 CP
Mana Burst is a powerful skill possessed by many Servants, enabling the user to temporarily amplify their power and stats significantly. This surge of energy can be customized to suit your preference. For instance, Gael’s Mana Burst covers his body in Abyssal Flames in the form of a cloak. Regardless of the specific type you choose—whether it's flames, lightning, or another element—your Mana Burst will be on par with Artoria’s Breath of the Red Dragon.

Mad Enhancement - 200 CP
Mad Enhancement is an ability unique to the Berserker-Class. This ability greatly enhances the Berserker's stats at the cost of their sanity. The more reason they lose the greater the boost they receive. This option gives you access to a mental dial allowing you to dial your own Mad Enhancement. You can activate a mental timer or restriction that will return you to normal should you dial this to a higher level. For example, you could max out your Mad Enhancement directing yourself to fulfill a single objective. You will be far more powerful during this period though you will likely become a mindless berserker.

Soul Forging - 200 CP
Soul Forging or Soul Transposition is the art of creation utilizing a soul. This arcane craft is used to forge some of the most unique and potent items to ever exist. Beyond merely creating weapons, Soul Forging allows for the creation of armor, spells, and other exotic tools, each imbued with the essence of the original soul. The items crafted often reflect the nature and history of the soul used. For instance, transposing the soul of a renowned spear user would likely result in an empowered version of their spear. Lastly, should you also possess the Strength of Souls perk this will guarantee every soul of note will drop a craftable soul.

Dragon Slayer No More - 200 CP
There are a variety of methods designed to target specific races. Thankfully with this perk you are now completely immune to any racial weaknesses or targeted methods of harm specific to your kind. Regardless of whether you possess dragon blood, vampire heritage, or any other unique trait, such vulnerabilities no longer affect you. Dragon Slayers, for instance, would find their specialized attacks useless against you, unable to deal increased damage due to your lineage. This protection extends to all manners of magical, mystical, or technological attempts to exploit your nature.

Power Within - 200 CP
"Power Within" is a potent pyromancy crafted in Carmina, known for its ability to unlock the hidden potential of the user by harnessing the power of flames. When activated, this ability significantly enhances the user's physical attributes, enabling feats of strength and endurance far beyond their normal capabilities. For instance, while using it Ash was able to go from struggling to match the Nameless King to fighting on par with him. The flames gradually damage the user's body over time. Fortunately, this drawback can be mitigated if the user possesses regenerative abilities, allowing them to sustain the enhanced state longer.

Oblivion Correction - 200 CP
After seeing his kingdom destroyed Yhorm refused to forget what had been wrought. This incident developed into the skill Oblivion Correction. This skill grants the user three abilities. The first of which grants you a perfect memory. You shall never forget the faces of those you lost or the deeds that were performed. The second is the ability to create imprints of grand events. These will take the form of echoes of history that others can perceive by touching them. After all there is no better way to ensure history is remembered than to allow others to live through it. Lastly, is the ability to ensure the legacy of others is not lost. You can draw upon the remnant knowledge of those around you. For example, should you walk through Lordran you would be able to experience

the daily life of the city when Gwyn ruled it or uncover secret knowledge that was never recorded in the annals of history.

Shades of the Knights - 200 CP
Shades of the Knights is a skill that Dolion gained after leading the Corvian Knights. This skill allows the user to summon the wraiths of his fallen brethren. Their souls will answer the user's call fighting alongside them once more. These beings are not on the level of Servants, but they will come forth in an endless tide. Their numbers allow them to wear down vastly stronger opponents. Should they be slain you can simply call them forth once more.

Protector of Dragons - 200 CP
After betraying his father to protect them the Nameless King became a champion of the Dragons. No dragon henceforth would raise a claw or flame against him. Additionally, his position granted him the authority to command dragons. They were not forced to listen, but he was made a stalwart pillar amongst the dragons. Only the most stubborn and spiteful of dragons would refuse his call. Somehow you have been recognized as a Protector of Dragons as well sharing these gifts. Wherever you travel you shall be treated as a herald and friend of dragons.

Emissary of Light - 200 CP
The Darklurker was once a revered champion of the gods, a beacon of light meant to halt the spread of the Abyss. This unique role bestowed upon them the ability to become invisible to anyone lacking the blood of humanity. As an Emissary of Light, you inherit this gift, making your presence increasingly difficult to perceive the farther an individual's connection to humanity is. This includes not only invisibility but also masking your aura, sound, and scent, rendering you a ghostly figure to those not part of humanity. Additionally, this Anti-Human perk empowers you significantly when facing human adversaries. Your attacks will deal considerably more damage, cutting through their defenses with ease. Conversely, their attacks will deal less damage to you, as your body is shielded from their blows. In combat, you'll be faster, stronger, and more resilient, effectively becoming a paragon of light against the endless darkness.

Firekeeper - 200 CP
Throughout the land, bonfires bound by a coiled sword and forged from ash serve as beacons of hope and rest. Fire Keepers are the dedicated individuals tasked with tending these sacred flames. As a Fire Keeper, you possess a suite of unique and powerful abilities. You can create and maintain bonfires, offering sanctuary and a place of respite for weary travelers. Your clairvoyance allows you to see possible futures, guiding others with your prophetic insights. Unlike typical Fire Keepers, you are free

from the usual disabilities or weaknesses that accompany these powers. Lastly, you will be able to draw out the strength within others, awakening them to their full potential.

Catalyst Creation - 200 CP
Catalyst Creation is a B-ranked skill possessed by Beatrice. As she was taught outside of the standard schools such as Vinheim, she often had to work with low-quality materials. She worked around this limitation learning how to develop high-quality catalysts with the most basic of items. Perhaps you were forced into similar circumstances or taught by the young witch. Regardless of how you have learned her techniques. You can create high quality items out of basic materials though you have a particular affinity for magical catalysts.

The Pontiff's Eyes - 200 CP
Each of Sulyvahn's Outrider Knights were equipped with two rings that mimicked their master's powers. The right eye empowers the user over time. The longer the fight draws on the stronger the user shall become. The left eye on the other hand heals the user by absorbing the vitality of others after striking them. It would seem that you somehow possess eyes similar to Sulyvahns. This grants you both abilities and the skill to forge items imbued with their power. The items will be weaker, but still able to provide aid to your allies.

Queen of the Knight Kingdom - 200 CP
Throughout her reign Gwynevere ruled over a number of kingdoms famed for their knights. Though the greatest of which was said to be Lothric. Having resided over the kingdom she developed a great affinity for knights. This ability allows her to bolster the parameters of any Knight-type warriors a full fold. This can be boosted a second fold should the individual also have an affinity for dragons due to her knights having been infamous dragon riders.

The Old Blood - 200 CP
The Old Blood, the essence of the ancient Old Ones, courses through your veins. This ancient force bestows you with extraordinary boons. The potent life force fortifies your body, granting you strength far beyond that of an ordinary mortal. However, it comes with a unique side effect akin to madness enhancement. Instead of driving you insane, it fuels an insatiable bloodlust that grows more intense until your enemies lie broken beneath you. Additionally, this effect allows you to heal by inflicting damage on your foes. Their life force is siphoned into your own with each strike. Just be cautious to not let your bloodlust consume you, lest you become another beast for the hunt.

Curse of Undeath - Free/300 CP
The Curse of Undeath was created by Gwyn due to his fear of the Pygmies. The result would come to be known as the Darksign. It seals the darkness within the user allowing them to claw their way back from death. The cost is that each time the user will lose a part of themselves, their humanity will slowly disappear. Dying too many times will result in you becoming Hollow causing a permanent death. Though this process can be resisted with a powerful will.

You possess the Darksign allowing you to revive being reborn from flame. Should you be in an area lacking a flame you will reappear in your warehouse. Additionally, upon dying you will lose any souls you hold. You can recover them however, should you return to the site of your death retrieving the echo of your fallen self. Should you be a Dark Soul you will possess this power for Free during the Jump. Should you belong to another origin or wish to keep it afterwards you will need to pay 300 CP. This will allow you to collect new souls in future worlds.

Child of Lords - 300 CP
You may choose to be the child of two significant beings within the Jump. For example, Ash was revealed to be Gwynevere and Sir Llew's son. You will gain their skills, magical affinities, physical traits, and any mystical or divine powers they possess. Additionally, you inherit their social connections, granting you access to powerful allies, resources, and knowledge. Post-Jump, you can choose a new set of parents before entering a new Jump. You may choose whether this alters your in-jump history or if it merely grants you the associated boons.

Soul of a Weapon - 300 CP
Virtually all of the significant weapons used by Ash were forged using Soul Transposition. This property allows their wielder's skill to remain embedded within the item. For example, wielding the Wolf Knight Greatsword would grant you the combat skills of Artorias and the Abyss Watchers. You have mastered a similar ability, enabling you to tap into the very spirit of any weapon you wield. This connection grants you access to the experiences and skills of every past user of the equipment. By practicing with the item, you can fully assimilate this knowledge, transforming it into your own rather than merely borrowing it when needed. Lastly, this is effective on any item, not just weapons. For example, you could learn to be a pilot by flying a plane, cook a meal using a chef's tools, or perform surgery using a doctor's scalpel.

Authority of the Beast - 300 CP
As the Beast are calamities against the world they possess a conceptual advantage against beings like the gods. This advantage allows the Beast to deal increased

damage to divine beings and other so-called protectors of the world. Additionally, this effect will stack with any similar abilities like Mystic Slayer making you a true force of reckoning against the divine.

- **This Perk is Free should have the Beast Perk as well**

Protection of the Ends of the World - 300 CP
The Holy Lance is more than a mere weapon. It is an anchor for the world itself and one that blesses its wielder. Normally only the user of Rhongomyniad would gain access to this skill, but somehow you've acquired it. The skill grants you divine protection from the Farthest Ends. Additionally, while you are in combat all of your stats will be increased by a full rank. This boost will only occur while you are actively fighting. Should you possess the Holy Lance as well this will stack with the first version of the skill it contains.

Sorcery - 300 CP
Sorcery, a vast and ancient field of magic, is said to have originated with Seath the Scaleless and the kingdom of Oolacile. Rooted in the essence of the soul and humanity, sorcery encompasses a wide range of spells and magical disciplines. Your knowledge of sorcery is extensive, covering ancient sorcery, modern sorcery, Seath's crystal sorcery, and even Manus' abyssal sorcery. With time and dedication, you have the potential to become a legendary sorcerer, surpassing even Seath the Scaleless. At present, you are a sorcerer on par with the renowned Big Hat Logan, capable of wielding powerful spells and delving into the deepest secrets of magic.

Pyromancy - 300 CP
Pyromancy is a potent field of magic performed using a Pyromancy Flame, with origins tracing back to the Witch of Izalith and her daughters. Your knowledge of Pyromancy is vast and comprehensive, encompassing standard Pyromancy, the destructive Chaos Pyromancy, and the dark arts of Abyssal Pyromancy. Like Salaman any form of magic rooted in flames is within your grasp or at that which can be learned in time. All that is required is for you to harness the flames within yourself. This burgeoning flame has the potential to become a raging inferno, one that even the Witch of Izalith herself would fear. Though at the moment you are a pyromancer on par with Quelana and Quelaag. Lastly, you are already in possession of your own fully formed Pyromancy Flame. This flame is bound to you and a perfect catalyst for any magic you cast.

- **This Perk is Free if you have the Complete Lord Soul of Life**

Miracles - 300 CP
Miracles are a field built to channel the power of faith. These abilities allow you to call upon the might of the gods. They are empowered by the faith of the caster. The greater the faith the stronger your miracles shall become. These spells can heal, summon

lightning, channel the dark, and so much more. You have an expansive repertoire stored within your mind which will only grow larger as you unlock more of your potential. Your knowledge includes standard Miracles, the Miracles of the Old Lords, and the more esoteric Miracles that have been lost to time. Your talent is so grand that Gwyn himself would be impressed. At the moment you are on par with veteran Miracle users such as the Nameless King. Lastly, much like Gwynevere you lack the need of a chime to utilize your Miracles.

- **This Perk is Free is have the Complete Lord Soul of Light**

Necromancy - 300 CP
Necromancy is a form of magic that allows the caster to revive and control the dead. Everything from the simplest skeleton to the mighty Undead Dragons can be called upon by a proper user. You have immense talent in the field and are equipped with a mental archive of spells. This mental list will grow wider as you hone your skills further. Additionally, you possess a few special abilities such as the ability to automatically resurrect any of your undead that are slain close to you. Should you reach your potential then the Gravelord himself would raise his brow impressed. Currently you are on par with an experienced Necromancer.

- **This Perk is Free if you purchase First of the Dead**

Oath of Sunlight - 300 CP
The Warriors of Sunlight are a Covenant who served Gwyn's firstborn. They are widely known for their worship of the Sun believing its encompassing warmth is a blessing to all. While under the sun's welcoming rays these warriors are strengthened. All of your stats will be doubled, though this will leave you once the sun falls. As long as you remain under the sun's warm embrace you shall be a stalwart pillar amongst your allies.

Dark Sun - 300 CP
As the God of the Darkmoon Gwyndolin possesses authority over the moon and is empowered by its presence. As long as Gwyndolin remains under the moon's light his power is greatly enhanced. Perhaps you are a fellow moon deity or you were blessed by the Dark Sun as you share this boon. As long as you are under the moon your power will be multiplied by a factor of three. Follow your guiding moonlight and slaughter those who dare stand against you in the darkness.

Jumper the Rock - 300 CP
Mighty Havel is a warrior of nearly unmatched defense and physical strength. Few if any are capable of matching the warrior in direct combat. Though you appear to be one of the very few who can be counted amongst this group. You are a physical powerhouse able to easily match top-tier Berserkers like Havel himself or Hercules. Additionally, you

are highly resistant to a single broad classification of damage. Some examples include physical damage, magical attacks, or soul-based attacks.

Damn Mages - 300 CP
Havel's hatred of dragons was only matched by his hatred of mages. This may have been one of the reasons he hated Seath so much or perhaps it's what inspired it. Regardless, to demonstrate his hatred and slay any mage who stood against him Havel created a Miracle that prevented magic from being used. This miracle would make it impossible for any hostile mage around him to use magic for a full three minutes before dissipating. Somehow you've learned this spell allowing you to carry on Havel's legacy. After using the spell it will affect any mage nearby. Though unlike the normal Vow of Silence this version will prevent any magic from being used. This ability is effective regardless of how powerful the target is. Its only weakness is that this miracle does take a few seconds to cast.

Book of the Guilty - 300 CP
The Book of the Guilty is an intrinsic part of Velka's domain over Sin. This ability allows her to view the sins committed by others and see their regret. Most importantly this grants her a massive advantage against any being that can be considered evil. This effect becomes more pronounced the greater the sin of the target. Like other similar skills it increases the damage she deals against them though to a much higher extent than normal.

Item Construction - 300 CP
Item Construction is a skill that allows the user to generate various items. Though this skill can also refer to the user's production capabilities and skills related to crafting. These items are typically created with magic or related to the user in some way. The quality of this skill determines the quality of the creations you can craft. You possess the EX-ranked version of this skill. This version of the skill is strong enough to create legendary treasures such as the Philosopher's Stone, the Garden of Lost Will, and artificial Spirits. Additionally, this allows you perform other functions such as upgrading other Servants Noble Phantasms and to mass produce high quality magical items.

Territory Creation - 300 CP
Territory Creation is a fascinating skill that allows you to shape and mold the environment around you, creating sanctuaries, workshops, and fortresses tailored to your needs. While many can establish small bases or hideouts, you possess the EX-ranked version of this skill, enabling you to generate vast structures and entire landscapes with a mere thought. Your creations can range from intricate workshops akin to Da Vinci's to majestic sanctuaries like the Firelink Shrine. These territories can

expand over time, becoming larger and more complex, and are often imbued with self-sustaining defenses and guardian entities. You may design the territory you summon if you wish. Though by default it will take the form of something important to you like your temple if you were a god.

Origins - Free/100/200/400 CP

Elements represent talent and affinity with the world. Origins however, represent the starting point of one's existence and their driving force from the Root itself. These are the driving aspects of your personality and determine a great deal of what you can accomplish. For example, Shirou's adopted father Kiritsugu Emiya had the dual origins of Severing and Binding. This made it so that he enjoyed working with simple machinery, but hated complex machines. Additionally your Origin can greatly enhance your capabilities. Shirou is a perfect example as he lacked an affinity with most magic, but he was able to pull off unmatched feats related to the concept of swords.

- **True Origin - Free:** For Free you may gain an Origin suitable for you. This will be whatever Origin is most naturally compatible with you. It may not necessarily be the most powerful, but it will be the one best suited for you as an individual.
- **Custom Origin - 100 CP:** This option allows you to choose your Origin yourself. As you are paying with CP you don't have to worry about your personality being altered by this.
- **Dual Origin - 200 CP:** It appears that you are one of the few individuals with a dual Origin. This will be effective regardless of any conflicting aspects or other issues that could arise. So you can choose something like creation and destruction.
- **Limitless Origin - 400 CP:** Lastly, you may choose an Origin with limitless potential such as Emptiness. The Origins of this level grant the user immense potential and incredibly powerful innate abilities. For example, Shiki Ryougi is the one of the only beings known to have this origin. It is one of the main reasons for her overwhelming power.

Battle Continuation - 200/400 CP

Battle Continuation is a Servant ability that allows the user to survive lethal wounds and keep fighting. Additionally, it also represents the user's willpower and refusal to give up. Purchasing the first level will give you an A-rank Battle Continuation. This tier of Battle Continuation allows you to survive having your heart or brain destroyed. This also makes you immune to instant death attacks. If you're not satisfied however, then you can pay an additional 200 CP for an EX-ranked Battle Continuation. This will allow you to fight in peak condition even after half your body has been erased. You will be the epitome of someone who simply refuses to die.

Magic Resistance - 200/400 CP
Magic Resistance is a skill held by a large number of Servants. Though the quality of their resistance tends to vary. For 200 CP you can acquire average level Magic Resistance. This will make you immune to any C-rank magic or lower. It will also decrease the effectiveness of higher ranked magics. For 400 CP you can gain an EX-ranked Magic Resistance similar to Ruler Servants like Jeanne, Sulyvahn, and Gwyn. This will make you immune to A-rank or lower magic. Only the most powerful of spells will be able to affect you let alone hurt you. Lastly, this protection can be controlled allowing positive magic like healing spells to work on you.

Consumer of the Divine - 400 CP
In order to gain his strength Aldrich devoured countless individuals. Once he grew strong enough he devoured the remaining gods within the decrypt kingdom. This aspect of his myth makes him a deadly foe to the divine. Any being that can be considered a divine spirit will weaken in his presence. They will take more damage from his attacks, deal less damage to him, and lose their power. Like Aldrich you are a predator meant to slaughter the gods. Any divine being will instinctively fear you, though you may suppress this to not harm your allies.

The Peasant General - 400 CP
Despite being born a peasant, Shieldless Lothian's brilliant mind and strategic acumen propelled him through the ranks due to his aptitude for strategy. He became renowned for his expertise in surprise attacks, innovative maneuvers, and masterful defensive tactics. You had the fortune of learning from the general being taught all of his tricks. Your training allows you to execute unexpected and ingenious strategies that can catch even the most vigilant opponents off guard. Your skill shines just as brightly when on the defensive. It would take a vastly superior force for someone to even stand a chance of overcoming your forces. Your strategies will leave enemies bewildered and your allies in awe in equal measure.

First of the Dead - 400 CP
As the Gravelord Nito commands the realm of death, so too do you possess absolute authority over the deceased. This dominion extends to ghosts, undead creatures, necromantic constructs, and all beings that fall under the banner of Death. You are a primordial entity born from the essence of Death itself, granting you similar authority and prowess as Nito. Your presence instills a profound sense of dread and respect, as if the very essence of mortality acknowledges your power. While you may not carry the title of a god of death, your capabilities are virtually indistinguishable from one.

- **This Perk is Free if you possess a Complete Lord Soul of Death**

The Dark Soul - 400 CP
The Dark Soul was a counterpart of the First Flame that heralded the twilight of the gods. It was to shepard humanity guiding them into the new age. This skill is a crystallization of this intent empowering the wielder. As you strive to a new reach stepping further from the Age of Gods your power will swell. Should you be in a divine era you may only see a minor boost. Should you however, be in an age dominated by humanity your power may multiply dozens of times over.

- **This Perk is discounted if you have Curse of the Gods**

Curse of the Gods - 400 CP
The Dark Soul was the spark of a new area leading to the Age of the Dark. It however, was smothered by Gwyn in its infancy in a vain attempt to prevent its rise. This led to the revolutions against the gods in a self-fulfilling prophecy. This skill is fueled by the user's hatred of the gods due to their betrayal. This is a reflection of the Dark Soul empowering the user the closer they are to the Age of Gods. Should you be in a world freed from the divine you may only receive a minor boost. Should you however, be trapped in the golden age of the divine you will become a titan capable of toppling them. Lastly, this skill grants you anti-divine abilities making you a predator meant to feast on the divine.

- **This Perk is discounted if you have The Dark Soul**

Lord Soul - 200/400/600 CP
A Lord is any entity that can be considered divine, but they are not gods. To be a true Lord was to possess dominion over a domain. Generally these individuals were created through the bestowal of a fragment from a Lord Soul. An example of this method was the utilization of the fragments of the First Flame that Gwyn and his allies gifted their children. Purchasing this allows you to become a true Lord and god. Possessing this perk will grant you divinity matching that ranking. This level allows you to become a normal god. Some examples include Gwyndolin the God of the Moon and Faraam the God of War. You will receive the equivalent of a B rank in Divinity.

- **Lord of Cinder - 400 CP**: You are one of the beings to have lit the First Flame becoming a Lord of Cinder. This protects you from spiritual attacks and gives you the equivalent of an A rank in Divinity. You are on par with the higher ranking gods such as the Olympians in might.
- **Complete Lord Soul - 600 CP**: You are one of the beings who plucked an aspect from the First Flame itself. Most importantly you never fragmented your soul retaining its full power. This enhances all of your abilities a step further and makes you immune to any instant death effects. As one of the Primordial Entities you will receive an EX rank equivalent to Divinity. Strength wise you are on par with the Chief Gods such as Zeus or Odin in strength.

The Will of Humanity - 800 CP
After being summoned, Aldrich began a grand ritual to open the gates of the world and unleash the Abyss, aiming to create an avatar of Humanity's will in the form of a Reality Marble. While the true ritual failed in one world, it succeeded in another, resulting in you. You are the Will of Humanity made manifest, possessing all of Alaya's abilities. You can create Counter Guardians to defend the world, sense any threats to humanity, and wield an array of other powers. Your strength grows alongside Humanity's progress, making you a living embodiment of collective will and resilience. As Humanity thrives and evolves, so does your power, enabling you to safeguard its future with an endless ferocity. Though unlike Alaya should humanity fall you will not go with it. You will remain at your current strength though this perk will not boost your power further until they recover. Lastly, if you truly despise humanity you may link your strength to another group or faction.

Dark Soul

Utility of Weapons - 100 CP
You can't survive long in Lothric without a weapon. Though you likely won't get to choose your weapon. This fact forces virtually every Undead within Lothric to quickly master a wide array of weaponry. You are obviously no exception to this having honed your skill in a variety of arms. You are no master, but you can wield any weapon you equip with a degree of competency. It doesn't matter how exotic or bizarre the weapon is. You can at least wield it on the level of someone who has dedicated a solid decade of intense training.

Call to Adventure - 100 CP
Throughout his life Ledo traveled to many kingdoms exploring the world. This grand journey became one of the main pillars of his legend transforming into a skill. The skill allows him to easily adapt to any environment, utilize anything that can be considered transportation without issues, and a variety of other useful sub-skills. Additionally, he received a journal detailing all of his travels and encounters. Given your extensive travels as a Jumper you shouldn't be surprised to have earned this skill yourself. It grants you all of the aforementioned abilities. The only difference is that your adventure journal will contain details of all of your travels. Everything you do no matter how long your life becomes will be stored within. The book has an endless amount of pages making it an excellent tool to carry around.

Strength of Souls - 100 CP
The power of a soul is one of limitless growth. Well in concept a soul can grow limitlessly, but it requires an ever growing fuel to strengthen itself. Much like the other inhabitants of Lordran you can absorb the souls of the fallen. You now possess an internal reserve which can contain a limitless amount of souls. If you need to you can sense who each soul belongs to and remove them from your internal storage if you wish. The exact number of souls you receive will depend on the power of the foe in question. Additionally, certain unique or powerful foes will drop special souls. Perhaps you could find a use for these so-called Boss Souls. Lastly, post-jump this will ensure that others continue to drop souls. You may also awaken the ability to absorb souls in others.

Favored Enemy - 100 CP
There are many individuals who have devoted their lives to slaying a single type of foe. It would appear that you have chosen to walk this path against one such enemy. You

have undergone extensive training to slay your chosen foe. As a result you deal an increased amount of damage against a particular type of enemy and simply are better at killing them. The more specific your foe you chose the greater the boost. For example, choosing Dragons would give you a moderate boost, but Red Dragons would give you a massive boost. You may purchase this perk as many times as you can afford.

Knight Captain of Gwyn - 200 CP
As the leader of the Four Knights of Gwyn, Ornstein was given the opportunity to train many unique skills. He received personal instruction in Miracles from Gwyn himself, developed immense charisma through his leadership, and mastered a technique to double all of his abilities in critical moments, except for Luck and Mana. You have undergone extensive training to potentially replace Ornstein, acquiring all of his skills and abilities. This includes his prowess in Miracles, his commanding presence, and his emergency power-boosting technique. You may optionally share a history with Ornstein and a few other figures with this perk. If you don't wish to have fought alongside the legendary warrior then you may simply receive his skills.

Through the Ages - 200 CP
Many of the Servants are hundreds if not thousands of years old. They however, are far from the oldest beings within these worlds. One of the most ancient beings is Slave Knight Gael who was born in the Age of Fire. After living through to the modern era he was hundreds of thousands of years old. This granted him a truly massive wealth of experience, knowledge, and time to hone his skills. It would appear that you are an equally ancient if not older figure. This time has allowed you to develop your skills and learn a wide array of knowledge. You may optionally choose whether this knowledge is broad or focused. Perhaps you spend ten thousand years trying to learn medicine.

A Budding Flame - 200 CP
One of the most interesting traits the Undead possess is their comprehensive capabilities. Undead are seemingly able to learn any skill or type of magic despite the restrictions imposed by the fields. For example, most fields of magic require special talents, but seemingly all Undead possess the potential to use them. Perhaps you are an Undead or you share this potential. Regardless you are able to learn any skill regardless of whether it would normally have a restriction. This doesn't mean that you will learn it quickly, but you will never encounter a field that you cannot progress in. Though as a small benefit you will be guaranteed to have at least average talent in a field. A specific example of this would be Quelaag describes how seemingly every Undead could learn new spells in a few tries, while it would take decades for normal magic users to do so.

Mystic Slayer - 200 CP
The lands of Lothric are filled with countless monsters seeking to kill everything around them. Often this means that anyone still alive is a skilled warrior. Particularly those such as the Ashen One who not only survive, but even thrive in this environment. Throughout their journey the Ashen One would slay monsters, gods, and numerous other horrors each further building their legend. This aspect of their legend empowers them when fighting any being that can be considered mystic. Their purpose is to slay them and now it's one that you share. Your blows will hit harder, your enemies powers will falter, and all that made them special will crash around them in the face of your unending determination.

Manifestation of Beauty - 400 CP
Gwynevere was considered by all to be a living embodiment of beauty. Her very being is designed to enthrall those who gaze upon her. Everything from her words all the way to the simplest action are filled with unrivaled appeal. This beauty is effective on all beings regardless of race. Even the laws of the universe can be affected and bound to her will. Average beings such as humans and other ordinary individuals will consider the user a flawless deity. Even beings like Servants and other deities can be brought under your thrall with ease. This ability is particularly effective on those who lack magic resistance. You may optionally suppress the addictive effects of your presence if you wish.

Lord of Illusions - 400 CP
In order to maintain the illusion of Anor Londo's glory Gwyndolin shrouded the entire city. He was able to do this as he was the most skilled illusionist within the city even before its fall. Though it appears that he finally found an equal. You learned under Gwyndolin eventually becoming a master of the arts. Like your teacher you can create various illusions. Your powers include various simple mind tricks, the ability to create armies on command, and creating structures to suit your purposes. For example, Gwyndolin was able to create a massive ship and a full army of sentinels within the Roman singularity. The only limit you have are your reserves. Grander and more numerous illusions will require a corresponding amount of energy.

Thrice She Protects the Painted World - 400 CP
As many of you are familiar, Sister Friede revives three times after being slain. It was this aspect that made her one of the most hated enemies in Dark Souls. Each resurrection not only restored her but also increased her strength and resilience, making her a progressively tougher opponent. You are blessed with a comparable power, granting you the ability to revive three times after being defeated. Each resurrection significantly enhances your endurance and boosts all your abilities, making you

stronger, faster, and more formidable with every return. Now you too will make your foes rage as you refuse to die. This revival counter will be reset after a week.

Dorchadas gan deireadh - 400 CP
In the end Ash chose to let the First Flame die rather than continuing the pointless cycle. This skill allows you to replicate that feat calling forth the Dark unto a new world. The light of the world will be consumed as an endless wave of Dark envelops it. This area will greatly strengthen the user and empower them against any inhuman beings. Monsters, gods, and other phantasmic creatures will find themselves weakened as the Dark grows stronger sapping their strength. Both effects will grow continuously the longer and farther the Dark spreads. Though you can recall the Dark back into your body if you wish to for whatever reason.

Essence of a World - 600 CP
Essence of a World is one of Ash's most powerful abilities. As the final lord having taken on the burdens of his world he absorbed it all. The end result was that he held the entire world and everything borne from it within him. This power grants the user a number of abilities. First, the user's inner world is filled with the billions if not trillions of slain souls from the ruined Lostworld. The second ability is that the user can become a limitless fountain of humanity. This reservoir can corrupt all it touches and transform them into the user's servants. Third, it grants the user magic power on par with a Chief God due to the overflowing might within them. There are supposedly other abilities, but you will have to discover them on your own.

Voyager From the Depths - 600 CP
When Gwyn claimed the Souls of Lords, so did his allies. Nito became the Lord of Death rising from beneath the earth. Against all odds he persevered shining at his brightest. In the end he slew the Everlasting Dragons and brought their age to an end. Like the Gravelord you only become more resilient in the face of adversity. The bleaker the situation becomes the more you shall rise to the challenge. For you there is no such thing as impossible, only the question of how far you will go. Even in the darkest of times you can carve a path to victory for yourself and your allies.

Painter of Worlds - 600 CP
The Painter was the daughter of Priscilla trapped within the Painted World. Using the knowledge of the First Flame and the Dark Soul gifted to her by her mother she learned to paint new worlds. Perhaps you are her sibling, sharing this profound knowledge and skill. You, too, can harness these two primordial forces, allowing you to paint and bring forth entirely new worlds. These worlds are not mere illusions but separate dimensions that can develop and evolve over time, even without your direct intervention. This power

places you among the few who can balance the opposing energies of light and dark. In time you may be able to discover even more uses for your incredible powers.

Abyssal Sovereignty - 600 CP
Manus the Father of the Abyss was considered a Beast of Humanity and one of the darkest creatures in existence. Long ago he was slain by the Chosen Undead, but now its power has been received by another. You have inherited the formidable powers and command over the Abyss once wielded by Manus, Father of the Abyss. This dark inheritance grants you dominion over the primal darkness of humanity and the ability to bend it to your will. With this power, you can summon and shape the Abyss to your desires, creating tendrils of shadow that ensnare your enemies or engulfing entire areas in pitch-black darkness to terrorize those within. You also possess mastery over dark magics, allowing you to cast powerful spells infused with abyssal taint.

These spells range from devastating blasts of dark energy to curses that sap the strength of your opponents. They are particularly effective against beings of light and purity. Additionally, the Abyss will enhance your body making you a physical powerhouse far beyond legends like Artorias. If needed you can transform into a titanic form similar to Manus himself. Your connection also grants you the ability to manipulate souls, drawing upon their energy to fuel your powers or corrupting them to serve your purposes. You can absorb the souls of the fallen to increase your own strength or bind them into dark servitude, creating Abyssal minions to form an army of shadows. As the inheritor of Manus's legacy, you have the potential to surpass even his dark achievements. Though the option remains will you become another mindless tool or do you wish to reshape the world for the better.

Master

Roll the Dice - 100 CP
You would think summoning ancient heroes from beyond the grave would have a specific process. Well it turns out that if you don't have a catalyst the process is completely random. Thankfully you seem to have some bullshit EX-rank luck. Anytime you are rolling the metaphorical or perhaps literal dice things will tend to go your way. This isn't a solid guarantee, but you'll probably get exactly what you're hoping for at least 90% of the time. Just remember this is purely up to chance. So summoning your five star Servants is expected, but the final boss tripping on his own sword is unlikely.

I'll Be Fine - 100 CP
One of the few downsides of being a Master is that you will inevitably be drawn into battles reshaping the land around you. Given that most Masters are normal humans and very squishy this creates an obvious problem. Thankfully you have a unique solution to this. Somehow you have conceptually bound yourself to the concept of trust. This has resulted in you becoming immune to damage from any being you consider an ally. For example, your Servants could launch a point blank blast directly at you and you would be completely unharmed. Additionally, this will provide a minor notice-me-not effect. This will prevent your enemies from actively paying attention to you as long as you don't heavily involve yourself. Just remember these effects only protect you from your allies, your enemies can still hurt you.

Mental Union - 100 CP
The bond between a Master and a Servant grants them a number of useful skills. One of the simplest, but arguably most useful is mental communication. This skill allows the Master to communicate telepathically with their Servants across any distance, enabling them to relay orders, devise battle strategies, and converse as needed. This mental link is instantaneous and cannot be intercepted, ensuring secure and efficient communication. If a Master has multiple Servants, all of them can communicate with each other through this mental network. Lastly, you can establish this connection with any being you have a bond with.

I Serve You Now - 100 CP
Due to the nature of the Servants it is common to summon an individual who previously fought against you. Sometimes though you can take the initiative to bring someone to your side. Interestingly, it appears that you are remarkably skilled at convincing your foes to join you. This may be due to their respect for your battle prowess, the threat of

death, or perhaps something else entirely. The most effective method however, is to defeat someone in combat. That's right you can acquire the power of friendship by punching someone in the face. Upon their defeat, they will forgo their previous loyalties and pledge themselves fully to you. This newfound allegiance is so strong that they would even strike down their former allies if commanded, although it may be with a sense of hollow duty.

Rear Guard's Pride - 200 CP
When Leonidas led his forces against the Persians he knew they would lose. He also knew that the invaders would bleed for every inch they took. This feat manifested into a skill called Rear Guard's Pride. When the odds turn against the user they and their allies will be able to showcase more power then normal. The greater the odds against you the stronger you will become. While empowered by this skill his Noble Phantasm became capable of defending against far more powerful beings without issue. Now it seems that you share this skill as well. No matter what happens you will be a stalwart pillar for your people.

Yandere Handler - 200 CP
Kiyohime is a powerful draconic Berserker-Class Servant. Her Madness Enhancement EX however, can make her a potentially dangerous ally. For example, she snuck into Ritsuka's room and got aggravated whenever she encountered a "homewrecker". You are the perfect individual for handling these situations as you are a yandere tamer. You can handle the most obsessive and deranged individuals with ease.

This won't necessarily remove their obsession with you, but it will allow you to change it to a healthier outlet. For example, maybe rather than killing every attractive individual you encounter now they vet whether they can assist you. Lastly, it wouldn't mean much if you didn't have anyone to use your skills on so just what. If you guessed that you would now attract these individuals as though you were a living magnet. You'll even attract them away from their previous obsessions, but don't worry I'm sure you can handle it.

Lead From the Rear - 200 CP
One of the greatest challenges Chaldea deals with is simply coordinating the Servants. These beings hail from numerous cultures, possess vastly different skills, and often hold deep-seated grudges against one another. Thankfully you possess a unique talent for turning this chaos into a cohesive and formidable force. Your strategic acumen allows you to lead Servants effectively, coordinate them in battle, and enable them to synergize their abilities to defeat vastly more powerful foes. Your mind is finely tuned for strategy, allowing you to transform a ragtag squad of newly met Servants into a seamlessly

efficient team, as if they had fought side by side for years. Regardless of whether you lead on the battlefield or from the commander center, your leadership will ensure that every warrior knows their role and performs at their peak.

This is my Body! - 200 CP
Between Magic and the other unique powers here there are a number of methods to seize control of others. Thankfully, you are immune to possession, mind control, and any other similar method that would take control of you. Regarding possession other beings can still enter your body, but only if you allow it. Even then they will be limited to what you've allowed them. For example, a bodiless Servant could inhabit you, but they wouldn't be able to do anything except talk by default.

I Believe in You - 400 CP
Ritsuka was no legendary hero or destined child blessed by the heavens. He however, was a kind soul who did the best he could and believed that everyone deserves a chance. You apparently have the same naive spirit. Though I suppose you could argue it isn't naive since it's working. You are able to reach deep into the hearts of those around you bringing out the best in them. In the hands of a hero this ability would allow you to create a new force for good. Even the darkest souls still have a small bit of light in them which you can cultivate. Alternatively should you be a darker sort then perhaps you wish to bring out that inner darkness snuffing out the light. Essentially anyone you spend time around will come around to your line of thinking. Obviously this tends to be easier the more time you have to work with someone.

Mana Wells - 400 CP
Normally a Master is restricted due to a single Servant. This isn't for lack of a desire, but due to energy. Most mages, even powerful ones, will have difficulty supporting more than one Servant. You however, have an abnormal amount of energy. Your body seemingly contains an array of mana wells storing immense amounts of energy. Each of these wells is capable of supporting a Servant going all out endlessly. The most interesting part is that each time you recruit another Servant or individual who is reliant on you for energy a new connection will form within you granting them access to your limitless reserves. You could at least theoretically support a full army of Servants without any issue.

Mystic Aegis - 400 CP
Masters are typically considered far weaker than their Servants, but this does not mean they can't play a pivotal role in combat. One of the most effective ways to support is through the utilization of support-type spells. Your mastery over defensive magics is nigh-unparalleled among Magi. This perk grants you the ability to create immensely

powerful wards, barriers, and protective enchantments that can safeguard you and your allies. These magical defenses are extraordinarily resilient against physical attacks, spells, and supernatural forces, providing a sanctuary amidst the chaos of battle.

In addition to your defensive prowess, you possess an extensive repertoire of healing spells, buffs, and debuffs. In battle you could heal one ally while applying offensive boosts to the rest of your allies. Following this, you can strategically apply debuffs to weaken your enemies, either gradually or in a concentrated burst. The potency of these spells is significantly enhanced compared to typical magics. For instance, an average level Servant empowered by your support could contend with a Top Servant. Most notably, these enhancements and debuffs are effective on any individual, regardless of their strength. However, debuffs will likely only affect significantly stronger enemies for a shorter duration.

The Great Runes - 400 CP
The Great Runes are the shattered fragments of the Elden Ring. On their journey the Tarnished gathered each of the runes in order to become the new Elden Lord. You must have gone to the Lands Between and seized the Great Runes given that you've somehow come into possession of them. Each Great Rune grants the user a unique ability. You can switch out the rune you are using as needed. Given time you will be able to master them eventually allowing you to properly reforge the Elden Ring once more.

Nega-Soul - 600 CP
As the Beast of Mercy Ash gained access to a unique Nega Skill. His Nega Skill was known as Nega-Soul. This skill provided him with a boost which would scale with the power of his opponent. Against a truly powerful opponent your every strike will be crippling. The greater the foes you face the greater you shall become. This effect is particularly effective on those who exceed you in strength. The greater and more varied their superiority the easier it will be to cut them down. Lastly, this also weakens conceptual advantages, exotic boons, and other effects that would grant your foe an edge over you.

Spirit Tuner - 600 CP
Being able to connect with your Servants is one of the most important aspects of being a Master. Thankfully, you possess a unique affinity for understanding and resonating with the spiritual essence of others. This allows you to synchronize with Servants, Demonic Beasts, and other spiritual entities on a profound level. Through this connection, you can bolster their abilities, heal their wounds, and even enhance their Noble Phantasms.

This deep spiritual tuning enables you to draw out the latent potential of your allies, making them stronger, faster, and more resilient. Furthermore, you can communicate with spirits and entities that others cannot, gaining insights and knowledge that are otherwise inaccessible. Lastly, should you not have it already you will now possess a perfect compatibility with all Servants and similar figures. For example, Post-Jump this would ensure that you got along great with any mythical figures even if it was your first time meeting them.

Master of Masters - 600 CP
As you might expect, legendary heroes come in many forms and personalities. Trying to manage them would likely drive an ordinary man to an early grave. Luckily you aren't an ordinary man. Perhaps it's your charisma, some inner spark, or something else entirely but you have that special something needed to get these people to work together. You are able to connect with these individuals forming everlasting bonds with them. These bonds might be a brotherhood forged with blood, a deep eternal love, or perhaps the creation of a new family. Regardless you have that special touch needed to bring hundreds of legendary heroes from across time together united under a single banner. Now show the world why you are worthy of being called the Master of Masters.

Bleed Through - 600 CP
In some cases bond between a Master and Servant often results in a unique bleed-through of talents and skills, enhancing the abilities of both parties. For instance, a bond with a Saber-Class Servant would accelerate your mastery of swordsmanship, while a Berserker-Class bond would bolster your physical condition. This perk amplifies that effect exponentially, allowing you to benefit from the skills and talents of any individual you are connected to. The boost you receive scales with the talent and number of bonded individuals, making you a prodigious learner and combatant. The more connections you forge, the greater the enhancement to your abilities. Should you lack the ability, this perk also grants you the power to forge similar connections with others.

Chaldean

They’re Women? - 100 CP
There are a surprising number of famous individuals in history who turned out to have their sex mistaken. Admittedly this is for fan service, but it's interesting to see just how many Servants turned out to be women. This perk allows you to make similar machinations in the current Jump and in future settings. You may alter the sex of any individual within the setting. All changes will be done retroactively to ensure that history remains intact. For example, making a king into a queen will not delete their children. Instead something will have happened such as scientific or magical intervention allowing them to be born. You may make these changes whenever you wish, though it's recommended that you only do so at the beginning of the Jump.

Interludes and Activities - 100 CP
In between Singularities, the Chaldeans often engage in various activities, ranging from holiday celebrations to simple moments of relaxation. These events are not only fun and enjoyable but also provide a much-needed break from their grander missions. While they are occurring, time for your plot-relevant missions will be put on pause. This way you don’t have to worry about the big bad destroying the world while you’re celebrating someone’s birthday. Additionally, these interludes are wonderful opportunities for you to relax and potentially gain some useful boons. For example, you might get summoned into a random world before gaining a new ally at the end. This power allows you to toggle whether these events will occur.

Tantric Arts - 100 CP
Tantric Arts are a field of magic designed to be performed in tandem between two or more individuals. This magic is versatile, with methods ranging from intimate rituals between lovers to synchronized efforts of larger groups. So it would make sense to master a field offering both practicality and pleasure granting you an array of skills. First, you are remarkably skilled in the field’s direct application capable of leaving someone such as a goddess of lust with an unforgettable experience. Second, your proficiency in Tantric Arts allows you to channel and amplify magical energies more effectively when working with others. This can boost the potency of your spells, enhance your magical resilience, and any cooperative magic you participate in will be significantly more powerful. Lastly, this greatly boosts your talent with similar fields.

History Revealed - 100 CP
When summoned Servants are granted information from the Throne of Heroes to understand their opponents and the world around them. Similarly, when you learn someone's true name, you gain comprehensive knowledge of their history. This information includes their person's past, their deeds, and their significance. For example, when the Chaldeans discovered Oscar's true name, they were granted knowledge of his storied past in Lordran. This effect will bypass any concealment skills or similar protections your opponent possesses.

Mystic Eyes of Petrification - 200 CP
The Mystic Eyes of Petrification are an A+ ranked skill held by Medusa. She gained this skill after being cursed by the gods. It is a high level form of magic that cannot be replicated due to its divine origins. This ability allows the user to petrify any being they gaze upon. Any being within the user's field of vision will be affected even if the user isn't actually looking at them. Beings with sufficient amounts of magic can temporarily resist this effect, but will eventually turn to stone. Should an opponent be strong enough to fully resist the effects their strength will be suppressed a full rank. This will prevent them from unleashing their full might. Lastly, you will have full control over this ability. Meaning that you can still look at people without cursing them.

The Director - 200 CP
Running an organization like Chaldea is a lot more difficult than you might expect. Particularly due to the shortage caused by the Incineration of Humanity. This event forced Olga to practically run every department singlehandedly. I'm sure she would have appreciated having you given your mastery of bureaucracy. You are a maestro of paperwork able to easily coordinate large organizations as though you were a full team of workers. Oh we need more supplies, they're already ordered. Each Servant needs a full report, I submitted them moments after you asked. You can still be overrun, but something on the level of Chaldea would be a cakewalk even if you end up with gray hair or two.

We Need Their Help - 200 CP
There are a remarkable number of Servants who truly hate each other. Though it shouldn't be that surprising given their intertwined legends. Dealing with these cases requires a delicate touch. Thankfully it is one that you possess. Through a mixture of charisma, pragmatism, and sheer command presence you are able to ensure that your forces remain united. For example, you could convince a victim to fight alongside their murderer and vice versa. Furthermore, this perk fortifies your tolerance of atrocities and moral compromises. After all, going through with the pragmatic option likely means

working with some abhorrent beings in this case. You may optionally disable this aspect if you wish.

Golem Craft - 200 CP
Forging Golems is a complex art requiring mastery of nearly a dozen subfields. You are a Golemancer on par with Avicebron. You are capable of creating all sorts of golems ranging from simple automatons to Primal bodies on par with the Lostbelt Kings. Your knowledge covers all forms of golem craft such as Kabbalistic techniques, dragon forging, and standard golemancy. Your main limitation will be the supplies you have access to. Your second main trait is the ability to generate a territory allowing you to easily construct golems. This factory will provide you with enough materials to make thirty golems on par with E-ranked Servants a day.

Dragon Core - 400 CP
A Dragon Core is a unique and powerful trait possessed only by those of draconic lineage. This rare gift transforms your heart into that of a dragon, granting you magical circuits far surpassing those of any ordinary mage. With a Dragon Core, you become a living powerhouse, generating immense amounts of magical energy and elevating the potency of your magic to a level rivaling the gods. This transformation also enhances your physical body, imbuing you with the strength, resilience, and endurance characteristic of dragons. Additionally, you gain an inherent affinity with dragons. Lastly, you may choose the specific dragon whose core you inherit if you wish. For example, the core of the dragon Albion, is said to reside within Artoria.

Three as One - 400 CP
Many would consider Sasaki's greatest feat the creation of his technique Tsubame Gaeshi. By evolving his swordsmanship he was able to launch three simultaneous strikes. This is not three rapid strikes, but occupying three places at once. Olga and Roman believed this was an act that would touch upon true magic. Whether it actually is unclear, but it is a skill that you've picked up on. You have learned to mimic this allowing you to multiply the effect of any action you take three times over. You might launch three attacks at once, forge three swords at the same time, or put three times as much effort into building something to get a superior product.

Blacksmith of Londor - 400 CP
Over the hundreds of thousands of years Andre has lived he's mastered the art of smithing. He learned everything from reinforcement to infusions until he was practically as skilled as the God of the Forge himself. There are few weapons he cannot forge and even fewer he cannot identify with a single glance. You are a smith on par with Andre of Astora. Perhaps you were taught by the same god or you honed your skill through

countless hours. Your hands can forge the most mundane of materials into high-class weapons on par with Noble Phantasms. Should you get access to some quality materials you could make equipment that the gods themselves would be jealous of.

Pioneer of the Stars - 400 CP
Pioneer of the Stars is a skill awarded to figures who moved humanity forward. Francis Drake, Da Vinci, and Nikola Tesla are some of the individuals who acquired this title. Now you can be counted amongst their ranks due to the journeys you have undergone. You have the ability to turn the impossible into events to be realized. For example, you could turn True Magic into a craft or direct the path of civilization. You are an individual with the potential to move humanity forward. The only question is what path you shall bring them down.

King of Magecraft - 600 CP
King Solomon is infamous for countless deeds, but his single greatest feat is easily his mastery of magic. Solomon was the inventor of modern Magecraft and capable of performing feats that would leave the greatest wizards alive today in awe. Like Solomon, you are a master of all forms of Magecraft. Perhaps you were the final student he took before he died thousands of years ago. As a master of Magecraft, you possess comprehensive knowledge of every branch of magical practice, from elemental manipulation to ancient rituals.

You could easily create your own system of magic or improve upon modern Magecraft, pushing the boundaries of what is possible. Additionally, this perk will refine your magic capacity to match Solomon's and bolster your talent in all forms of magic. You will find casting spells easier, with increased power, precision, and efficiency. Your ability to research, innovate, and perfect new spells and magical techniques gives you the potential to become a legendary figure. If you wish you may alter your in-Jump history giving yourself a relationship with Solomon. This obviously might have some ramifications with Goetia, Roman, and their significant figures.

She Was The Only Success - 600 CP
Mash was initially created as part of the Demi-Servant Program, intended to be nothing more than a mindless soldier. However, thanks to Da Vinci’s intervention, she was granted a life beyond being a mere tool, ultimately gaining the powers of a Servant and becoming one of Chaldea’s greatest heroes. Like Mash you share the fortune of finding benefits through tragedy. Your body has an uncanny ability to perfectly adapt to hostile conditions, always finding the optimal result. For example, if you had been put through the Demi-Servant Program you would almost certainly be a success. Any experiment, procedure, or ritual done on you will end up yielding a beneficial outcome. You will not

suffer from scars, crippling injuries, or negative side effects from these circumstances. Essentially, if there is a positive result possible, you are practically guaranteed to receive it.

Demi-Servant Initiative - 600 CP
The Demi-Servant Program was an innovative yet horrific project designed to create super soldiers by merging the power of a Servant with an obedient human host. You are one of the architects of the Demi-Servant Program. You possess advanced sealing knowledge that allows you to combine beings and spirits by sealing them within a host. This process enables the host to absorb the powers, skills, and knowledge of the sealed entity. A willing target is the easiest to use, but you are also capable of sealing an unwilling being into your chosen host. Furthermore, you have the expertise to ensure that your experiments result in healthy and stable outcomes. After all an expert like yourself shouldn't suffer from the catastrophic failure rates of the less skilled practitioners. You could easily recreate the program or perhaps you might wish to adapt it to a more ethical approach.

True Magic - 600/800 CP
True Magic represents the pinnacle of magical prowess, a level of mastery that elevates a Magus to the status of a Magician. This perk allows you to acquire one of the five True Magics, each offering incredible abilities that defy the very fabric of reality. Upon acquisition, your skill will be on par with legendary practitioners such as Zelretch. Your first purchase of True Magic will cost **800 CP.** Additional True Magics can be purchased for **600 CP each.** The True Magics available for selection are:

- **First Magic - Denial of Nothingness:** The First Magic is shrouded in mystery, as its original wielder perished long ago. However, it is known to involve the creation of Ether Clumps, the foundational building blocks of reality. This suggests that the First Magic has a domain over creation itself, allowing you to craft and manipulate the very essence of existence. Mastery of this magic will require exploration and experimentation on your part.
- **Second Magic - Kaleidoscope:** Known as the Operation of Parallel Worlds, the Kaleidoscope is renowned due to its user, Zelretch. This magic governs Time and Space, enabling you to travel between different realities and draw upon their aspects. You can access information, energy, skills, and more from alternate worlds. Initially, your reach will be limited to your local multiverse, but once you acquire your Spark, you will gain access to all of reality.
- **Third Magic - Heaven's Feel:** Heaven's Feel, or the Cup of Heaven, grants dominion over the materialization of the soul. This magic allows you to manipulate souls, halting their natural dispersion to bestow immortality and

provide an unlimited source of energy. You can also retrieve souls and restore them to their original bodies, transforming the physical form to match the soul.

- **Fourth Magic - Unknown:** The Fourth Magic is the most enigmatic of the True Magics, with virtually no information available about it. It is believed to be the opposite of the First Magic, possibly representing the domain of Death, Destruction, or the ultimate end. With this magic, you can bring anything to an end, including immortal beings, separate dimensions, and even universal concepts, provided you possess sufficient power.
- **Fifth Magic - Magic Blue:** The Fifth Magic is thought to govern Time, though this is seemingly contradictory to the Second Magic. Touko Aozaki suggests that the Fifth Magic is linked to Consumption and Extinction, which somehow grants the user the ability to travel through time. Understanding and mastering this magic will require unraveling its inherent contradictions and discovering its true nature.
- **Custom Magic - Your Choice:** If the existing True Magics do not appeal to you, this option allows you to create your own unique True Magic. Your custom magic will grant control over a specific aspect of reality, enabling you to achieve the impossible within that domain. The only restriction is that it cannot significantly surpass the power of the other True Magics.

Summoned Servant

True Concealment - 100 CP
Many Servants particularly amongst the Assassin-Class possess methods to conceal themselves. The greatest individual at this art, however, is one of the last people you'd expect. Aldia, Scholar of the First Sin is capable of concealing himself completely likely due to his abilities as a Grand Caster. For example, he was able to appear within the Chaldean's camp bypassing six Servants, speak with Ritsuka, and leave all without being detected. Somehow you've managed to acquire this near unrivaled level of Presence Concealment as well. It may be due to a spell or possibly some other technique. You may design the exact method it uses if you wish.

In Another World - 100 CP
There are numerous variations of each Servant, each themed in ways that alter their powers and appearance. Common themes include Lily (Younger), Santa, Swimsuit, Alter, and various parody versions. Each time you purchase this perk, you gain the ability to transform into your chosen theme. The primary effect will be a cosmetic alteration along with adjustments to your abilities. For instance, a Swimsuit theme would grant you water-based powers, enhance your strength on beaches, and provide other related abilities. Additionally, purchasing this perk allows you to unlock these themed forms for others as well. All it takes is a few seconds of physical contact for you to unlock these transformations.

Power of Ages - 100 CP
Throughout the annals of history, certain heroes have become legends, growing stronger as their tales are told and retold. This phenomenon is why figures like Gilgamesh, Heracles, and Artoria stand among the mightiest of Servants. Now, you too can tap into this ancient power. As you age and your legend spreads, your strength will progressively increase. Over a few decades, you may notice a modest enhancement, but given centuries, your power will swell to incredible levels. As you grow older you shall become more powerful rather than growing frail.

Independent Action - 100/400 CP
Independent Action is a skill possessed by a wide array of Servants. This skill is most commonly held by the Assassin-Class. The skill allows the Servant to survive without a Master. The exact action the Servant uses varies. Some are capable of surviving with minimal amounts of magic while others are able to gather energy through rituals. This however, does typically weaken the Servant over prolonged periods.

For example, you would lose the ability to use your Noble Phantasm after a long enough period of time. For another 300 CP you can upgrade this into Independent Manifestation. This allows you to bypass the Summoning process entirely existing independently. For example, Aldia's skill allows him to manifest avatars allowing him to exist without issue. You may design the exact way your skill works for either tier if you wish. Additionally, the second tier grants you immunity to instant death attacks and similar techniques that would alter your being.

Demigod - 200 CP
Demigods are the children born from the union of a god and mortal. There are many legendary demigod heroes such as Arjuna, Minamoto-no-Raikou, Heracles and Orion. It would appear that you are amongst their number as well. The only question is what god you are related to. This will determine what powers and skills you receive. For example, choosing Poseidon would give you water manipulation, the ability to walk on water, survive extreme depths, and speak to horses. If you purchase this repeatedly it will extend into your family's previous generations. Perhaps you're a son of Zeus while your mother was a daughter of Hecate giving you access to both of their gifts.

Caryll Runes - 200 CP
The Caryll Runes are a mystical language used by the Old Ones, granting their wielders a variety of powerful skills and enhancements. You have a complete understanding of this ancient language and can inscribe these runes to bestow numerous benefits. Some examples include damage reduction, regeneration, enhanced insight, increased strength, and heightened senses. You can apply these runes to yourself, your allies, and objects, imbuing them with the desired effects. Furthermore, your mastery allows you to combine multiple runes for compounded benefits, create custom runes for specific enhancements, and even temporarily inscribe runes during combat to adapt to changing situations.

Palingenesis - 200 CP
Each summoned Servant possesses immense potential, but even greater strength lies within them. This strength can be drawn out through a method known as Palingenesis or Grail Ascension. This allows a Servant to break through their limits either regaining their true power or stepping beyond it. This process requires a large amount of magical energy and the aid of treasures typically in the form of a Holy Grail. This transforms the user boosting their maximum power and often granting them new abilities. Most Servants including the Dark Souls can ascend four times. You however, have learned to do so limitlessly not only for yourself, but for others as well. Just remember the more ascensions undergone the more materials you will require to do so once again.

Dragons versus Swallows - 200 CP
Sasaki Kojiro was an individual who wished to reach the pinnacle of swordsmanship. He refined his skills over years until even the gods became jealous of his skills. Eventually he was able to cut down dragons with the same ease as a swallow. Like the legendary swordsman you can push your skills to a higher level endlessly. The more you push yourself on the road of self improvement the grander you will become. Should you push your skills far enough you may even end up creating new legends.

Knight of Knights - 400 CP
Lancelot was heralded as one of the greatest sword users to ever live. He was said to have surpassed every member of the Round Table in skill including Artoria herself. You possess the same remarkable prowess as the legendary knight, having achieved mastery in nearly every form of blade-related combat. Even a normal man with this level of skill could decimate entire armies without suffering a single wound.

Should you possess a strong enough body, your abilities would allow you to cut down even divine spirits with a single, precise slash. Your mastery isn't limited to combat, however; your talent for learning and mastering new skills is equally impressive. You can rapidly acquire and surpass the abilities of masters in various disciplines in a short period of time. Lastly, like Lancelot you have the ability to enter a berserk rage. Unlike the mindless fury typical of such states, your berserk rage enhances your attacks, allowing you to strike with greater power and speed.

Unified Legend - 400 CP
Virtually every Servant summoned from the Throne of Heroes can manifest in multiple classes due to the diverse aspects of their legends. For instance, Cu Chulainn can be summoned as a Lancer, Caster, Saber, and Berserker Alter. By purchasing this you will not be limited to a single class. If you choose the template of another Servant then you will gain the powers of every variation they possess. If you are an original Servant or not a Servant at all, you will receive a substantial boost in power encompassing all Servant classes. To simplify, all your parameters will be at least B-rank, with several likely reaching higher ranks. Even a weaker Servant with the complete power of their legend will become on par with a top tier servant.

Self-Evolution - 400 CP
Self-Evolution is an EX-ranked skill belonging to Atalanta Alter. This skill allows the user to alter themselves. They can rapidly evolve to overcome obstacles or to accomplish a specific goal. This modification can take place over the course of seconds allowing you to make on the spot changes. The only weakness of the skill is that the evolutions tend

to be highly specialized for your goals. You will retain any changes made though you may discard them if you wish.

Lord of Monsters - 400 CP
As the Father of Monsters, Chrysaor possessed immense authority over her descendants. You seem to share this authority. Perhaps you were a sibling born by the Gorgon or another lord from a far off land. By virtue of your lineage and the inherent authority bestowed upon you, you possess a nigh-unmatched charisma that resonates deeply with those of a monstrous nature. Whether they are fearsome demons, enigmatic beasts, or twisted abominations, your presence exerts a magnetic influence over them. This allows you to command and rally these creatures to your cause. Additionally, humanoid monsters or beings related to monsters will be included in this as well. For example, Medusa, Kiara Sessyoin, and Asterios would be susceptible to your influence.

Scourge of the Stars - 600 CP
When one thinks of General Radahn, they typically picture his immense strength. While Radahn was the strongest of the Demi-gods, his greatest power was his mastery over Gravity Magic. Using his magic, Radahn was able to take hold of the stars, forcing them to remain in the sky. Even his mother, Queen Renalla, couldn't match her son in this art. Now, it appears that there is one being worthy of being called his equal: you. You have a similar mastery of this art. More than likely, you were taught by the general as some sort of secret student, given your skill.

With but a thought, you can bend your body, the ground, and the very stars to your will. Your control over gravity allows you to perform feats such as manipulating the weight of objects, creating localized gravitational fields, and even altering the trajectory of celestial bodies. You can crush foes with intense gravitational forces, lift massive structures, and move through the air with ease. Your command over gravity is so precise that you can shield yourself from attacks, create gravitational anomalies, and perform acts that defy the laws of physics. You now wield the legacy of Radahn, so why don't you show the world why he was respected so much.

Queen of Shadows - 600 CP
Scathath was an incredibly dangerous fighter, least of all due to her regenerative capabilities. Even if a fighter strong enough to defeat her emerged, she would rise again as long as the Land of Shadows remained intact. You have been granted a similar form of immortality, tethered to your home. No matter what damage you suffer you will heal endlessly. Even damage to your soul or conceptual attacks will not keep you down as long your home remains standing. Your enemies will find it nigh impossible to

permanently eliminate you as long as your sanctuary stands. This effect will only be removed once all of your territories have been utterly destroyed.

Heroic Spirit - 600 CP
When a Heroic Spirit is summoned they are bound within their Spirit Vessel. This allows the summoning to occur, and also restricts their strength. This is the main reason why so many Servants are weaker than when they were alive. It seems when you were summoned somehow your body was constructed perfectly allowing you to exert your full strength. This will grant you power far beyond your normal rank. Even an average Servant could compete against a top tier Servant with this. For example, after Ash's Servant restriction was removed his full power allowed him to easily kill Quella and fight another dozen Servants simultaneously. Although his situation was unique as he transformed into the Lost Beast: Mercy. Regardless, should you not be a Servant then your body will similarly be enhanced providing a massive boost to your capabilities.

Ruler - 600 CP
Ruler-Class Servants are entrusted with upholding the rules of the Grail War, acting as impartial judges and referees. To fulfill this duty, they receive numerous boons from the Throne of Heroes. Firstly, they possess the ability known as True Name Discernment, enabling them to learn the True Name, skills, and parameters of any being they observe. Secondly, they wield a skill called God's Resolution, granting them a special set of Anti-Servant Command Seals for every Servant they encounter. Third, most Ruler Servants receive a significant power boost making them on par with the grander Servants. Lastly, they are endowed with EX-rank Magic Resistance, rendering nearly all hostile magic ineffective against them, including powerful spells from the Age of Gods. By choosing this option, you may either become a Ruler Servant or gain the properties of one.

Singularity Borne

Golden Rule - 100 CP
Golden Rule is a skill possessed by many Servants representing their ability to gather wealth. It appears that you have a B+ ranked version of the skill similar to Patches and Francis Drake. You may not be the richest being in the world, but you can certainly be counted amongst their ranks. You will have no trouble acquiring a vast fortune and living in luxury. Keep in mind fortune can come in many forms such as unique armaments, endless gold, and other valuable resources. Additionally, should you be a leader this perk will also encompass your forces. For example, as a general you would likely never lack funding and have much higher quality equipment than you would otherwise.

Heart of a Warrior - 100 CP
Many warriors possess a unique spirit cultivated through countless battles, a presence that commands immense respect from fellow fighters. With this perk, you embody that warrior spirit to an extraordinary degree. This aura enables you to forge deep connections and earn the respect of other warriors rapidly, much like how Leonidas and General Lothian became fast friends. Whether in the heat of battle or during peacetime, you will find camaraderie and mutual respect among warriors, even those who stand as your adversaries.

I’m Only Human - 100 CP
Artoria was a nearly unparalleled leader, but this so-called perfection was also the greatest factor in her downfall. Unable to identify with a flawless figure, her citizens grew distant, which eventually led to resentment. In contrast, you have mastered the art of retaining an imperfect, relatable image. This relatability does not invite scorn but rather endears you to your subjects and allies. They will find your flaws charming, fostering a sense of camaraderie and trust. Your imperfections will humanize you, making it easier for your people to connect with and support you. However, while this perk makes you more relatable and likable, it won’t make your people love you if you're a genuinely horrible ruler. No matter how far above them you may be your people will admire you without propping you up on a pedestal.

Kaboom - 100 CP
You are a maestro of all things explosive. From ingeniously turning a teapot into a landmine to crafting a full-scale nuclear device, your expertise in the field of explosives is virtually unmatched. You possess an instinctual understanding of how to create, defuse, and enhance any kind of bomb. As long as it involves a kaboom then it is nothing more than a toy for you to play with. Lastly, you also possess a wonderful ability

to synergize with other bombers, allowing you to coordinate grand feats of demolition that are as spectacular as they are devastating.

Truth of Sin - 200 CP
As the Goddess of Sin Velka has witnessed every act to occur throughout his history. This has granted her an unmatched understanding of sin, lies, and evil. It is quite literally impossible for anyone to betray or deceive her. After all, how could you commit an act of evil against the lord of Sin? You must be favored by Velka as you seem to possess this same authority. Like the goddess it is impossible for anyone to trick you. Perhaps all of your forces simply are loyal or those around you don't even consider the idea of lying to you. Regardless of why this is quite a useful boon to ensure that you only deal in truths supported by real loyalty.

This is my Home!! - 200 CP
One of the more interesting phenomena regarding Servants is known as regional benefits. This property powers up a Servant when they are within their homeland. Typically they will become far stronger than normal or gain access to more Noble Phantasms. For example, when inside Rome, Romulus is significantly stronger than normal allowing him to match gods and crush other High Servants with ease. This effect will empower you in any territory you call home or otherwise are associated with. Additionally, this boost will become stronger the more you are tied with the land. As an ordinary soldier you might receive a minor boost, but the founder of an empire could become a dozen times stronger in their capital.

Elementary My Dear Watson - 200 CP
You are a master detective on par with the legendary Sherlock Holmes and his rival Moriarty. Your impeccable analytical skills and deductive reasoning allow you to unravel the most complex mysteries with just a few seemingly insignificant clues. No mystery can remain hidden from you, regardless of how well-concealed or convoluted it may be. Beyond simple deduction, you possess an intuitive understanding of human behavior, forensic science, and criminology, enabling you to predict actions, uncover motives, and solve crimes with astonishing accuracy and speed.

Mystic Eyes of Calamity - 200 CP
The Mystic Eyes of Calamity are an EX-ranked skill thought to be unique to the Black Dragon Kalameet. By opening his single orange eye the dragon can cast a powerful curse upon his foes weakening them. This ability will cause all damage the target receives to be doubled. Somehow you have acquired this power transforming your eyes. This will either transform your current eyes or allow you to manifest a third Eye of

Calamity. Using this however, requires you to maintain visual contact with the target. Should they manage to escape your sight the curse will no longer affect them.

Fated with Fortune - 400 CP
Fated with Fortune is an A++ ranked skill held by Caffrey, Goddess of Luck. Her divine domain ensures that she never suffers from bad luck, and now, this extraordinary favor graces you as well. Regardless of whether you are navigating through the perils of battle, making crucial decisions, or simply going about your day, fortune will always be on your side. Perhaps you are a fellow god of luck or simply favored by the world. In addition to your own unerring luck, you can now bestow blessings upon others, significantly improving their fortune as well. Lastly, this perk also enables you to create luck-enhancing items, similar to the small goddess's creations. You can give these to allies to temporarily boost their luck.

Patron of the Arts - 400 CP
You are a virtuoso of artistic endeavors. Your musical talents rival those of Mozart, your skills as a seamstress are on par with Medea, and your singing voice is as angelic as Maria's. Any field that can be considered an art falls within your mastery. Furthermore should you encounter a new field of arts it will only take a short period for you to quickly master this new craft. The only question is whether you choose to remain satisfied with your remarkable abilities or strive to elevate your craft to even greater heights.

Mother of Dragons - 400 CP
As the Mother of Dragons it shouldn't be surprising that Akal can create new dragons. After claiming a territory it will naturally birth lesser dragons like Wyverns, Drakes, and the occasional true Dragon. This power allows them to create and more importantly shape these draconian beings. For example, you can give them different body parts or improve their intelligence. These changes can continue over generations creating superior dragons each generation. Performing this process yourself requires a certain amount of organic material which can vary based on the quality of the dragon born. Lastly, this position makes you a matriarch or patriarch amongst dragons granting you a certain level of authority over dragon-kind.

Wisdom of Ages - 400 CP
Isshin Ashina, the legendary warrior, eventually grew weary of constant warfare and turned his focus to guiding and advising others. His wisdom and insight were particularly valued by those facing difficult decisions, often steering them away from darker paths. You have inherited this same sagely wisdom and calming presence. You can resolve the mental anguish of others, provide profound advice, and exude a comforting, grandfatherly aura that can relax those in your presence. While you may not be a

fearsome warrior, your wisdom and influence can prevent others from succumbing to their inner demons and becoming monsters themselves.

Oracle - 600 CP
Oracle is a unique power granted to those who wield Velber's fragments. You have managed to absorb one such fragment gaining access to this power. This ability grants the user a number of abilities. First and foremost it allows the user to effectively rewrite the personalities of others by overriding their souls. With this you can take control of others, turning them into your loyal subordinates, alter their mental traits, drain their strength, and so much more. The second power allows you to create virus-like programs that can spread this effect across large groups. Anyone infected will have their mind and soul taken over. The final power is an extension of the draining ability. By coming into contact with your enemies you can absorb their energy. This process can cause permanent damage weakening them. Additionally, the closer they are to you the more devastating this effect will grow.

Sword Saint - 600 CP
Isshin Ashina was a legendary warrior whose skill in battle was practically unrivaled. His efforts to lead the rebellion that freed Ashina cemented his reputation as the most formidable fighter in Ashina. His presence alone was enough to deter entire countries from invading. It would appear that you were taken as a student by the legendary saint alongside Emma. Over the years of training you inherited Isshin's legacy, becoming a warrior of equal prowess. Your mastery of the blade and battlefield tactics allows you to cut through entire armies of super soldiers with nothing but your sheer skill. Lastly, should you ever combat out of control beings such as the Shura you will instinctually identify the best way to put them down. Your master saw the horrors caused by the Shura and ensured that you could prevent a similar tragedy from occurring.

Imperial Privilege - 600 CP
Imperial Privilege is one of the most powerful skills that can be possessed by a Servant. It represents the opportunities and knowledge that would become available to those at the top of society. For a Servant this allows them to call upon any skill they require. For example, Nero used this to gain swordsmanship on par with Artoria despite never having picked up a blade in her life. The user can even acquire physical powers such as Divinity. The only weakness is that each of these skills are temporary. They will naturally fade away once their user no longer requires them. Like the other famous rulers you have gained access to the Imperial Privilege EX-ranked skill.

Nine Aspects of Jumper - 600 CP
Tamano-no-Mae's power is divided amongst nine Servants each representing an aspect of her being. It appears that like the goddess you are able to divide your power into nine fragments. You may decide exactly how the fragments are divided if you wish. For example, they might be separated based on skills, parts of your personality, or simply total power. The useful part however, is that each fragment can act independently and grow stronger. Though each of them will be linked in a basic hivemind effectively allowing you to control all of them at once if you wish. By combining into a single body you will gain access to all of the training that each fragment underwent. Lastly, as long as one of the bodies survives it will be impossible for anyone to kill you. Should a fragment be slain it will be recreated a few days later fully intact appearing next to one of the other fragments.

Demon God

The Spider's Web - 100 CP
Duke Tseldora’s peculiar fascination with spiders endowed him with unique abilities, allowing him to summon and command these arachnids. Now, you too possess these skills. You can summon spiders of varying sizes, from tiny, ordinary ones to massive, horse-sized monstrosities. These spiders are not only fearsome in battle but can also be remarkably skilled in other tasks. For instance, they became an efficient cleaning staff within the Halloween Singularity. Your control over these creatures extends to teaching them complex tasks and commanding them with absolute authority, making them versatile allies in both combat and everyday activities.

Divided They Fall - 100 CP
In a way the battles in each Singularity are grand chess matches. Each side typically wields at most a dozen units worthy of being mentioned. Thus the key to defeating the leader is to cut their force down before the final clash. You are remarkably lucky when it comes to finding opportunities to isolate notable individuals from your enemies forces. Most importantly, you can prevent them from retreating and cut them off from reinforcements. This ensures that as long as you are capable of cutting them down you can always whittle away at your enemies.

Trusty - 100 CP
Trust is a C-ranked skill Patches acquired by tricking countless Undead. Despite being the bane of numerous individuals he has still managed to survive primarily due to this skill. It provides a large boost to the user’s charisma making them into a “trustworthy” figure. Even those who are naturally suspicious will be inclined to believe you and follow your advice. Most importantly, this will also prevent them from violently murdering you should your trickery be discovered. They may even be thankful should you have furthered their goals.

Enamored of Fina - 100 CP
Enamored of Fina is a C-ranked skill possessed by Lautrec of Carim. His devotion to the Goddess Fina is unmatched and his love was rewarded. As Fina is the only woman he loves he is capable of dealing extra damage to female lifeforms. His blades will cut deeper, his fire burns hotter, and his touch will simply hurt a bit more than it should. You have been blessed with a similar skill granting you similar abilities. Any being that can be considered female will be affected.

Grafting - 200 CP
Grafting was a widely despised art that could grant the user great power. This field utilized barbaric techniques to remold your body or that of others. This is done by claiming the flesh of others stronger than you. Like Godrick the infamous Golden Demi-god you are a master of Grafting. You can seamlessly merge body parts from other beings onto a new form. For example, you could attach the head of a dragon onto your form letting you unleash bursts of flames. A more extreme example would be removing your own head to place it on a much stronger body belonging to a fallen warrior.

The Forgiven - 200 CP
A second chance is a rare and precious gift, yet for you, it seems to come more frequently than for others. No matter the offense, you possess an extraordinary ability to be forgiven. Whether through time, effort, or sheer charm, your allies will always find it in their hearts to welcome you back into the fold. No crime will be considered truly unforgivable even if by all means it should. Though keep in mind should you repeat a crime it will likely take a bit longer each time to be forgiven.

Darkwraith - 200 CP
The Darkwraiths were the original knights who served the Four Kings, later becoming the Undead who served Darkstalker Kaathe. As one of these fearsome warriors, or at least possessing their abilities, you wield the Dark Hand, a sinister power that allows you to drain the humanity of others with a mere touch. This Dark Hand is not just a weapon but a symbol of the pact you share, one that significantly enhances your strength and combat prowess. You possess might on par with the greatest of the Undead combined with the honed skills of a master combatant. Lastly, your pact with the Abyss also grants you a certain kinship with similar beings. You may optionally conceal this if you wish.

Outrider Knight - 200 CP
The Outrider Knights were formidable warriors in the service of Pontiff Sulyvahn, cursed with incredible power and perpetual torment. Unlike the typical Outrider Knights, you are the pinnacle of Sulyvahn's creations, a knight he is truly proud of. Free from the weaknesses that plagued your predecessors, you embody the combined strengths of Vordt, the agility of the Dancer, and the fury of Sulyvahn himself. Additionally, you possess an innate mastery of cryomancy, allowing you to unleash devastating ice-based attacks. Furthermore, you possess a unique ability to grow stronger and heal your wounds continuously as long as you remain engaged in combat.

Devourer of Gods and Legends - 400 CP
Aldrich the Devourer of Gods is a terrifying individual. He stood amongst the Lords not due to his nobility, but due to his power. His true form became an all consuming sludge that granted him the powers of all he consumed. Either through similar circumstances or a horrifying ritual you have gained this ability as well. Your body is a dark sludge that can mold into the forms of those you've devoured. Anything be it Gods, Demons, Servants, and even the Old Ones themselves will learn to fear you. You can call upon each of their abilities, skills, powers, and grow ever stronger by consuming more targets. There is no limit to how much you can grow, only your endless gluttony. Optionally, should you dislike having a sludge form you may choose another method such as absorbing the target's hearts or spirit cores like the Ruler variant of Aldrich. Lastly, any similar skills you receive will combine into composite skills strengthening them limitlessly.

God of War - 400 CP
As you might expect many of the Servants are warriors of unparalleled skill. Despite this some amongst their ranks stand out even when compared to other legends such as Scathath, the Nameless King, and of course you. You are a warrior of near unmatched skill and a master of arms. You possess a mastery over all forms of weapons that could only be acquired through countless years of life and death struggles. You can predict and counter your opponent's moves with uncanny accuracy. This ability allows you to anticipate attacks and exploit weaknesses, making you nearly a terrifying opponent in direct combat. Even relying on your skills alone you have the potential to trespass into the domain of the gods.

The Avenger - 400 CP
Yhorm never wanted to be a Lord of Cinder. He however, didn't have the heart to turn away those in need. He pledged to take the crown and the burdens it brought only after being begged by the masses. This culminated into Yhorm gaining the Avenger EX skill. Somehow you have gained this skill as well granting you a unique set of abilities. The first of which is Crown of Thorns which allows you to absorb the pain, suffering, and hatred of your allies. This will create a glowing red crown atop your head. The more you absorb the brighter it will become and the greater the boost you shall receive. Additionally, this can grant your allies peace as the suffering dissipates if only temporarily.

The second is the Shield of the Unwanted King. Whenever you step up to defend someone your defensive capabilities are vastly enhanced. You will be able to absorb the attack and redirect the force back at your opponents. The final ability is known as Retribution's Strike. Should you ultimately fail to protect someone you will gain the

power to combat the one who hurt them. Their spirits demands for vengeance will empower you. The closer you were to the fallen and the greater their numbers the stronger you shall be. As a ruler may fail to protect your kingdom, but you can be damn sure you'll avenge it.

Clairvoyance - 600 CP
Clairvoyance is the art of seeing the world and perceiving things from a different angle. Some of the most powerful clairvoyants include Gilgamesh, Merlin, Solomon, and you. You possess an unobstructed view of the past, present, and future. Though you do need to focus when attempting to see further from your current point in time. You can also use this ability on a smaller scale such as precognition in combat, use a makeshift x-ray vision, and see far beyond what anyone else could normally see. This may not be the most deadly skill directly, but it is one of the most feared without a doubt.

Heart of Chaos - 600 CP
The Heart of Chaos is a powerful and cursed artifact. This pulsating shard contains the flames of chaos that engulfed the city of Izalith. This shard grants the bearer access to immense power. With the Heart of Chaos, you can summon creatures born from chaos itself. These twisted abominations will claw their way from fiery depths at your command, attacking anything in their path with an insatiable desire to destroy. These minions are relentless, acting solely on their primal urge to spread chaos. Though you can create more intelligent demons to carry out your will. Second, by channeling the chaotic energies, you can encase yourself in an armor of living fire.

This armor provides immense protection while searing any who dare to strike you. The heat of this armor is unbearable to your enemies while leaving you unscathed. Third, you can infuse your weapons and other objects with the power of the flame. This grants them increased destructive capabilities as well as other demonic attributes. Your body can regenerate from wounds at an accelerated rate, fueled by the chaotic energies, and even grievous injuries will heal rapidly as long as you remain in contact with the Heart of Chaos Flame. Lastly, your very presence can corrupt the environment around you. Areas you pass through will become tainted by chaos, with fires igniting spontaneously and structures warping under the chaotic influence.

Soul of Cinder - 600 CP
The Soul of Cinder is a being forged from the First Flame, embodying the combined essence of every Lord of Cinder who has ever linked the flame. It contains the power and memories of legendary figures such as Gwyn, Lord of Sunlight, the Chosen Undead, and the Bearer of the Curse. Through some extraordinary means, you have absorbed the power of the Soul of Cinder. Perhaps you were the Ashen One in another

world having found a unique solution to wield this power, or you might be a living avatar of the First Flame itself.

This grants you the essence of every being burned in the flame, giving you their collective knowledge, skills, and strength. You can switch between different fighting styles and abilities, drawing from a vast reservoir of experiences and powers. Additionally, your connection to the First Flame grants you immense pyromantic capabilities, allowing you to wield fire with unmatched proficiency. Lastly, your presence ignites a primal awe in others, as if the flame itself has taken human form. The only question now is how long will you burn.

72 Pillars - 600 CP
Creating the Seventy Two Demon Gods was arguably Solomon's greatest feat after developing modern Magecraft. By summoning the Seventy Two Demon Gods Solomon was able to turn all of them into his familiars. Each of the Pillars were incredibly powerful beings capable of easily handling multiple High-Servants at once. While you may not have replicated this feat you possess an equally frightening talent for summoning and creating new beings. By gathering a sufficient amount of mana or materials you can create new life forms which will be absolutely loyal to you. Additionally, you will be able to call upon them whenever you wish. Should any of them be slain you will be able to revive them later. Though unlike the standard pillars you will not be limited to just seventy-two of them. With time you could create hundreds of them if not more. Lastly, should you encounter a being you wish to claim you may bind them to your will turning them into a familiar. This however, can only be done to beings who are either weaker than you or suppressed. For example, Solomon could only bind the pillars as he was much stronger than them.

Beast - 600 CP
The Beast are an Extra-Class of Servants who each represent calamities against humanity. Each of the Grand Servants were originally meant to serve as counters against the Beast and other threats. Some examples of the Beast include Tiamat, Goetia, and Chaldea's mascot Fou who's better known as Primate Murder. By purchasing this perk you can become one such Beast-Class Servant. You will gain access to a basic Servant form and your significantly stronger Beast form. Your Beast Form will resemble a giant monster by default though you may customize your exact appearance. In addition to this power boost you will also receive a Nega Skill. Each Nega Skill is amongst the most powerful abilities that can be wielded by any being. For example, Tiamat's skill Nega Genesis allows her to erase any being born from the history of man and to create a space where new life can be born. You may choose a canon Beast to copy or create a new one like Ash's Beast: Mercy.

Noble Phantasms

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

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

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

Tier 1 Phantasms

Nameless King - 100 CP
Having been completely wiped from history for his betrayal, all details regarding the Heir of Sunlight Faraam have been purged. This Noble Phantasm is a crystallization of his banishment allowing him to hide his parameters. The only way for the protection to be broken is for the user's true name to be revealed. This can be done by the user himself or by someone who remembers the fallen warrior from before their fall. In your case only those who have been told your name personally will be able to bypass this effect.

Ferrume Stamine - 100 PP
Ferrume Stamine is a C-ranked Noble Phantasm possessed by Andre. This is a close quarters combat technique that allows the user to launch a series of strikes in rapid succession. Outside of combat it can also be used to perform any action at a rapid rate. For example, Andre used the technique to hammer his creations when forging.

Hope in my Heart - 100 PP
Hope in my Heart is a D-ranked Anti-Unit Noble Phantasm wielded by Oscar. This power represents the sadder aspect of his legend. Oscar never got to become the hero he wished to, but was able to direct his hero onto the path to save the world. This Noble Phantasm is normally activated when the user dies allowing them to greatly empower one of their allies. This boost will increase all of the target parameters by a full rank. Since you are paying for this with CP, you will gain the ability to use this without dying. Instead you will be drained of all your energy and knocked out.

Vindex - 100 PP
Vindex is a B-ranked Noble Phantasm possessed by Gundyr. This Noble Phantasm is an effect rather than an actual weapon like most phantasms. The ability makes the user's weapon completely unbreakable. This effect protects your weapons from stress, damage regardless of strength, and makes them immune to exotic effects that would negatively affect the weapon. It will automatically be applied to any weapon or tool you are using.

In Plain Sight - 100 PP
In Plain Sight is a C-ranked Anti-Self Noble Phantasm used by Patches. This ability reflects his penchant for donning the armor of others. It allows the user to disguise themselves as another being. This can be a specific individual or a general disguise. While disguised, your actions, voice, and even aura perfectly mimic the person or entity you are impersonating. It is virtually impossible for you to tell the difference between the

original and the user. Additionally, this property makes it function similar to a superior form of presence concealment as it can hide the user.

Leonard - 100 PP
Leonard is a sentient Anti-Unit Noble Phantasm belonging to General Radahn. Long after the general lost his sanity and was abandoned by the rest of the world this noble horse remained. This small horse was Radahn's closest friend growing up, going on to become his final source of happiness. Leonard was enhanced using Radahn's gravity magic allowing him to carry the general. Additionally, the remnants of this magic allows Leonard to run far faster than he would logically be capable of. Lastly, should you take this small horse with you please treat him kindly. He deserves some happiness after dealing with the horrors his friend went through.

Ventum Mortiferum - 100 PP
Ventum Mortiferum is a C-ranked Anti-Unit Noble Phantasm wielded by Halflight, Spear of the Church. This weapon takes the form of a master crafted bow. Any arrows fired from this bow are invisible. Though they can be heard and sensed by those with extreme senses. Alternatively you can apply the effects of this bow to any other similar weapons you possess. This will allow you to cloak any projectiles fired making it more difficult to defend against.

Frayed Blade - 200 PP
The Frayed Blade is a C-ranked Anti-Unit Noble Phantasm wielded by Halflight, Spear of the Church. This blade was forged using the soul of the Archdragon Midir who guarded the goddess Filianore. The Noble Phantasm allows the user to launch 4 near instantaneous slashes at your target. Additionally, the blade deals a large amount of abyssal and bleed damage. The abyssal damage is appreciably effective against light-aligned beings. The bleed damage however, will build up and after a certain point it will deal a devastating amount of damage once enough bleed is accumulated.

Ardere in Anima - 200 PP
Andere in Anima is a C-ranked Noble Phantasm possessed by the Smelter Demon. This Noble Phantasm allows the user to set their own body on fire. Their fire will not harm the user, but are capable of dealing damage on par with A-ranked magic. These flames create an infernal aura around the user, dealing significant damage to any opponents who venture too close. The searing heat makes this Noble Phantasm a formidable tool for any close-quarters combatant.

Soul Storm - 200 PP
Soul Storm is a D-ranked Noble Phantasm possessed by Witch Beatrice. This spell in truth was originally used by a different sorcerer and mistakenly assigned to her. The phantasm resembles an empowered version of the spell Soul Stream. The user can fire off a beam of blue magical energy either through a catalyst or from their body. The main limit on this Noble Phantasm is the amount of energy the user possesses. Lastly, it can be overcharged like other Noble Phantasms to make it stronger.

Onyx Blade - 200 PP
The Onyx Blade Elfriede is a magical blade wielded by the Ashen One. The blade was bequeathed to him by the leader of the Sable Church Elfriede. This black greatsword can launch waves of abyssal flames in devastating waves with each swing. The sword is an anti-team Noble Phantasm though it is equally effective on single combatants.

Eis - 200 PP
Eis is an Anti-Unit Noble Phantasm held by Vordt, Knight of the Frozen Lake. This Greatmace was constructed for the infamous knight before he was driven to madness. The mace is imbued with the frozen ice of Irithyll causing it to freeze the target when struck. Additionally, this effect will cause the ice to seed into their wounds. This effect can cause immense amounts of pain and make healing the wound far more difficult.

Stone Flesh - 200 PP
There is no need to avoid an attack if it can't hurt you. Havel is an embodiment of this principle when wearing his stone armor. His defenses are enhanced even further when he activates his Stone Flesh ability. This power coats the user in a nigh-impenetrable layer of armor. This ability however, does reduce the user's agility if they are not strong enough to carry the extra weight. Lastly, the stone armor will only remain temporarily and naturally dissolve after the battle has ended.

Unspoken Achievement - 200 PP
Unspoken Achievement is a D-ranked Anti-Unit Noble Phantasm held by the Dark Sign. This Noble Phantasm represents the grand mystery of the Dark Sign. Despite its massive implications for the world little is actually known about it. This allows you to mimic this property by making it impossible for anyone to identify anything about you. Even the most experienced of adventurers will only be able to identify your species at best.

Wickerman - 200 PP
Wickerman is a B-ranked Anti-Army Noble Phantasm belonging to Cu Chulainn (Caster). This Noble Phantasm allows the user to summon a titanic giant made from

tree branches. This being will rush forwards towards the target before grabbing. Once your foe is within its grasp it will shove them inside its chest. The construct will then burn them alive before detonating. This sacrificial explosion is capable of heavily injuring and killing most Servants. Though it can be difficult for the construct to actually grab the opponent.

Trap for Argalia - 200 PP
Trap for Argalia is a D-ranked Anti-Unit Noble Phantasm belonging to Astoflo. This is one of the many weapons that Astolfo acquired throughout his travels. The lance lacks the special traits or legendary materials used by many other infamous lances. It simply possesses one minor ability. This beloved jousting lance is capable of knocking any opponents back. Any being struck with this weapon will fall over regardless of how deeply they root themselves.

Tier 2 Phantasms

Storm Ruler - 300 PP
Storm Ruler is a B+ranked Anti-Army Noble Phantasm wielded by Siegward, the Knight of Catarina. This sword was originally used by Yhorm the Giant, but given to his friend as an insurance policy. The blade contains the remaining strength of a great storm that brought an army of giants to their knees. By charging the blade the user can unleash a gale of winds to batter their foes. This attack is particularly effective on Giants and other titanic entities.

The Black Knight - 300 PP
In life Arkon served as the Captain of the Silver Guards fighting alongside the Nameless King and his father Lord Gwyn. After Faraam's betrayal the knight threw himself into his duties desperate to dull the pain of the betrayal. Unfortunately things would fall apart when Gwyn led his forces into Izalith during the demonic emergence. Arkon failed here and was consumed by the Flames of Chaos. They darkened his armor, imbuing him with their taint. When desperate Arkon can call upon this cursed power vastly boosting his physical capabilities. Additionally, this makes him virtually immune to flames and lets the user deal increased damage against divine opponents.

Oscarius - 300 PP
Oscarius is a B-ranked Anti-Unit Noble Phantasm wielded by the Chosen Undead. This is a simple Straight Sword of Astora named after the hero who would start his journey. The blade was blessed making it a powerful weapon against wraiths and other undead beings. It may be a simple weapon compared to many others, but it is one that will never fail its wielder.

Executioner's Greatsword - 300 PP
The Executioner's Greatsword is a B ranked Noble Phantasm wielded by Slave Knight Gael. The sword is capable of dealing wounds that are nearly impossible to heal. The only way to heal any wounds dealt by this blade is through magical healing of at least A Rank. Generally this magical healing of this level is only possessed by Saints or powerful Angels.

Fulgur Pluviam - 300 PP
Fulgur Pluviam also known as Lighting Rain is a B-Ranked Anti-Unit Noble Phantasm wielded by the Slave Knight Gael. This ability causes the user's weapon to explode outwards with a massive amount of energy. This energy creates numerous projectiles that seek out nearby targets and call lightning to strike them. You can increase the amount of projectiles created by overcharging the phantasm.

Wisdom of the Old Warrior - 300 PP
Wisdom of the Old Warrior is a passive C-ranked Noble Phantasm held by Slave Knight Gael. This is a crystallization of his countless years of combat. This skill allows the user to instantly determine the best method to deal with their opponent. Alternately should the battle be unwinnable then it will advise you on the best method to retreat. You will understand this strategy instantly upon seeing the situation though a new strategy may appear if the situation changes.

Heat of Izalith - 300 PP
Heat of Izalith is an A-ranked Anti-Army Noble Phantasm possessed by Chaos Witch Quelaag. She gained this ability after she was corrupted by the chaotic flame that consumed her family. By purchasing this you can manifest a similar appendage. This will transform you into a spider centaur. Your new lower body is capable of acting on its own to defend you, spewing waves of Chaos flames, and allowing you to travel at rapid distances. You may freely dispel the spider portion of your body if you wish.

Calamitas Runiam - 300 PP
Calamitas Runiam is an A-ranked Anti-Unit Noble Phantasm, embodying Hawkeye Gough's legendary dragon-slaying feats. By unleashing this arrow you could knock an Archdragon out of the sky with a single strike. Alternatively if you lack a dragon to shoot this is still a devastating blow. The shot takes the form of a golden lance of light.

Lost Knights - 300 PP
Lost Knights is a C-ranked Anti-Army Noble Phantasm held by Knight King Rendal. This powerful ability allows him to project the intense suffering and confusion experienced by his fallen Balder Knights during their ill-fated assault on Sen's Fortress onto his enemies. When activated, it creates a field of despair causing all affected foes to lose the ability to distinguish friends from foes. Additionally, anyone who lacks sufficient magic resistance will suffer from temporary amnesia, forgetting their objectives and even their own identity. This debilitating effect can be unleashed upon entire armies, turning the tide of battle by causing widespread confusion amongst enemies ranks.

Road of Sacrifice - 300 PP
Road of Sacrifice is a C-ranked Anti-Army Noble Phantasm possessed by Aldrich, Saint of the Deep. This power allows the user to place a curse on any path within their territory. Should your opponents traverse the path their strength will slowly be stripped away and given to you. This effect will continue as long as they linger in your territory. The effect will encompass any region regardless of size as long as it can be considered your territory.

Essence of Fire - 300 PP
Essence of Fire is a B-ranked Anti-Unit Noble Phantasm possessed by Flann, the Flame God. This power allows the user to absorb flames increasing the user's size. This works on a similar principle to how stronger souls granted the user a larger body. The more you absorb the stronger you will become and the larger you will grow. Alternatively you may choose another element should you dislike flames. You can purchase this option multiple times gaining access to different elements.

True Pain - 300 PP
True Pain is a C-ranked Anti-Unit Noble Phantasm belonging to Nahr Alma, God of Blood, Pain, and Murder. This is a passive Noble Phantasm which automatically activates whenever the user wounds an opponent. The target's very being will be injured causing them immense agony. This will occur even if you don't actually hurt them. Merely touching the target is sufficient and most importantly this bypasses any protection they possess. It doesn't matter how experienced someone is. They will still feel this agony as though it was the first time they were ever injured. Alternatively you can store the pain up choosing to unleash it in a single devastating attack.

Knight of Owner - 300 PP
Knight of Owner is an A++ ranked Noble Phantasm held by Lancelot. This Noble Phantasm allows him to use any item the user views as a weapon into his weapon. For example, Lancelot ended up getting a Minigun and a Fighter Jet which he turned into some of his weapons. Additionally, this can even seize control over other Noble Phantasms should the user grab them. You will retain the ability to summon the more standard objects though you cannot permanently steal other Noble Phantasms.

Grafted Dragon Head - 300 PP
The Grafted Dragon Head is a B-ranked Noble Phantasm belonging to Godrick, the Grafted. This Noble Phantasm can be activated should the user lose their arm. The head of a Dragon will burst forth from the stump becoming a powerful weapon. This head possesses all of the might it did while alive, though it also retains a degree of its sentience. This allows it to automatically attack foes, but also means that you don't have complete control over it. Lastly, while the Noble Phantasm is active the user will be considered a dragon making you susceptible to dragon slaying attacks.

Sword of Sunlight - 300 PP
The Sword of Sunlight, also known as Luminous Sun, is a B-ranked Anti-Army Noble Phantasm wielded by the Sun-Bro Solaire. This weapon radiates the power of the sun, capable of releasing a wave of lightning around the user, devastating nearby foes with

electrifying fury. Its secondary attack unleashes a searing wave of fire from the blade, traveling vast distances to create cataclysmic explosions. These abilities represent Solaire's incandescent spirit and the wrath of the sun.

Dragon's Tooth - 300 PP
The Dragon's Tooth is a fang torn from the body of an Everlasting Dragon by Havel the Rock. This tooth was fashioned into an unbreakable club for the legendary knight. After his ascension to the Throne of Heroes the tooth became an A-rank Anti-Unit Noble Phantasm. The tooth deals immense damage to dragons by channeling the hatred of its wielder. Additionally, it is capable of bypassing any unique effects or defenses possessed by any draconic beings. For example, an Everlasting Dragon would bleed as its scales falter after being struck.

Phantom Maiden - 300 PP
Phantom Maiden is a C-ranked Noble Phantasm belonging to Carmilla. When activated this Noble Phantasm will float over the user's head. It will unleash a tide of chains dragging your opponent inside. Once inside the coffin will close stabbing your opponent with numerous spikes. Any damage dealt will be used to heal you and restore your energy. Lastly, due to the legends of how Carmilla would torture young girls this ability does increased damage against female targets.

Thermopylae Enomotia - 300 PP
Thermopylae Enomotia is a B-ranked Anti-Army Noble Phantasm wielded by the Spartan King Leonidas. This Noble Phantasm allows the user to summon the 300 Spartans to aid them in battle. All 300 Spartans possess C-rank endurance allowing them to endure attacks directed at the user. Each attack they block builds up a larger and larger force. The user can unleash the built up energy as a devastating counterattack.

Tier 3 Phantasms

The Looking Glass - 400 PP
The Looking Glass is a Noble Phantasm wielded by Ser Verndari. It allows the user to summon one of three mirror warriors. The possible options include a Lancer, Caster, and a Saber. Each of the summons are on par with most lower ranking Servants. Unfortunately only one servant can be summoned at a time and the process requires a few seconds to be performed. It's recommended that you use these summons as support rather than direct fighters.

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

Profaned Judgement - 400 PP
The Sword of Judgement and the Profaned Greatswrod are two dual wielded B+ ranked Noble Phantasms wielded by Pontiff Sulyvahn. The Sword of Judgement is a powerful catalyst for sorcery made to mock the Darkmoon Blades. The Profaned Greatsword, on the other hand, is a weapon imbued with the searing flames of the Profaned Capital, causing each strike to carry the wrath and fury of the fallen city. Purchasing this option will allow you to claim both blades for yourself.

Kazikli Bey - 400 PP
Kazikli Bey is a B-ranked Anti Army Noble Phantasm belonging to Vlad Tepes III. This Noble Phantasm allows the user to replicate Vlad's feat of slaying 20,000 Turks at once. The user can summon an endless tide of wooden stakes to strike their foes. The stakes admittedly aren't much against a Servant on their own, but even a Top Servant could be overwhelmed rather easily if all of them are sent together. The stakes will erupt from the ground and from the base of other stakes. This ability however, can only be triggered within a single kilometer of the user. Lastly, the stakes are imbued with the concept of piercing. Meaning as long as a single stake strikes the opponent numerous stakes will erupt inside the target's body.

The Accursed - 400 PP
The Accursed is an A+ ranked Anti-Unit (Self) Noble Phantasm that reflects Ludwig's tragic fate, succumbing to the curse of the beast. Activating this Noble Phantasm transforms the user into a formidable beast form, greatly enhancing their strength and endurance to monstrous levels. While this transformation sacrifices some agility, the sheer brute force and resilience gained more than compensate. Unlike Ludwig you will retain full control over yourself and will not have to battle your instincts for control.

Darkmoon Light - 400 PP
Darkmoon Light is an A-ranked Anti-Army Noble Phantasm possessed by Gwendolyn. This celestial bow gathers potent energy, enabling the user to launch a colossal arrow into the sky. Upon reaching its apex, the arrow fragments into a barrage of smaller arrows that actively seek out and track targets with unerring precision. The number of arrows can be increased by channeling additional energy into the Noble Phantasm.

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

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

Greatsword of Artorias - 400 PP
The Greatsword of Artorias is an A-ranked Noble Phantasm wielded by Artorias the Abysswalker and the Great Grey Wolf Sif. This sword possesses a passive ability called Enemy of the Abyss making it significantly deadlier against wraiths, demons, and any

other cursed being. This sword is the bane of all evil creatures. Additionally, this phantasm is combined with their second Noble Phantasm called An té a chosnaíonn which allows the user to release a blast of abyssal energy around them. The user can compress the radius of the blast to make it stronger.

La Mort Espoir - 400 PP
La Mort Espoir: Death is Hope for Tomorrow was the Anti-Unit Noble Phantasm wielded by Charles-Henri Sanson. He wielded this tool becoming the Savior of Criminals. This blade is meant to punish criminals offering them a path to redemption. When activated the target will be judged. Their will to defy destiny will challenge the weight of their crimes. Should they lose they will be killed instantly.

Hippogriff - 400 PP
Hippo-kun the Hippogriff is one of Astolfo's Noble Phantasms. This B++ ranked Noble Phantasm is a highly intelligent Hippogriff that can aid you in battle. The beast boasts immense speed, a surprisingly high damage output, and the ability to defy the impossible. This power allows Hippo-kun to shift into another dimension. While in this state it and the user become immune to damage. Additionally, they will be once undetectable though this ability can only be maintained for a few seconds.

Guillotine Breaker - 400 PP
Guillotine Breaker: Glory to the Crown of Lilies is a Noble Phantasm wielded by Marie Antoinette. The phantasm takes the form of a detailed glass horse. The horse can summon a swirling array of crystals that will strike any nearby targets. These crystals deal large amounts of damage to foes, purify allies, and heal them. This effect restores their health and provides them with a burst of energy.

Legacy of Old Kings - 400 PP
Legacy of Old Kings is a C-ranked Anti-Unit Self-type Noble Phantasm possessed by the Darklurker. This is the vestigial power held by the Old Kings held by their champion. The Noble Phantasm allows the user to split themselves into two separate beings. While divided both copies will possess the full strength of their original body. Additionally, this also allows the user to generate a gate that can be used for short range teleportation. Both clones can create these gates.

Three Line Formation - 400 PP
Three Line Formation is an E to EX-ranked Anti-Army Noble Phantasm used by the Demon Archer Nobunaga. This allows her to summon 3,000 rifles that can be fired in every direction or directed at a single target. This attack is particularly effective on beings with high divinity and mystery. Additionally it is extremely effective against

Rider-Class Servants or other mounted warriors. If you have access to more powerful weapons then flintlocks you may replace them within the phantasm.

A Firekeeper's Fate - 400 PP
A Firekeeper's Fate is a C-ranked Anti-Unit Noble Phantasm used by Lautrec of Carim. This Noble Phantasm represents his dark deeds having murdered numerous Firekeepers. The ability has two main effects on your targets. The first causes temporary blindness whose length varies based on the target's magic resistance. At most this lasts a minute while its shortest duration is a few seconds. The second effect however, only activates when used on female targets. This forces the target to experience the agony every Firekeepers undergoes when created. The length of the effect is also based on the user's magic resistance.

Rho Aias - 400 PP
Rho Aias is an unranked Noble Phantasm wielded by EMIYA. The Noble Phantasm takes the form of seven flower petals crafted from ethereal light. Each layer is said to contain the defensive power of Troy. The shield is the ultimate defense against any thrown weapon due to its conceptual properties. It however, is still useful against other attacks as well. For example, Archer demonstrated this by blocking multiple full power attacks from the Demon God Forneus.

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

Maria the Ripper - 400 PP
Maria the Ripper is a D-ranked Anti-Unit Noble Phantasm possessed by Jack the Ripper. This Noble Phantasm allows the user to replicate her murders. It takes the form of four knives and its power can double when certain conditions are met. The conditions are that it is activated at night-time, the target is female, and there is mist nearby. This will allow the knives to be summoned within the target's body, tearing them apart from within. The attack can be used from a long distance letting it bypass any physical defenses the target has.

The Mist - 400 PP
The Mist: Darkened Misty Metropolis is a C-ranked barrier type Noble Phantasm held by Jack the Ripper. The Noble Phantasm takes the form of a magical lantern which can generate an endless amount of mist. This mist is mixed with acid and mana. This can cause any normal being to die within moments. Magi will lose their ability to use magic and continuously receive damage over time. This effect is less useful on Servants, but their agility is decreased by a full rank while inside the mist. The user can freely control the mist allowing them to safeguard allies.

Drachen Zerteiler - 400 PP
Drachen Zerteiler is a B-ranked Anti-Unit Noble Phantasm wielded by Knight King Rendal. He earned through his renowned single combat victory over a Hellkite Drake. The weapon grants its user the ability to execute rapid, successive strikes with incredible precision and power, dealing immense damage to their target. Beyond its sheer destructive force, Drachen Zerteiler is imbued with dragon-slaying properties, making it especially lethal against draconic foes.

Lex tutelae - 400 PP
Lex tutelae is a B++ ranked Barrier type Noble Phantasm wielded by All-Father Lloyd. This shield is capable of being used on both the user and their allies. The shield is strengthened when fighting those with evil alignments, but weakened against those with good alignments. For example, Jeanne d'Arc would be able to break the barrier rather easily, but it would be incredibly difficult for Jeanne Alter to do the same feat due to their opposing alignments.

All-Father of the Castle - 400 PP
All-Father of the Castle is a B-ranked Anti-Unit Noble Phantasm held by All-Father Lloyd. This grants the user and their allies a powerful blessing which renders them immune to any attack below A-rank. Additionally, the user's strength is boosted while the Noble Phantasm is active. Its weakness however, is that any damaging strikes will lower the protection by a full rank. This degradation will continue until the shield dissolves completely. This makes this Noble Phantasm the perfect tool for facing off against weak opponents, but one that will be easily shattered by any true combatant.

Tournament of Undead - 400 PP
Tournament of Undead is a Barrier type Noble Phantasm possessed by the Champion's Gravetender. It allows the user to create a Bounded Field which functions as an arena. Anyone who steps into the field will be trapped there until either the user releases them or they are defeated by their target. The user can also bring their allies in forming teams against the target.

The Chill of Betrayal - 400 PP
The Chill of Betrayal is a B-ranked Anti-Unit Noble Phantasm wielded by Dolion, the Corvian Captain. This Noble Phantasm represents the grand betrayal he committed within the Painted World of Ariandel. The Corvians were a loyal species who never considered betraying their lords. Dolion was the first of them to join Friede and the one who would lead a slaughter against their people. This Noble Phantasm represents this act allowing the user to conceal their presence and that of their allies. They will remain perfectly hidden until they strike. The target will only realize they've been attacked after the blades have already been stabbed deep into their flesh.

Duel Tracers - 400 PP
The Dual Tracers are a pair of B-ranked Noble Phantasms belonging to Lord's Blade Ciaran. The first is the Gold Tracer which allows the user to more easily parry blows. Additionally, it is enchanted to draw your opponents attention away from the other tracer. The second weapon is the Dark Silver Tracer. This weapon has a deadly toxin which can weaken your opponents. As long as you injure your foe enough times the toxin can take down anyone. Though this may take a number of hits for more powerful opponents. You can summon these blades and dispel them at will.

Blissful Wonder - 400 PP
Blissful Wonder is a C+++ ranked Anti-Army Noble Phantasm held by Hanleth, Goddess of Bliss. This Noble Phantasm is a manifestation of her domain making it an incredibly potent ability despite its weakened state. This ability manipulates those around the user by appealing to their inner desires. It calls out to your restrained wants causing you to relax. For example, a group of elite knights might end up having a party throwing away decorum as they enjoy themselves. The bloodlust of those nearby will fade as they seek to do whatever they wish. Even those with immense willpower bound by duty will find themselves uncaring of what goes on around them. Additionally, it takes a short period for the effect to wear off making it an excellent time to ambush your foes should you wish to employ this in combat.

Memories of Warriors - 400 PP
Memories of Warriors is the final fully unleashed Noble Phantasm Ash gained after transforming into a Beast. This E to B-ranked Anti-Unit Noble Phantasm represented the weapons he claimed from his foes. By slaying a foe you gain the ability to claim their equipment turning it into your own. There however, are two restrictions: first you must have defeated them yourself and this gear cannot exceed B-rank. The second is that this only includes the equipment itself. Any separate Noble Phantasms related to the

weapon will not become yours as they were not part of your legend. They however, will retain any passive abilities such as dealing additional damage to a certain type of foe.

Exodus of the Dead Lands - 400 PP
Exodus of the Dead Lands is an A+ranked Noble Phantasm belonging to Gwynevere. The Princess of Sunlight is famous for many deeds, but her most infamous is fleeing her crumpling kingdoms. This Noble Phantasm allows the user to perform a similar feat escaping from any circumstance. Be it mortal wounds, an inescapable barrier, or a land banished from the rest of the world there is nothing that can hold you. If escape is possible even if only on a theoretical level the user will be able to follow the path with ease.

Tier 4 Phantasms

Gáe Bolg - 500 CP
Gáe Bolg is a Noble Phantasm belonging to Cu Chulainn. The weapon was given to the Lancer after he completed his training under Scathath. This spear is capable of effecting causality declaring the target's heart has been pierced therefore it must have already happened. Additionally, you can overcharge the spear causing great damage to yourself. Doing this allows you to turn the spear into an AOE attack letting you devastate large groups.

Alternatively you could choose Gáe Bolg Alternative, the original variant used by Scathath herself. This variant of the renowned spear has two effects. The first pins the foe in place trapping them, while the second allows it to pierce through anything. Additionally, when launching this version you can create a rain of copies. These copies lack the guaranteed hit effect, but still can cause immense damage.

Kühler borealer Wind - 500 PP
Kühler borealer Wind is a B-ranked Anti-Team Noble Phantasm possessed by Vordt of the Boreal. This power allows the user to create a vortex of frozen winds surrounding themselves. The winds will quickly slow anyone caught by them and eventually freeze them solid. The winds can normally only be countered by powerful flames or someone who is significantly stronger than the user.

Hunter's Workshop - 500 CP
The Hunter's Workshop is an E to A-ranked Noble Phantasm possessed by Lucien, the Good Hunter. The workshop holds all of his tools, items, and contains a number of useful facilities to work in. This version comes fully stocked with all of the tools the Good Hunter was capable of crafting while traveling through Yharnam. You can actively summon equipment and tools from the workshop. They will be brought to you by the Messengers. Additionally, in the workshop you can find the company of a mysterious doll. She is capable of aiding you by offering a comforting presence, bolstering your strength, and crafting you some tools.

The Dream - 500 CP
The Dream is a B-ranked Anti-Unit Noble Phantasm possessed by Lucien, the Good Hunter. This allows him to drag his foes into the Hunter's Dream. Within the dream they will face the force of the Moon Presence eldritch aura. Anyone lacking sufficient mental strength will be driven mad by the Old One's very nature. Even other gods can fall victim to this should they be found lacking.

Samadhi Through Transforming Flames - 500 PP
Samadhi Through Transforming Flames is an EX-ranked Noble Phantasm possessed by Kiyohime. It allows the user to transform into a massive dragon made of blue flames. A normal Servant would be empowered to the point that they could face off against a being like Fafnir for a time. Should you have a stronger constitution perhaps you could assume a more powerful form. Lastly, as this is not a true draconic transformation you will not take more damage from anti-dragon weaponry.

King of the Storm - 500 PP
This Storm Drake is a mighty dragon who serves as the mount of the Nameless King. With this Noble Phantasm you can summon the dragon to fight alongside you. The drake is incredibly fast and maneuverable due to its four wings. Additionally, should the dragon fall in battle you can absorb its strength. This will fully heal you and greatly boost your power. Of course carrying the spirit of your fallen mount will also enhance the damage dealt to its slayer. You call upon the Storm Drake after twenty four hours have passed and it's recovered should it fall in battle.

The Dancing Blades - 500 PP
The Dancing Blade are a pair of C-ranked Anti-Unit Nobles Phantasms held by the Dancer of the Boreal Valley. The first is Afontân, a burning blade that can leave marks of fire on the target. These marks will explode after a short delay. The second blade is Fumus, an enchanted sword imbued with the dark. By stabbing the sword into the ground it will emit a cloud of toxic gas. This cloud will cause immense agony to anyone who touches it as it causes them to rot away. You can summon both blades at will and activate them by supplying them with energy.

Blood Fort Andromeda - 500 PP
Blood Fort Andromeda is a B-ranked Bounded Field type Noble Phantasm wielded by Medusa. This Noble Phantasm allows the user to generate a large barrier dyeing the area with blood. Any enemies that enter this area will be weakened if they are not killed outright. Their lifeforce will be drained and given to the user. This bounded field can be deployed rapidly or set up slowly so that it is unseen. Unfortunately this Noble Phantasm damages the local leylines making it impossible to use the ability multiple times in the same area. Lastly, the effects of this Noble Phantasm can be strengthened with additional support from others.

Tarrasque - 500 PP
The Tarrasque is a dragon that Leviathan gave birth to. The Tarrasque was defeated by Martha and became a part of her legend. This Noble Phantasm allows the user to summon the Tarrasque. This massive shelled dragon is a powerful force on the

battlefield. The beast is capable of unleashing flames that burn as hot as the sun and combating multiple Servants at once. Aside from summoning the entire Dragon you can also manifest its shell as a shield. This shell is an incredibly strong defensive relic capable of blocking other Noble Phantasms.

Rise O' Champion of Ash - 500 PP
The Fire Keeper served as a guide and confidant for countless Undead until the arrival of the Ashen One. This A+ ranked Noble Phantasm is a crystallization of this action allowing her to call upon the Undead. This Noble Phantasm allows the user to summon an Undead Servant. Only one summon can appear at a time, but there is no limit to how many times they'll answer your call. Additionally, you may summon copies of specific Undead if you wish. For example, Cecilia preferred to summon a copy of the Ashen One though she could call upon other Undead as well.

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

Guardian of the Fair Lady - 500 PP
Guardian of the Fair Lady is an Ex-ranked area based Noble Phantasm possessed by Quelaag. This allows the user to create a Bounded Field overtaking an area. The surroundings will be filled with webs that can slow your opponents. Additionally, the area will become an infernal battleground spurting lava and extreme heat. Most importantly the user's own abilities, particularly pyromancy or other flame-related powers will be significantly bolstered while they are within the field.

Calming Rays of the Bountiful Land - 500 PP
Calming Rays of the Bountiful Land is a B-ranked Noble Phantasm held by Gwynevere. This Noble Phantasm was created using the power of her domain and authority as the Princess of Sunlight. Every individual around the user will find themselves relaxed using her soothing presence. Any aggression will dissipate and all will lay down their arms. Additionally, this Noble Phantasm is far more effective on individuals that are familiar

with the user. A rampaging opponent may take a full minute to calm down, but a trusted ally could be pacified in mere moments.

Shadowed Spirit - 500 PP
Shadowed Spirit is a B-ranked Anti-Unit (Self) Noble Phantasm possessed by Pontiff Sulyvahn. This Noble Phantasm allows the user to create a shade possessing all of their abilities. While the clone's stats are one rank lower than the original, it otherwise retains identical capabilities, making it a highly versatile and dangerous asset in battle. The clone can absorb a substantial amount of damage before dispersing, and due to its relatively low energy cost, it can be resummoned multiple times. This Noble Phantasm provides a strategic advantage, enabling the user to overwhelm opponents with coordinated assaults from both the user and their shadowed counterpart.

Mondlicht - 500 PP
Mondlicht is an A+ ranked Anti-Army Noble Phantasm wielded by Ludwig, the Holy Blade. This awe-inspiring weapon manifests as a colossal crystal greatsword that emanates a radiant emerald glow. The blade can unleash devastating waves of moonlight energy with each slash. Under the light of the moon, the sword's potency is significantly amplified, allowing the user to channel its true potential and deliver even more catastrophic strikes.

Tri-star Amore Mio - 500 PP
Tri-star Amore Mio is an A+ ranked Anti-Unit Noble Phantasm possessed by Orion (Artemis). The Noble Phantasm allows the user to summon Artemis’s bow and fire powerful arrows made from energy. This arrow deals devastating damage while greatly confusing the target. Additionally, this attack can empower the user’s love. The greater their love for another the stronger the attack will be. Lastly, purchasing this phantasm will grant you access to a forbidden move called Mikotto. When using Mikkotto you can summon Orion using him as an arrow. This move is exclusively meant to be shot at a man’s crotch making it a devastating weapon against men.

Gladius Iustitiae - 500 PP
Gladius Iustitiae is an A+ ranked Anti-Evil Noble Phantasm held by All-Father Lloyd. This blade represents the ever vigilant sword of justice hanging over evildoers. It takes the form of a spectral white blade that hovers over the user’s head. It will automatically swing down at nearby targets. The interesting part is that this blade deals increased damage against those with an evil alignment. Additionally, this also encompasses sins as judged by the user. For example, Lloyd believed anyone who went against the gods was evil even if they were a paragon of justice. You may apply whatever classification or personal code you have for this judgment.

Sen’s Fortress - 500 PP
Sen’s Fortress is an A++ Labyrinth type Noble Phantasm possessed by Black Iron Tarkus. This fortress was constructed as an obstacle meant to test the champions who would head to Anor Londo. The labyrinth is filled with numerous obstacles, demons, and snake men. The fortress's only weakness is that it can be shattered much like any other facility. Granted this requires a massive amount of power as demonstrated by Artoria Lancer Alter needing to unseal Rhongomyniad to break free. Lastly, while enemies generated within the fortress can recognize allies ensuring that they don’t target your allies.

Chieftain of the Ethereal Oak - 500 PP
Chieftain of the Ethereal Oak is a C-ranked Anti-Unit Noble Phantasm possessed by Torin the Milkwood Chieftain. It allows the user to summon a massive spiritual tree from his homeland to their side in battle. This titanic tree is capable of enveloping the battlefield and actively growing larger. The tree’s branches can be used to ensnare opponents preventing them from retreating. Lastly, the tree is capable of regenerating as long as its main body is not completely destroyed.

Eleum Loyce - 500 PP
Eleum Loyce is a B-ranked Anti-Unit Noble Phantasm possessed by Aslanna, the Silent Oracle. This curved sword was gifted to the queen by her husband in a final attempt to protect her before he lost the final vestiges of his strength. The sword is capable of healing the wielder’s allies, reflecting Alsanna’s ever vigilant support for her knights. The effect can be activated by either touching your allies with the blade or striking your opponent. Striking your opponent will create a healing pulse restoring any nearby allies.

Lud and Zallen - 500 PP
Lud and Zallen are twin beasts making up an A-ranked Anti-Army Phantasm belonging to Aslanna, the Silent Oracle. These massive twin tiger-like beasts were gifted to Alsanna by her husband the Ivory King. They were tainted by the Abyss much like their mistress granting them power over the Dark. This property turned them into pseudo Divine Beasts while also making them more effective against other Divine Beasts not aligned with the Dark. Additionally, they are capable of utilizing Crystal Sorcery to combat their opponents. Lastly, should the twins not be enough this Noble Phantasm can also be used to call the other seven tigers tamed by the Ivory King to aid their brethren.

The Pursuer's Guard - 500 PP
The Pursuer's Guard is a set of three Noble Phantasms held by the Pursuer. The first is an C+ ranked Greatsword known as the Mark of the Curse. This effect allows the user to mark their opponents when striking them. This will decrease the target's endurance by a full rank. The second is a C-ranked Noble Phantasm allowing the user to call upon the Pursuer's eagle mount. It is capable of carrying the user into battle, unleashing great gusts of wind, and assisting in combat should it be needed.

The final is a simple set of armor worn by the knight. The Armour of the Damned is an E-rank Noble Phantasm forged from the souls of the Undead he slew. This armor provides a low grade Magic Resistance, though its main effect are the hexes it emits. These curses spill out from the armor seeking out your targets. This effect is constantly active causing damage to your foes granting you an edge in prolonged battles.

Lapithae Caeneus - 500 PP
Lapithae Caeneus is an A-ranked Anti-Army Noble Phantasm belonging to Caenis. This Noble Phantasm allows the user to launch themselves forward transforming into a massive golden phoenix. Striking the target will deal a large amount of physical damage and unleash a wave of fire. After impacting your opponent you can maintain the Noble Phantasms for a short period allowing you to gain some distance from your opponents if needed.

Clarent - 500 PP
Clarent is an B-ranked Anti-Unit Noble Phantasm wielded by Mordred. This is a sword originally wielded by Artoria signifying the right to rule. While wielding the sword the user's physical abilities are raised one full rank and granted access to a high level Charisma skill. Should they already possess it, then the skill will be enhanced further. The sword's main ability however, is to amplify the user's hatred by combining it with its innate Mana Burst. This allows the user to fire off an incredibly powerful blood red energy beam. The only downside is that doing so typically causes immense pain to the user.

Guardian of Ariandel - 500 PP
Guardian of Ariandel is a set of two Noble Phantasms held by Sister Friede. The first is her infamous Twin Scythes which are a B-ranked Noble Phantasm. These scythes are enchanted with the essence of Ariandel allowing them to freeze anyone they come into contact with. Additionally, the target will be struck with a sense of hopelessness when they are hit. This will stack with each hit until they are sapped of the will to live. The second is her infamous Black Flame which is imbued with abyssal power. These flames will coat the user and their weapons, greatly boosting their stats. Additionally, your

speed will be increased significantly as well. Lastly, this also grants all of the user's attack Anti-Divine properties.

Märchen Meines Lebens - 500 PP
Märchen Meines Lebens is a C+ ranked Noble Phantasm belonging to Hans Christian Andersen. This story is the unpublished autobiography written by the infamous author. This story allows him to write the tale transforming his chosen individual into a main character. The more that the user writes the greater the impact the story will have. Should a story be completed the target will become their ideal self reaching a step far beyond what they could normally reach. The only restriction to this power is the author's willingness to write. Additionally, you can also summon beings from the various fairy tales that were written by Hans. Some examples include the Little Mermaid, the Snow Queen, and the Ugly Duckling. They are far more powerful opponents than you might expect.

Memory of Blood - 500 PP
Memory of Blood is a B-ranked Bounded Field type Noble Phantasm held by Nahr Alma, God of Blood, Pain, and Murder. This Noble Phantasm functions similar to his other power though it possesses a different ability. When someone enters the field after it's set-up the user can call forth every injury they've ever endured. The user can select specific wounds or simply force the target to relieve every injury they've ever experienced constantly. This however, can only be done while the target is in the field and it can be resisted by those who have immense pain tolerances.

Airgetlám - 500 PP
Airgetlám, the Silver Arm, is an A++ Anti-Unit Noble Phantasm belonging to Nudd-Nuada. This relic was forged to serve as proof of Nudd's kingship after he was wounded. By calling upon the strength of the arm he can once again assume the might he held as the King of Tuatha dé Danann. For you the Noble Phantasm will boost your overall capabilities three times over. Though utilizing this power does require immense amounts of energy.

Tier 5 Phantasms

Armor of Fafnir - 600 CP
The Armor of Fafnir also known as the Blood Armor of the Evil Dragon is a Noble Phantasm used by Seigfried. This phantasm embodies his legend of bathing in the dragon's blood making the user invulnerable to all weapons. Any attack be it a weapon, spell, or ritual equal to B-rank will be canceled out. Additionally should an attack pierce this barrier the damage that should have been blocked will be subtracted weakening it. For example, the average A-rank attack will be weakened to an E-rank attack. Lastly, since you are paying for this ability it will lack Seigfried's weak point. This means that if someone wants to kill you they are going to have to do it properly.

Luminosité Éternelle - 600 PP
Luminosité Éternelle, the battle standard of Jeanne d'Arc, manifests as a spear-mounted flag pole adorned with the symbol of an iris flower, the Fleur de Lis. Its purpose is to shield others from harm and provide unwavering support to weary soldiers. This Holy Weapon channels the divine providence of the Heavens, bestowing the blessings of an Angel upon its wielder. When activated, Luminosité Éternelle unleashes a radiant light from the sky, enveloping one side in a protective aura and casting a holy glow that stuns all who bear witness. The extent of its influence can be expanded by the wielder's reserves of spiritual energy, allowing it to shield a larger area, safeguarding all who fight for the cause. This luminous golden sheen can form protective barriers, diminishing the impact of powerful attacks blocking them. Additionally the Noble Phantasm is capable of boosting the parameters of any ally you possess within the surrounding area. This also increases other factors such as the rate they regenerate energy.

Aestus Domus Aurea - 600 PP
Aestus Domus Aurea is a B-ranked Anti-Team Noble Phantasm that takes the form of a large theater. The Noble Phantasm generates an area similar to a Reality Marble trapping the target within a separate world. The area is designed to provide every advantage possible to the user. Their foes will be weakened while the environment actively hinders them. Your enemies will find themselves progressively weakening over time. It is impossible for the Noble Phantasm to be broken as long as its wielder is still alive and conscious due to the rules of the theater.

Lord Camelot - 600 PP
Lord Camelot is a B+++ ranked Noble Phantasm wielded by Mash Kyrielight. This Noble Phantasm can summon the walls of Camelot turning it into a powerful barrier. This is a purely defensive type Noble Phantasm which can block and reflect attacks launched at

it. The strength of the barrier is dependent upon the will power of the user. As long as their heart remains strong the phantasm shall never fall. Even higher tier Noble Phantasms such as Excalibur or Photon Ray would have extreme difficulty damaging this barrier. The main restrictions on the Noble Phantasm are the user's energy reserves and determination.

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

Undebtân Galvatyne - 600 PP
Undebtân Galvatyne, also known as the Twin Princes Greatsword, is an A+ ranked Anti-Army Noble Phantasm wielded by the Ashen One. This majestic sword is imbued with holy fire, capable of unleashing devastating attacks that can decimate entire areas. When swung, it releases massive arcs of holy flames, scorching everything in its path. Alternatively, the user can focus the sword's fiery power into concentrated beams of energy, firing off laser-like blasts that can pierce most defenses.

Ascalon - 600 PP
Ascalon is a B-ranked Anti-Unit Noble Phantasm wielded by Saint Georgios. Ascalon is a legendary Dragon Slaying Sword and considered the bane of all dragons. This weapon was meant to punish evil and bypass any form of protection as long as the target is evil. This property is said to grant its wielder invincibility by allowing them to break through any attacks against them. Should you wield this blade against any dragon its strength will be multiplied further. For example, Ascalon was one of the only weapons able to easily pierce Fafnir's body or harm Storm Drake.

Nameless Sword Spear - 600 PP
Solis ab Hasta is the name of the long since forgotten Sword Spear wielded by the Heir of Sunlight. This is an A+ ranked Anti-Army Noble Phantasm. By thrusting the spear into the sky and then thrusting it forward you can summon a massive sunlight spear. This generates an incredibly powerful piercing attack that can shatter defenses. Alternatively if you wish to use a more spread out attack it can be stabbed into the ground. This will

cause the gathered lighting to erupt in a wave of lighting striking everyone with a large radius around the user.

Bellerophon - 600 PP
Bellerophon is an A+ ranked Anti-Army belonging to Medusa. This Noble Phantasm is a golden bridle equipped on her son Pegasus. The bridle allows the user and their mount to charge forward in an unstoppable stampede. While moving forward they are enveloped in a protective aura that causes immense damage to their opponent. This attack can only be countered by an attack on the level of Excalibur or higher. Lastly, if needed you can remove the bridle to place it on a separate mount. This will provide a similar boost to your new mount, strengthening them greatly.

The Profaned Flame - 600 PP
The Profaned Flame is a powerful A+ ranked Anti-City Noble Phantasm. This flame was responsible for destroying Yhorm's home and bringing ruin to his people in a massive tidal wave of fire. By calling upon this vengeful fury you can recreate the blast unleashing a wave of cursed fire in all directions around you. This blast is large enough to completely engulf a large city. This flame however, will not distinguish between friend and foe. So you must be cautious lest you consume your own allies in the blast.

Miasma - 600 PP
The Miasma of Death is a powerful A++ ranked Anti-Life / Anti-Army Noble Phantasm possessed by Nito. This miasma is a nearly endless cloud of death emitted from the user's body. The miasma is capable of wearing down any defense over time. Even the mightiest of the Everlasting Dragons would rot after being exposed to the fog for a long enough period of time. You however, should exercise caution when using this as death is indiscriminately in its slaughter. Your allies will rot just as fast as your enemies should they be caught up in the dark cloud.

Defense of the Empty Throne - 600 PP
Even long after the city fell, Alsanna refused to abandon her king. She kept the endless tides of the demons at bay hoping that someone would eventually come to bring her husband peace. This act created her B++ ranked Anti-Army Noble Phantasm Defense of the Empty Throne. This allows the user to call upon the walls of Eleum Loyce trapping their opponents within. The kingdom will freeze your opponents over time bringing even the strongest opponent low. Lastly, this Noble Phantasm possesses a conceptual advantage against demonic beings or so-called Threats to Humanity. This includes apocalyptic beings, the various BEAST, and any other threat which can comprehensively threaten humanity.

Turn of Fortune - 600 PP
Turn of Fortune is a C++ ranked Anti-Unit Noble Phantasm possessed by Caffrey, Goddess of Fortune. This Noble Phantasm allows the user to alter the luck of those around them. By bestowing bad luck you can curse your enemies. If something can go wrong then it will. This may not directly harm someone, but this is considered to be one of the most dangerous Noble Phantasms. If someone has an insufficient amount of luck they will likely end up killing themselves. This effect can be mitigated by those with extreme luck, but even they will suffer from this curse. The flip side of this power is to bless your allies. For them seemingly anything that can go right will. They will dodge inescapable attacks, find openings that shouldn't exist, and find things a bit easier.

Queen Anne's Revenge - 600 PP
Edward Teach's Noble Phantasm, the Queen Anne's Revenge, is a C++ ranked Anti-Army weapon that manifests as a formidable and fearsome vessel, designed to dominate the seas. The power of this Noble Phantasm is intrinsically tied to the size and strength of its crew. A larger, more powerful crew amplifies the ship's capabilities, providing significant boosts to the user. For instance, a dozen Servants would offer a greater enhancement than a hundred ordinary pirates. When manned by a sufficiently powerful and numerous crew, the Queen Anne's Revenge can challenge and even overcome the most powerful of opponents.

Ig-Aliama - 600 PP
Ig-Aliama is a Anti-Army Noble Phantasm possessed by Gilgamesh. The blade originally belonged to the God of War Zababa before being claimed by Gilgamesh. The Mountain sized Divine Construct is a sword meant to cleave apart mountain ranges. It is capable of doing this as it possesses a concept called Skyline allowing it to separate Heaven and Earth. Normally this blade can only be countered by an equally powerful Divine Construct. You can either wield the blade itself or instead launch it as a devastating projectile. Though if needed it can also be used as a makeshift bridge due to its immense size.

Paradise of Steel - 600 PP
Paradise of Steel is an Anti-Army Noble Phantasm used by the unnamed Berserker within the Not-Yet-Summer Resort. This Noble Phantasm allows the user to create a massive city filled with golems similar to the Dragonslayer Armor. The city will function as an extension of the user's body allowing them to teleport throughout the city and sense the locations of everything within. The only danger is that extensive damage to the city can also harm the user. This can be mitigated by separating from the city, though this will decrease your ability to manipulate it.

The Rat Kingdom - 600 PP
The Rat Kingdom is a merged Noble Phantasm combining the three phantasms held by the Rat King. This includes the Court of the King, the Royal Rat Authority, and the Royal Rat Vanguard. With this Noble Phantasm you can summon an army of rat familiars, a massive rat dog known as the Royal Rat Authority, and the Vanguard of the Court. This makeshift force may not be the grandest of armies, but they will fight on endlessly reviving when slain until the user runs out of energy to supply them.

Claíomh Solais - 600 PP
Claíomh Solais is a powerful A+ ranked Anti-Army type Noble Phantasm belonging to Nudd-Nuada. This weapon known as the Sword of Light is said to be the first Holy Sword. The blade emits holy light that burns away evil, purifying its surroundings. This sword possesses two special abilities beyond its shard edge. The first is that it can sense your opponents weak points pointing them out to you. The sword will guide you so that you can strike these areas at the precise moment to cripple them. The second ability is that it can fire off beams of light. These beams can fly through seeking out your foe's weak points. You can focus the beams into a single powerful burst or fire off numerous beams taking down entire armies with each swing.

Anor Londo - 600 PP
Anor Londo is an A+ ranked Support type Noble Phantasm possessed by Gwyn, Lord of Cinder. This city was the home of the gods and Gwyn's greatest bastion. By summoning the mighty capital they can bolster their strength. Any allies inside will receive buffs to their offensive and defensive capabilities. Most importantly once the city has been established its energy requirements will decrease significantly making it an excellent command center. Lastly, as the lord of the city the user will receive a variety of other buffs as well.

Age of Ancients - 600 PP
Age of Ancients is an A++ ranked Anti-World and Anti-Concept Noble Phantasm held by Kalameet. In the original world before the Age of Fire all beings were supposedly equal. This Noble Phantasm allows the user to create a field returning the area to that state. While inside it all blessings, bonuses, and external effects are removed. Additionally, all skills including personal and class skills are unusable in the field. You and your opponent will be on a completely equal playing field where only the user's physical capabilities are in play. The Noble Phantasm however, does require a significant amount of magic making it a potentially double edged sword for a prolonged fight.

Shavata Vipattikala - 600 PP
Shavata Vipattikala is an A+ ranked Anti-Army Noble Phantasm held by Kalameet. This allows the user to unleash a wave of powerful black flames like the infamous dragon. These draconic flames are imbued with the abyssal taint granting them anti-divine properties. You can choose whether you breathe these flames like a dragon or if you launch them from another part of your body. Lastly, the flames can become even hotter by providing the Noble Phantasm with more energy.

Ivory Kings Greatsword - 600 PP
The Ivory King's Ultra Greatsword is a B+ ranked Anti-Army Noble Phantasm. This titanic greatsword is meant to be wielded by a giant. A normal human would likely struggle to lift this weapon let alone display the same prowess as the Ivory King. The blade has been refined by the Queen allowing it to launch powerful blasts and energy blades. Lastly, this blade's power is greatly increased when the blade is wielded against demonic or chaos tainted beings.

Curse of Undeath - 600 PP
The Curse of Undeath is an EX-ranked Anti-Army and Anti-Humanity type Noble Phantasm. The Dark Sign is a curse that could appear on any being birthing a new Undead. Now another carrier of the curse walks the Earth. Any human that comes into a certain proximity of you will be branded with the Dark Sign. This curse is incurable should it be completed and one that cannot be removed as long as the user lives. Should you perish however, the curse will dissolve freeing the infected host.

Voyage from the Cold - 600 PP
Voyage from the Cold is a C+ ranked Support type Noble Phantasm held by Sapling Sulyvahn. When he was young he fled from the Painted World hoping to find a better future. This Noble Phantasm represents that hard fought journey where he hoped to leave alongside others. Reflecting this the Noble Phantasm boost the stats of all his allies while they are in danger. The effects will remain until either the danger has passed or the user can no longer afford to maintain it.

Arm of Chains - 600 PP
Arm of Chains is a B++ ranked Anti-Unit Noble Phantasm gifted to Gordin, Knight of Forossa due to him hosting Tyr. This Noble Phantasm allows the user to sacrifice their arm to create a prison to hold their opponent. You however, cannot heal or otherwise recover the arm while the prison is active. It can only be regenerated after the prison is destroyed and even then it will take longer than it would normally. Gleipnir's chains will grow stronger, scaling with the Mystery of the prisoner. Replicating the feat of binding an apocalyptic beast would make them nearly unbreakable while a minor legend might only

be held for a few minutes. Lastly, due to these chains having been used to bind Fenrir, they have a conceptual advantage over bestial opponents and those who have lost their humanity becoming monsters.

Path of the Dragon - 600 PP
Path of the Dragon is an EX-ranked Noble Phantasm used by Akal, Mother of Dragons. She gained this ability by creating the Path of the Dragon allowing mortals to walk in the footsteps of the dragons. This path allows for the user to transition between human and dragon. This can range anymore from a minor physical manifestation to a full blown transformation. While in your human form you can manifest spectral dragon appendages similar to a human using the Dragon Stones. Though your abilities will be much stronger when you fully transform into an Everlasting Dragon. Lastly, this Noble Phantasm has a passive effect allowing you to teach the path to others. Though it will likely take quite a long time for most to walk it completely.

Painted Land: Cold Made Comforting - 600 PP
The Painted Land: Cold Made Comforting is a Reality Marble type Noble Phantasm possessed by Crossbreed Priscilla. This world is an endless escape of ice freezing all who enters it. Even Top Servants and gods will be frozen should they linger out in the open for a long enough period of time. Additionally, this world offers a comforting embrace willing all inside it to enter an endless slumber. This is less effective on those with high level Magic Resistance. Its final ability is that the Reality Marble contains a vast army should you call upon them. This includes numerous skeletons, Crovians, and multiple Undead Dragons.

Blood of the Patriarch - 600 PP
Blood of the Patriarch is an A-ranked Anti-Unit Noble Phantasm possessed by Chrysaor. While the title Father of Monsters is typically attributed to Typhon it was originally held by Chrysaor. They gained this title by birthing numerous famous monsters including Echidna, Orthrus, and Geryon. This Noble Phantasm allows the user to call upon the abilities and traits of Chrysaor’s kin. For example, you could utilize Echidna's madness inducing venom or Orthrus crushing fangs. Calling upon these traits however, does require the user to shed some of their blood as a sacrifice. You can intentionally wound yourself or utilize your wounds throughout a battle.

Bell of Summoning - 600 PP
The Bell of Summoning is an E to A+ ranked Anti-Unit Noble Phantasm belonging to the Tarnished. This bell calls upon a spirit to the user in battle. There are a host of powerful beings that can be summoned once you ring the bell. Some of the summons include the Mimic Tear, Black Knife Tiche, and the mighty Ancestral Follower. Calling upon these

summons only takes a single moment making it an excellent tool in battle. You can continuously summon different warriors, though each summon requires a varying amount of magic.

Chu Shi Biao - 600 PP
Chu Shi Biao is an EX-ranked Anti-Army Noble Phantasm belonging to Zhuge Liang. This report is his most famous work and one of the well known literary works ever made. The effects of this Noble Phantasm grant the target something they need at the moment. The interesting part is that the power of this Noble Phantasm grows exponentially with how dire the situation is. For example, in a standard conflict this might grant a minor boon, but if the fate of the world was at stake this power might summon a dozen Top Servants to aid you in combat.

Demon King of the Sixth Heaven - 600 PP
Demon King of the Sixth Heaven is an E to EX-ranked Reality Marble type Noble Phantasm belonging to Nobunga. This Reality Marble was based around the events where she destroyed Mount Hiei, nearly wiping out the Shinto. This burning hell grants the users ability against any divine or mystic beings. The greater their connection the more they would suffer. An actual deity would quickly be burnt alive while a mortal lacking any mystic properties would be nearly unharmed.

Unlimited Blade Works - 600 PP
Unlimited Blade Works is an E to A++ ranked Reality Marble type Noble Phantasm belonging to Archer EMIYA. This Noble Phantasm has two main aspects of its power. The first is utilized when activated as a Reality Marble. This allows you to trap your target within a personal dimension. This lifeless realm is filled with countless swords and other weapons. While inside the realm you can control the weapon, summon them at will, and bombard your opponents with them. The second is a passive ability which allows you to add new weapons to this dimension. By examining a weapon you can memorize its structure. This allows you to recreate it and access the skills its original wielder possessed. As you become more skilled you will be able to improve this ability further.

Nine Lives - 600 PP
Nine Lives is a C to A+ ranked Anti-Unit Noble Phantasm belonging to the legendary hero Heracles. Originally devised to slay the immortal Hydra, this technique allows the user to execute a devastating series of near-instantaneous strikes against their foes. Each strike is performed with such speed and precision that it becomes nearly impossible for the enemy to evade. Additionally, Nine Lives grants the user mastery over

all weapons, enabling them to wield any armament and to draw out their maximum power.

Requiem for Death - 600 PP
Requiem for Death is a B-ranked Noble Phantasm belonging to the prodigious composer Wolfgang Amadeus Mozart. This haunting symphony was crafted by Mozart as a tribute to the concept of death. When invoked, the Requiem unleashes a powerful musical composition that affects all who hear it. The symphony has three profound effects: it significantly slows the movements of any enemy within its range, making them vulnerable to attack; it reduces their parameters by two full ranks, weakening their physical and magical capabilities; and it inflicts persistent, agonizing damage on all nearby foes, sapping their strength and resolve.

Sword of Paracelsus - 600 PP
The Sword of Paracelsus is an A+ ranked Noble Phantasm belonging to Paracelsus. This sword is Paracelsus's greatest creation and the original template for the Azoth Swords. The blade is an incredible catalyst for Magecraft. When wielded, it enhances, assists, and amplifies any spell cast through it, allowing the user to achieve feats of magic far beyond their natural capabilities. The sword enables instantaneous use of complex ritual magic, grants access to the creation of True Ether, and channels potent mana reminiscent of the Age of the Gods. Furthermore, the blade possesses the extraordinary ability to nullify any magical property temporarily, including the effects of other Noble Phantasms.

The Queen's Glass Game - 600 PP
The Queen's Glass Game is a C-ranked Anti-World Noble Phantasm wielded by Nursery Rhyme. This formidable ability allows the user to ensnare their enemies within a mysterious inner world. This perilous realm is filled with monstrous creatures, treacherous traps, and other formidable obstacles. Many infamous creatures such as the Jabberwocky can be called forth to fight your enemies. The true power of this Noble Phantasm lies in its ability to reset the battle to its beginning, creating an endless loop where the user remains invincible unless their adversaries can overcome them in an instant.

Tier 6 Phantasms

The Golden Hind - 800 PP
The Golden Hind, Francis Drake's A+ ranked Anti-Army Noble Phantasm, allows the summoning of Drake's famed ship, the Golden Hind, along with an extensive and formidable fleet. This Noble Phantasm can also invoke the full might of the Wild Hunt, calling forth an army whose composition can vary based on the location and situation. In one instance, you might summon the illustrious knights of King Arthur, while in another, you could call upon the primordial force of the First Murder, Cain, and the vengeful spirits of Humanity.

Dear Freja - 800 PP
Dear Freja is a titanic spider that Duke Tesldora can summon using his Noble Phantasm. The spider was originally his pet, before it was possessed by the Writhing Rune transforming into a monster. The spider has two heads, is the size of a castle, and capable of firing off energy beams that can easily harm high-ranking Servants. Additionally, the spider is covered in Dragon Scales supposedly from having inherited the soul of Seath the Scaleless. Should Freja be slain you will be able to summon her once more the next day.

Excalibur (Morgan) - 800 PP
Excalibur is a powerful A++ ranked Noble Phantasm possessed by Artoria. This divine construct was forged by the planet to combat the White Titan. Acquiring this allows the user to summon Excalibur and unleash its power. The blade is an immaculate weapon which can launch devastating energy beams. Excalibur is extremely effective against evil beings or those who can be considered threats against the world. Alternatively if you dislike this version of Excalibur you may purchase the corrupted Excalibur Morgan. It possesses similar abilities to the holy blade. It however, can be fired off in rapid succession and is more effective against "good" beings. Lastly, you may purchase this twice to acquire both variations of Excalibur.

Gram - 800 PP
Gram: the Dawn of Destruction is an A-ranked Noble Phantasm wielded by Sigurd. Gram is the strongest demonic sword supposedly only matched by Excalibur. This blade is both a powerful dragon slaying sword and one blessed with the might of the sun. This blade can easily cut through dragon scales tearing through the legendary monsters. Additionally, much like most other sword shaped Noble Phantasms this blade can fire off beams of energy for long distance attacks. Lastly, this version of the blade doesn't possess the curses placed upon it when Odin reforged it.

Gravelord Scythe - 800 PP
The Gravelord Scythe is an EX-ranked Anti-Life/Anti-Unit Noble Phantasm wielded by Gravelord Nito. This scythe is a physical representation of conceptual Death. The scythe is capable of reaping any being harvesting their soul. The only possible way to escape is to sever your connection to the very concept of death. Even then this scythe is still a weapon equal to the greatest divine artifacts the world has ever seen.

Magna Voluisse Magnum - 800 PP
Magna Voluisse Magnum is an A++ ranked Anti-Army Noble Phantasm wielded by Romulus. The Spear of Nation Building is a manifestation of the great tree which symbolizes Rome. Upon activation, the spear can manipulate plant life on a massive scale, summoning a vast tree whose roots and branches will surge forth in an overwhelming tide. These branches can transform into razor-sharp tendrils that relentlessly pursue and engulf enemies. This phantasm can be used as a powerful defensive measure or an unstoppable offensive. Lastly, the power of Magna Voluisse Magnum grows exponentially the longer it is sustained.

Draconic Birth - 800 PP
Draconic Birth - The Scaled Guardians is a A++ ranked Anti-Army Noble Phantasm possessed by Aldia. This phantasm represents Aldia's ability to create dragons and draconic beings. The user can create dragons of various size and strength as long as they have the appropriate resources. Everything from simple Wyvern to beings even grander than the Ancient Dragons. Other examples of your possible creation include beings like the Emerald Herald and other hommuncli. These beings can create anchors for you, strengthen their allies like Fire Keepers, and act as your emissaries.

Forlorn of Time - 800 PP
Forlorn of Time - Those who drift between worlds is an A-rank Anti-Army Noble Phantasm possessed by Aldia. Throughout the years Aldia experimented on countless individuals. Most importantly he did so across just as many different timelines. This Noble Phantasm allows the user to summon the virtually endless horde of Forlorn. They lack sanity, but each of them are on par with Servants. This horde is truly limitless as long as the user is able to supply more energy to call them. Should you have the need for more warriors or a specific type you can pluck their souls from other worlds strengthening your force.

The Keep of Mirrors - 800 PP
The Keep of Mirrors - The Hall that Shows Beyond Time and Space is an EX-rank Reality Marble possessed by Aldia. In his final act he transported his keep outside of space and time before the world's destruction. This keep allows the user to stay far

outside the reach of others ensuring their safety. While inside the keep the user can see all of reality from the dawn of creation to the end of time. Using this system he can manifest in any location of his wish. The only restriction is that the keep can only access worlds that exist as fact. Meaning possible worlds remain unknown until they become a branch of reality. For example, you couldn't access a made up Singularity, but any of the witnessed Singularities would be viable.

Sealed with Fire - 800 PP
Sealed with Fire is an EX-ranked Anti-Unit and Anti-Humanity type Noble Phantasm. The Dark Sign was a curse placed upon the first Pygmies by Gwyn to restrict their potential. This intrinsically bound the Dark Sign to humanity letting it become a nigh-unstoppable plague. This Noble Phantasm makes you a spiritual conclave formed from hundreds of thousands of spirits which can be injected into humans. This process will transform the individual into a Ringed Knight branded with your seal. They lack the strength you possess, but given time they can become truly monstrous opponents. There is no limit to how large this army can become. Lastly, you have the ability to summon these knights to your side ensuring that your army is always with you.

Teardrop Photon Ray - 800 PP
Teardrop Photon Ray is an A-ranked Anti-Army Noble Phantasm possessed by Altera. Teardrop Photon is a sword of light that allows the user to designate a target to be struck from orbit. The beam contains the might of the Machine God Mars and is a conceptualization of war itself. Additionally, the power of the blade is on par with Excalibur Morgan making it one of the most powerful offensive Noble Phantasms. When not in use the Photon Ray Sword can be dispelled and resummoned in a second if needed.

Inventor of Everything and More - 800 PP
Inventor of Everything and More is an EX-ranked Anti-Unit Noble Phantasm held by Pharros. Pharros was a truly talented inventor, but many of inventions are falsely credited to them. This Noble Phantasm allows the user to passively understand complex creations, constructs, and any other "invention". Second, it allows you to quickly identify their strengths, weaknesses, and other key features. Its most useful ability, however, allows the user to replicate any device they examine. Though these replications often are branded with a unique twist. Fourth, when encountering other inventors this Noble Phantasm allows the user to rapidly learn their styles making it significantly easier to develop new crafts. Lastly, this power grants you the knowledge of every device that Pharros supposedly crafted.

Gate of Skye - 800 PP
The Gate of Skye is an A+ ranked Anti-Army Noble Phantasm belonging to Scathath. This Noble Phantasm can be used to open a gate directly to the Land of Shadows. Any being sucked into the gate will be killed instantly. Your opponents can resist the effect should they have sufficient amounts of magic or luck. Though the effect will greatly damage the target and drain their energy even if they can resist it. Lastly, you can use the Gate as an escape method if needed. The gate will transport you to the Land of Shadows as it considers you an inhabitant of the realm like Scathath.

Shards of Sunlight - 800 PP
The Shards of Sunlight are an A-ranked Anti-Army Noble Phantasm held by Gwyn, Lord of Cinder. These shards formed the lightning Gwyn used to slay the Everlasting Dragons stripping them of their invulnerable scales. These bolts are capable of stripping immorality from a target rendering them mortal. Additionally, they are still powerful lightning bolts making them devastating attacks. You can focus your power on a single bolt to enhance it or call upon an entire storm to barrage your foes.

The Great Swamp - 800 PP
The Great Swamp is an A++ ranked Bounded Field type Noble Phantasm wielded by Salaman, King of Pyromancers. This Noble Phantasm allows the user to recreate the infamous swamp in which Salaman was first taught by Quelana. This domain can be summoned to aid the user, though it takes a period of time to create it. While inside the Great Swamp the user can actively manipulate the environment and create pyromancies at will with ease. Should the Great Swamp be destroyed it will weaken the user. The user can avoid this by disconnecting from the swamp allowing it to passively dissolve.

Living Calamity - 800 PP
Living Calamity is an EX-ranked Anti-Unit Noble Phantasm possessed by Kalameet. This power allows the user to assume the form of the Black Dragon of Calamity. While in this state you possess the full might of an Everlasting Dragon and can call upon all of Kalameet's abilities. The only weakness this Noble Phantasm has is its rather high energy upkeep. Though this drain can be reduced the closer you are to Kalameet. For example, this is less draining if you are already a Dragon or an Abyssal being.

O' Sinner, Let me absolve you - 800 PP
O' Sinner, Let me absolve you is a terrifying A+ ranked Noble Phantasm belonging to Velka, Goddess of Sin. This Noble Phantasm is an embodiment of Velka's domain over Sin. This is a horrifying power representing Sin in its purest form. This allows you to force your target to experience any sin they have committed. It will be replayed over and

over in their minds until it shatters. This however, is not a mere reenactment, but an experience forcing them to undergo the sin as though it was the first instance of it ever occurring. Only those with the greatest of wills possess a chance of surviving let alone resisting this Noble Phantasm's effects. Lastly, it is impossible for the target to even realize they have been brought under its effect.

Endless Mutation - 800 PP
Endless Mutation is an EX-ranked Anti-Unit Noble Phantasm possessed by Quelan, the Ceaseless Discharge. This Noble Phantasm allows the user to undergo a continuous mutation similar to the cursed son of Izalith. After activating the Noble Phantasm it cannot be stopped until the user cannot grow any further or the battle has finished. While growing you will continuously grow larger while gaining more and more mutations. Your abilities will continuously strengthen, but you will suffer from the effects of an ever worsening madness enhancement. Lastly, as a mercy this version of the Noble Phantasm will not force you to endure the same agony Quelan goes through.

Memories of Times Long Past - 800 PP
Memories of Times Long Past is the Noble Phantasm Ash received demonstrating his inheritance of the world. First you must understand in Dark Souls a soul never truly dies; it is merely absorbed before being claimed once more when its current holder is slain. As Ash had slain virtually everything in his world he gained every soul to ever walk the world. Everything from the first Everlasting Dragon to the final Pygmy in the Ringed City resided within him. This Reality Marble allows the user to call upon their powers and to summon them forth into battle.

The first power allows him to call the soul letting him access their full array of abilities. More powerful abilities have a greater upkeep cost, but grant greater strength. The second aspect allows the user to summon the souls as Shades to fight alongside him. They will possess all of the abilities they held in life showcasing the power they held at their peak. Should a soul be slain it will merely return to the user to recover. Any being you slay in the future will be absorbed into you becoming another warrior in your endless legion.

Melltith Haul Marw - 800 PP
Melltith Haul Marw is a powerful Noble Phantasm Gwyndolin unlocked after increasing his power with a Holy Grail. This Noble Phantasm effectively summons a moon which is then compressed to the size of an apple. This is launched forth as a large cutting wave of energy. The burning energy of the slash is capable of outright killing most Servants and devastating the majority of defensive-type Noble Phantasms. The only weakness this ability has is the energy wave is relatively slow for an ultimate attack.

Chrysaoros - 800 PP
Chrysaoros is an A-ranked Anti-Unit Noble Phantasm possessed by Chrysaor. Chrysaor became known as the Golden Sword due to her gleaming scales that she inherited from Medusa Gorgon. This combined with her impeccable swordsmanship made her a powerful warrior. The sword itself was a simple weapon, but once it was combined with the Gorgon's blood it became a nearly unrivaled weapon. This blade is capable of cutting through any form of defense or armor like a knife through butter. This is done through sheer strength overwhelming anything it is used against. Additionally, due to her origin as a monster this blade is considered an Anti-Human sword. Lastly, you may optionally gain a blood connection with Medusa and her kin by purchasing this.

Starfalling Scourge - 800 PP
Starfalling Scourge is an A++ ranked Anti-Army and Anti-Fortress Noble Phantasm possessed by General Radahn. In his youth the mighty general was taught by his mother Queen Renalla. This ability represents his mastery over the art of Gravity Magic. It allows the user to launch themselves amongst the stars before returning in a violent crash. The user will strike the ground with the force of a rampaging comet shattering their opposition. While you are in the sky you will be able to control the angle you return from. This can be used to launch precision strikes against your foes.

God Hand - 800 PP
God Hand is an B-ranked Anti-Unit Noble Phantasm possessed by Heracles representing his twelve labors. Having accomplished twelve impossible deeds that should have brought him low, Heracles developed this power. It has two main effects: a passive resistance and an acquired immunity. The passive resistance is a remnant from his original age making him immune to anything weaker than a high level attack from the Age of the Gods. The second ability is a conceptual immunity that the user acquires when slain. The user must be killed twelve times in total to truly die, though sufficiently powerful attacks can claim multiple lives. Once you die however, you will gain complete immunity to the method used to kill you.

Lifehunt Scythe - 800 PP
The Lifehunt Scythe is an extremely dangerous Noble Phantasm held by Crossbreed Priscilla. This was a forbidden power known as the Antithesis of Life and a power feared by the gods. Anyone touched by this devastating blade will have their power and lifeforce drained. The scythe will sap their power transferring it to the user. This is also the main reason that the gods feared her as it is not just lifeforce that is taken. By dealing a sufficient amount of damage you can strip away a gods domain pulling them down from their grand pedestal. Additionally, this stolen domain will now become yours

should you desire it. Post-Jump this will affect any similar ability letting you grow stronger should you unleash your blade.

Gate of Babylon - 800 PP
The Gate of Babylon is an E to A++ ranked Anti-Unit Noble Phantasm belonging to Gilgamesh. This Noble Phantasm contains the innumerable treasures that Gilgamesh acquired over his life. The user can create a vast number of gates allowing the user to summon forth items from within the treasury. This Noble Phantasm contains every treasure that the Earth and humanity had ever seen. These vaults within the Noble Phantasm are said to be continuously growing as the world marches on. Everything from the grandest weapons to the simplest art pieces are held within.

The Mist - 800 PP
The Mist is a Bounded Field type Noble Phantasm possessed by the Demon God Raum. The bounded field has a radius of seven kilometers though it can grow larger if supplied with enough energy. The field has a number of powerful abilities that can restrict your enemies. First, any technology more advanced than the 17th century will fail outright. Second, it is capable of preventing Servants and other beings from manifesting. Additionally, any beings who have already manifested will be trapped dying permanently if slain. Third, any enemies will be greatly weakened immediately losing half their strength. This effect also restricts most esoteric abilities like Runes and high level Noble Phantasms. Lastly, any targets in the barrier will have their minds scrambled. They will lose access to their memories becoming immensely confused.

Tier 7 Phantasms

Zabaniya - 300/1000 PP
Zabaniya is an interesting Noble Phantasm shared by all nineteen of the Hassan assassins. It contains the divine miracle created by each of the Hassan after they proved themselves. You may use this option to purchase any of the nineteen Zabaniya Noble Phantasms. Alternatively you may pay a bundled 1000 PP to buy all of them together. This cost isn't relevant to the power of the Noble Phantasms, due to the numbers. Some of the Zabaniya are listed below and there is a link in the Notes providing more information on the other Zabaniya.

- **Cyber Phantasy:** Cyber Phantasy allows the user to turn their target's brain in gunpowder. They can then detonate it, destroying the user's upper body. You however, do need to place your hand on the target's forehead to activate it.
- **Delusional Heartbeat:** Delusional Heartbeat allows the user to create a holographic heart belonging to their target. By crushing the image you can destroy your target's heart. Alternatively you can devour their heart and gain their intelligence.
- **Delusional Illusion:** Delusional Illusion allows the user to to splint themselves into eighty different Servants. They can take on a variety of forms allowing you to move without issue. Unfortunately should a body be slain you will lose access to it. Though this version will regenerate them once per week.
- **Heretical Reminiscence:** Heretical Reminiscence allows the user to fool the world, becoming perfectly hidden. The user will turn into a cloud of smoke making them intangible and immune to any harm. This state can be maintained for up to a full week.

Ars Paulina - 1000 PP
Ars Paulina, also known as the Temple of Solomon, is an A-ranked Anti-World Noble Phantasm. This temple exists outside the constraints of time, taking on the form of Solomon's workshop. As the temple exists outside of time it is capable of continuously reviving your allies. Resurrecting someone does require a large amount of magical energy, but as long as the Temple is intact it can be done limitlessly. Additionally, the user will be effectively immortal as well due to this property. It is practically indestructible as long as the temple is not attacked by someone vastly stronger than you.

Linker of Fire - 1000 PP
Linker of Fire is a C to EX-ranked Noble Phantasm held by the Chosen Undead. This Noble Phantasm allows the user to recreate the Age of Fire summoning the full might of the First Flame. The blacker the situation the brighter the flame will shine. This allows you to utilize the conceptual event Gwyn created to purge the world restoring it. Your

allies will be safeguarded by the flames being healed by its warm caress. Your enemies will be burned alive becoming fuel for the flames. These flames are particularly effective against threats to the world, apocalyptic beings, and any foes of humanity.

Lance of Longinus - 1000 PP
The Lance of Longinus is an A+ ranked Noble Phantasm wielded by the soldier Longinus. The lance is considered to be one of if not the most well known Noble Phantasm. The lance bridges the gap between man and god making anything possible. The spear seals away the power of any mythical or divine being making them human. With this all of your foes shall be equal. Essentially no one can use any abilities that would elevate them beyond human. Domains, esoteric abilities, and other supernatural skills will become useless. Aside from this the spear itself is a weapon of near unrivaled power. The Spear of Destiny is equal to Rhongomyniad in might and supposedly capable of piercing any defense.

Rhongomyniad - 1000 PP
Rhongomyniad: The Lance That Shines to the End of the World is an EX-ranked Anti-Fortress Noble Phantasm wielded by Artoria Lancer, bestowed upon her by YAHWEH. The lance is said to be one of the only weapons capable of rivaling Excalibur. The lance has two distinct forms: a formidable weapon and a sprawling city. The weapon form normally resembles the lance, but it has been shown to transform into other forms. The city form consists of a towering central structure surrounded by numerous buildings. They are equipped with an array of defenses including artillery, homing lasers, and advanced technology.

Additionally, the tower in the center can transform into a large tree which can destroy whole armies in a single attack. The city can be constructed in a single night and restrict access to those who possess a pure heart. Its defenses are further enhanced by coating the walls in Excalibur’s light. Rhongomyniad's true power is locked behind thirteen seals, each release unlocking more of the lance's immense strength. Only when all thirteen seals are removed can the lance unleash its full might. You however, will possess full control over each of the seals allowing you to fully unlock the lance’s power in a single moment if needed.

The Ashen One Eternal - 1000 PP
The Ashen One Eternal is the second EX-ranked Noble Phantasm Ash acquired after shattering his self-seal. This Anti-Unit Noble Phantasm embodied the countless deaths he experienced on his quest to fuel the First Flame. No matter what damage he suffers he is fated to rise from the ashes once more. As long as the user’s will remains intact they will never truly fall. The only way to possibly kill the user would be the complete

destruction of their soul and even that may not be enough. The second aspect of this Noble Phantasm is the knowledge gained from death. Just as when he fought in his world each death grants him a greater understanding of what killed him. The more damage you suffer from a foe the more you will learn until you gain a complete understanding of them. At this point you could predict every move they make countering them perfectly. With this even a lowly Unkindled could bring down gods.

Bydtân Dechrau - 1000 PP
Bydtân Dechrau is an A++ ranked Anti-World Noble Phantasm belonging to Gwyn, Lord of Sunlight. This Noble Phantasm is formed as a physical manifestation of his domain creating a small star. This small star can be thrown at the user's enemies incinerating anything in its path. Additionally, rays of light emitted by the sun will revitalize the user's allies. Of course, given Gwyn's legend this ability is also an incredibly powerful Dragon Slaying weapon. After all, it was formed by the legend of Gywn's victory over the Everlasting Dragons before he forged his new age. Lastly, this Noble Phantasm will scale in power with the user's soul growing stronger with them.

Claíomh bás solais - 1000 PP
Claíomh bás solais also known as 'The Sword Which Rends the Light of the Planet' is an EX-ranked Noble Phantasm and one of the Noble Phantasms belonging to Ash. He gained access to this Anti-World and Anti-Divine Noble Phantasm after shattering his self-seal becoming the Beast of Mercy. This blade is capable of bringing anything to its natural end. There is no force be it a god, a planet, or anything else that can stop this blade. With it you can ensure that none suffer any longer letting them experience the only mercy you can offer.

Ars Almadel Salomonis - 1200 PP
Ars Almadel Salomonis is considered to be one of the single most powerful Noble Phantasms ever seen. This EX-ranked Anti World Noble Phantasm was originally wielded by Solomon before being claimed by Goetia. Physically this Noble Phantasm resembles a massive ring which encircles the world. This titanic ring is made up of countless energy beams each possessing power on par with Excalibur's full strength. The energy is gathered by commanding the full magical energy of the entire era giving it a near limitless source of power. Offensively, this is said to be the only Noble Phantasm capable of outright killing Tiamat by destroying the Sea of Life. Lastly, even when blocked this Noble Phantasm can deal horrifying damage due to its incredible heat. Such is the power of each planet destroying blast.

Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Should you have an applicable item you may import into any of the offered items merging them. Lastly, any items that update post jump will also receive a retroactive update.

General Items

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

Command Seals - Free/100 CP
The Command Seals are one of the most important items a Master can possess. They are a type of magic exclusive to Masters representing the connection they possess with their Servants. They can be used to order a Servant, summon them when in danger, supercharge them, or heal them. As a Master you will be given a set of three Command Seals to use. Normally they would disappear after use, but these particular seals will reappear an hour after being used. Lastly, while rare there are some cases where an individual can have more than three at once. Each time you pay 100 CP your maximum limit on Command Seals will be increased by three.

- **This is Free for Masters, all other Origins must pay**

Sanctus - 100 CP
Sanctus is a legendary weapon used by the champion of the Way of the White. This mighty shield was blessed with the protection of a white flame. This shield supposedly had lost much of its power now only offering the wielder a slight regenerative factor. Somehow though you have managed to restore the shield to its prime. This version of the shield is a true weapon fit for a god. Lastly, should you already possess a shield you may combine the two weapons.

Storm Ring - 100 CP
The Storm Ring is a treasure that Shieldless Lothian possessed. The ring greatly increases the weight of the user's attacks without actually affecting the weight of their weapon. When striking your foe your blows will deal far more force than they logically should allowing you to easily stagger your opponents. Should you somehow lose the ring it will reappear in your warehouse after an hour.

Pharros Mask - 100 CP
The Pharros Mask is a helmet carved in the face of a crying bearded man. It was originally invented by Pharros so that she could safely travel in volcanic environments. The mask continuously leaks water from its eye sockets giving it a crying appearance. The mask however, is useful as it makes you immune to fire and has a decent amount of armor. It is advised though that you avoid getting electrocuted as it coats your body in water.

Magic Glass - 100 CP
Magic Glass is a device invented by Pharros. They are modified binoculars that allow the user to see vast distances and detect magic. Anything containing magic or similar energies will glow. The brighter they glow the more magic they possess. This version however, has a safety measure installed to prevent you from going blind due to the brightness. Alternatively you may toggle certain ranges to appear as different colors rather than glowing. You will receive a new Magic Glass with instructions on how to produce more of them.

Ring of Reversal - 100 CP
The Ring of Reversal is an odd item supposedly created for Dark Sun Gwyndolin. The relic swaps the wearer's gender turning male into female and vice versa. You may optionally choose whether this change is permanent or not before it is equipped. At least this is probably good if you need a disguise, though I'm sure you can come up with some other uses for it. If you lose the ring it will reappear in your warehouse later that day. Alternatively if you give it away you shall be given a replacement the next day.

The Quartz - 100 CP
In order to summon Servants, Chaldea's system utilizes a rare magical material known as Saint Quartz. As a result this rainbow colored crystal is considered one of the most valuable items within Chaldea. The crystal is used to perform summonings, upgrade Servants, and a few other useful options. Somehow you have managed to get access to a large stockpile of the mineral. There is enough Saint Quartz in the stockpile to perform a summoning ten times. Every week the supply will be fully restocked. Should this be an

insufficient amount of Saint Quartz for your needs you may purchase this repeatedly to double the amount you receive.

Embers - 100 CP
Embers are remnants of the flames once held by the champions of old. Absorbing these embers grants a temporary but significant boost in power. By crushing an ember and absorbing its fiery essence, all your stats will be tripled for a short duration. You will receive five such Embers to be used at will. Should you use an Ember up it will be replaced within a few hours.



Wooden Dolls - 100 CP
The Wooden Dolls are an item crafted by Pontiff Sulyvahn. They resemble small wooden dolls carved to the same shape of a human. These items allow the user to bypass any barrier they encounter. This property makes these dolls invaluable tools for exploration and escape. The doll's effects will work as long as the doll is physically on you and it can be used repeatedly. For example, it could be stored inside a coat pocket or a Bottomless Box while still functioning. You will receive a dozen of these dolls. Should they be destroyed they will be replaced shortly. Lastly, you will also receive instructions on how to create additional dolls.

Maji Mari - 100 CP
Hello everyone, say hello to Maji Mari. This V-tuber program serves as Roman's constant companion and inadvertently is supplying Chaldea with advice through him. This program is capable of cheering you up when needed, offering surprisingly useful advice, and will never abandon you. Though there have been some odd glitches where a flowery mage has appeared. Though you don't need to think about that. Just remember whenever you are stuck Maji Mari is always here to help you.

Trusty Steed - 100/200 CP
Many Servants possess mounts that are just as famous as they are. Some examples include Alexander's horse Bucephalus, Hannibal's War Elephants, and the Nameless King's Storm Drake. If you wish you may acquire your unique mount. For 100 CP you can acquire one of the more common mounts such as a Horse, Wyvern, or Griffin. Should you choose a mundane animal like a horse it will be enhanced. For example, it might possess infinite stamina or the ability to run on air. For 200 CP you can acquire a

Dragon, Kraken, or another more powerful Phantasmal Beast. These creatures are effectively Noble Phantasms unto themselves providing immense aid on the battlefield.

Repeating Crossbow - 200 CP
The Repeating Crossbow is a weapon crafted for Slave Knight Gael. This crossbow is capable of rapidly firing bolts to strike down entire mobs or pepper a single powerful foe. The crossbow can be reloaded manually or naturally reloaded over time. Though the second option takes a bit longer. This however, is a very useful method should you be engaged in intense combat. Lastly, you will receive instructions on how to recreate the crossbow should you wish to outfit your forces with it.



Simulation Chamber - 200 CP
The Simulation Chamber is a special location built within Chaldea allowing the Servants to train. The chamber is capable of replicating any environment, various types of enemies, and other obstacles. These simulated opponents can be of any strength, perfectly recreating any scenario you wish to fight through. Additionally, the chamber is durable enough to withstand any attacks from within the chamber without issue. You may install the chamber in your warehouse or attach it to another property you possess.

Divine Blessings - 200 CP
Divine Blessings are a treasure made using the tears of Lothric's queen and blessed with divine power. These blessings can fully heal anyone who consumes them, restoring their physical health and energy completely. In addition to healing wounds, these blessings can cure any ailments, diseases, or other afflictions the individual may be suffering from. You will receive a dozen vials of the liquid. Should they be used up each vial will be replaced within twenty-four hours.

Servant Upgrade Materials - 300 CP
While a Servant typically can't grow stronger their container can be improved allowing them to exert more power. Doing this however, does require some exotic materials. Thankfully for you this room contains all of the materials necessary to upgrade a Servant to their peak state. Post-Jump this will grant you access to any materials that might be needed to upgrade or otherwise improve you and your allies. For example, a Cultivator would find the perfect treasures to upgrade their foundations. Any material

needed can be found here no matter how rare. The only restriction is that the items must be used for this purpose.

Lordvessel - 300 CP
The Lordvessel is a powerful artifact from Lordran. The vessel is meant to hold the Souls of Lords and performs a similar role to a Holy Grail. By imbuing the Lordvessel within your body you will gain access to a near unlimited amount of magical energy. This Lordvessel will modify the user's body to properly channel its energy. Additionally, the Lordvessel allows the user to teleport between Bonfires. Should you lack Bonfires the Lordvessel can also interact with other teleportation networks. Its final ability of note is that it is said to contain the full knowledge of every being within the world. For example, Oscar instantly learned the legends of every Servant after opening the vessel. There are believed to be a number of other mysteries hidden within, but you will need to discover them yourself.

Dark Soul

Estus - 100 CP
Estus is a miraculous liquid that grants extraordinary healing to the Undead and other living entities. A single swig of this glowing orange fluid can mend most injuries, cure various ailments, and restore the drinker's vitality. Additionally, it also does wonders for any meal should you use it as an ingredient. It will grant the user an inner warmth. You will receive a dozen flasks that will actively refill over the next hour if used.

Separation Crystals - 200 CP
The Separation Crystals are items used to banish phantoms back to their original world. These versions however, have been modified to shatter any link. Pontiff Sulyvahn creates these to break the links enemy Servants had with their Masters. This prevents them from being summoned, removes their external energy sources, and allows you to make contracts with them. You will receive a dozen such crystals by purchasing this. Should they be used the crystals will be replaced a day later. Lastly, you will receive the instructions needed to create more of them.



Bottomless Box - 400 CP
The Bottomless Box is a rare treasure whose method of construction has been lost to time. The box is a magical treasure which is literally bottomless allowing the user to store a limitless amount of materials within it. While an item is stored within the item's weight is eliminated and no time will pass preserving it. This particular box is special however, as it belonged to the Ashen One. Within the box is a copy of every notable item, soul transposed item, and text that could be found within his world. There are literally hundreds of items forged worthy of being considered Noble Phantasms or relics from the Age of the Gods within it. Purchasing this will grant you a copy of the box and all items it holds.

The Endless Tome - 600 CP
The quest for knowledge is an endless pursuit as new discoveries are constantly made. This however, hasn't prevented many from attempting it. This book is one such result of the quest. This ancient tome has been passed around through countless users as they have added their knowledge. This book contains the full knowledge of combat techniques, skills, spells, and other arts used by the warriors of the land.

Even the most hidden of arts can be found within. There are also some odd notes of bizarre skills from far off lands called Yharnam, Ashina, and The Lands Between. You may not have the ability to use everything within, but surely having the knowledge is better than lacking it. Lastly, post-jump the tome will expand being filled with the tales of countless new individuals from another world. It seems when you arrived it somehow merged with its local counterpart giving you access to what you otherwise lacked.

Master

Mystic Code - 100 CP
Every Master in Chaldea is given a uniform with built in Mystic Codes: Chaldea. These codes allow the Master to fully heal a Servant, teleport them in battle, boost their attacks, and provide a few other boons. The Mystic Codes can be activated with the Masters energy. Though some powers like the healing spell are far more draining than others. The uniforms are fairly comfortable white or black outfits. Though there are also additional variations that possess a few different abilities. You will receive a dozen of each outfit to wear.

Hall of Legends - 200 CP
Normally summoning a Servant is random as the ritual will search for whatever Servant is most compatible with you. Should you desire a specific Servant however, you can use a catalyst. This typically is an item they possessed or something related to their legend. Having known this or perhaps simply being a collector you have created a museum known as the Hall of Legends. This building is filled with numerous exhibits containing relics belonging to infamous figures throughout history. You have a vast array of artifacts such as Solomon's robe, one of Tiamat's scales, and Achilles helmet on display. Each relic in the hall can serve as a potent catalyst for a Servant summoning. After being used they will reappear within the hall. Post-jump this hall will expand, gaining new exhibits. For example, if you went to Naruto you might get Madara's armor or the Gunbai Uchiwa.



Servant Guard - 400 CP
The Servant Guard is a peacekeeping force within Chaldea. Given the numerous personalities from history it shouldn't be surprising that some conflicts can occur. Granted it's quite difficult for ordinary soldiers to stop multiple pissed off Servants, which is where this group comes in. This force is made up of Servants and other beings on par with them. This force will enforce whatever rules you put in place dealing out justice appropriately. The best part is that this force will actively expand in order to handle any expanding

populations or growth in your territories. Much like how the force within Chaldea grew as more and more Servants were recruited.

Magic Crest - 200/400/600 CP
Magic Crest are treasures containing the inheritance of a magi's lineage. The crest typically contains the family's spells and holds additional Magic Circuits increasing the user's might. The older a crest is typically the stronger it is and the greater the reserves of information it holds. For 200 CP you can acquire an average Magic Crest. An example of this tier would be the Emiya or Tohsaka families crest. For 400 CP you can acquire an above average Magic Crest like the Animusphere families. Lastly, for 600 CP you can acquire an unrivaled Magic Crest. An example of this tier would be Zeltrech's crest or one belonging to another being on the level of the Wizard Marshal.

Chaldean

The Essentials - 100 CP
Due to the damage Chaldea suffered they had to carefully ration their supplies. They still had enough to keep everything well stocked for a few months, but the limit did force a timetable on the group. Luckily you seem to have the perfect solution to this issue. This is a room that has appeared within your warehouse. The room is a massive stock room holding all sorts of supplies. Everything you need to ensure the comfort of a large group can be food inside such as food, water, replacement parts, and medical items. The fascinating thing is that the room will expand to supply any group you are in charge of. For example, if you were leading a single squad you might have supplies for a dozen people. If you were leading an army however, then the room would transform into a warehouse with enough for your entire force.

Generator Systems - 200 CP
Providing the Servants with energy requires a truly monumental amount of power. Especially once you factor in the need to power the FATE system and all of the other equipment within Chaldea. Thankfully they have a number of magical generators capable of outputting vast amounts of juice. It would seem that you got your hands on some of these generators and you decided to tinker with them. Somehow your modifications have vastly increased their already tremendous output making them into a practically limitless source of energy. These generators can power facilities like normal as well as your more exotic needs like the Servants. You will receive a dozen of these generators which you can install in any building you possess. Of course you will also receive the blueprints needed to recreate the marvelous power sources.

FATE System - 400 CP
The FATE System is arguably the most important device in Chaldea as it facilitates the summoning of Servants. This system allows the user to call down the Servants from the Throne of Heroes and generates a high quality container for their use. This is a similar version allowing you to summon your own Servants. Any Servants summoned using this system will be bonded to you automatically and fully loyal to you. Additionally, they will receive perfect containers allowing them to effectively be reborn with their full power. Post-jump this system will be able to summon renowned beings from new worlds and settings that you have already traveled to. For example, going to Dragon Ball might let you summon individuals such as Goku, the Gods of Destruction, or any of the notable Villains. Lastly, purchasing this will give you a set of blueprints allowing you to understand the various summoning systems.

Chaldea - 600 CP
Interestingly it appears that you were assigned as the Co-Director of Chaldea alongside Olga. The result was that you are now the owner of a similar branch of Chaldea with all of the necessary equipment. This includes the LAPLACE system, SHEBA system, magical generators capable of providing virtually unlimited energy, ray shifting equipment, and the tools to map out history. The facility will exist outside of reality making it the perfect safe house. Additionally, your facility will come fully staffed with a team of forty-eight Masters, their Servants, and the other necessary personnel to run the facility. You may either turn the facility into a warehouse attachment or place it somewhere within the Jump.

Summoned Servant

Legends and More - 100 CP
While every Servant is infamous in some way that doesn't mean they're widely known in other worlds. That however, is exactly what this item is for. By purchasing this you can apply your legend to other settings slotting yourself in appropriately. For example, if you fought alongside Artoria then future settings might list you as an additional member of the Round Table. Relics and other proofs of your tale will be placed in appropriate spots. This way the world is aware of your legend though you may optionally censure anything you don't want mentioned.

Heroes Tavern - 200 CP
It's practically a tradition for heroes to gather round and throw a party after their quest is finished. After learning that they lacked a similar area in Chaldea, Cu helped make one. Afterwards the cafeteria was turned into a makeshift adventure hall filled with food, drink, and enough room for a large party. This tavern is stocked with drinks capable of getting an Undead Giant drunk, exotic food to give you a full belly, and whatever else is needed for a celebration. Additionally, while inside the tavern no fighting can occur. This way everyone can enjoy themselves without any issues popping up. You may either place this tavern somewhere in the world or attach it to your warehouse.



Legionaries - 200/400 CP
The Roman Legions were divided into groups of five thousand soldiers. Each soldier was armed with a shield, spear, and gladius. This option allows you to claim ten Legions of soldiers. Aside from the Legions themselves you will receive a set of forts to house the soldiers and their equipment. For another 200 CP you can upgrade the Legions into a force of Silver Knights. Each of these homunculi contain a small fragment of the Lord Souls and a piece of Gywn's light. This Knight Legion will primarily be standard Silver Knights, though there will be a number of more powerful officers similar to Akron. Should any of the legions members be slain they will be replaced over the next few days. If you wish you may freely customize the appearance

and personality of your force. Lastly, this force will be completely devoted to you, so there will not be a risk of betrayal.

Holy Grail - 600 CP
The Holy Grail is a powerful relic capable of granting the wielders wishes. Though it turns out that it's a rather common item when you look at the grander scope of history. In fact you somehow seem to have come into the possession of a chest full of them. Each Holy Grail can provide the user with an almost limitless supply of magical energy, upgrade existing Servants, summon new Servants, and perform a myriad of other useful functions. This chest contains a dozen Holy Grails and it possesses the ability to generate a new grail once per week.

Singularity Borne

Worldly Orbs - 100 CP
There are a variety of methods to travel to different worlds and timelines with Lordran. The most common of which include the Red Eye Orbs and the different colored Soapstones. Red Eye Orbs were typically used to invade other worlds. The Soapstones on the other hand were typically used to leave messages and to allow yourself to be summoned. It has been shown that they can also be used to communicate across vast distances and provide a live feed within the same world as well. You have managed to get your hands on a small bundle containing all of these various items. I'm sure you can find a use for instantaneous communication and traveling to separate dimensions.

Deploy the Nobbu - 200 CP
The Nobbu are a bizarre creature created by the subconscious of Oda Nobunaga with the power of a Holy Grail. These beings resemble "chibi" versions of the Servant while retaining her powers. This is a large force made up of a couple thousand Jumper Nobbu. As you might realize from the name they are Nobbuite versions of you which happen to have diluted versions of your powers. Their abilities are approximately one percent of your own on average though there may be some stronger outliers. Additionally, this force happens to contain Nobbu versions of every ally you possess in significantly lesser numbers. These beings are both a surprisingly useful combat team and a great source of amusement. Should any of them be destroyed they will be replaced within a few days.

Archtree - 400 CP
The Archtree's are massive trees used as fortresses by the Everlasting Dragons. These trees typically stand approximately three to four kilometers in height. This is one such Archtree which you have managed to get your hands on. The tree is filled with a veritable army of Wyverns, Dragons, and other draconic beings. Deep within the tree is a powerful dragon queen capable of birthing new dragons. The stronger the dragon the longer it will take to be born. Additionally, the queen can adjust as the dragons to give them new traits though this can increase the amount of energy she needs to create them.

Singularity - 300/600/800 CP
The Singularities are fundamental parts of history that have been distorted. It was unfortunate that they had to be erased in order to prevent the Incineration of Humanity. Though it appears that somehow you managed to stabilize one allowing it to live on. This realm which may have been your original home has managed to live on as a result. For 300 CP you may choose one one of the normal Singularities. The seven main Singularities and the various minor Singularity would fall within this tier. For 600 CP you may instead claim one of the much larger and more developed Lostbelts. This will include a Lost King and greatly expand the territory.

Lastly, the final option costing 800 CP allows you to recreate a miracle and acquire a Lostworld. This location is on par with the world of Dark Souls in its entirety. This Lostworld is dozens of times more powerful and larger than the average Lostbelt. Interestingly enough it also appears that this Lostworld might happen to resemble other settings. Who could have known just how many paths humanity had. Regardless of which choice you pick you will be considered the leader of the realm in question. All beings within will be loyal to you, though they will otherwise act normal. So you might still have to stop them from fighting if there are any opposing groups in your new lands.

Demon God

Concealment Talismans - 100 CP
While the Demon Gods are incredibly powerful their mere presence also invites powerful opponents. Particularly from those who are aware of their presence and hostile to them. Given this their missions do require a fair bit of finesse in some situations. To assist them they crafted these small talismans. They are capable of perfectly concealing the user's presence, preventing their energy from leaking out. For example, a Demon God using this would appear no different from an ordinary human letting them move without issue. You will receive a dozen of these talismans along with the instructions on how to create more of them.



The Accursed - 200 CP
The Accursed are a type of horrific monster created by Aldrich. These monsters are bastardized fusions of lycans, arachnoids, and numerous corpses. They are deadly creatures able to easily navigate virtually any environment, spew virulent toxins, and slaughter squads of soldiers with ease. Each Accursed is only slightly weaker than a normal Servant making them devastating opponents in packs. Speaking of purchasing this will give you command over a pack of a dozen such Accursed. Additionally, you will receive instructions on how to create more of these monstrosities should you have the stomach for it.

Fallen God - 400 CP
During the Age of Fire there were numerous deities. Many of them would go on to flee, die, or otherwise be consumed by the world. This is one such deity who has been trapped within an eternal slumber. Somehow they have come into your tender care. What happens to them is up to you. You could harvest their soul turning it into a weapon, devour them in a manner similar to Aldrich, or you could wake them up from this slumber gaining an ally. Most importantly Post-Jump you will gain a new slumbering god. The only restriction is that this can't be a pinnacle god. Though if you awaken the god they will be friendly. They will instinctively know that you saved them, giving you their gratitude.

Solomon’s Rings - 600 CP
Solomon’s Rings are ten rings given to Solomon by God. These rings gave him omnipotence and made all magic subordinate to him. The rings are considered the single greatest magical catalyst possible for any mage. Someone you seem to have gotten your hands on the rings or at least a copy of them. Your omnipotence unfortunately will be limited until you get your hands on a proper Spark via an End-Jump. You will still receive Solomon’s Wisdom, but it’s true might will be sealed away. The second aspect of the rings however, will retain its full capabilities granting you complete control over all Magecraft. The rings grant you the ability to nullify Magecraft making you immune to magic. Post-Jump the ring's effect will extend to any form of magic.

Companions

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

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

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

Pledged Knight - 100 CP (Free Dark Soul)
There were many paths in Dark Souls, but the most common by far was the ever loyal knight. This is one such knight who has pledged themselves to your service. They are a capable warrior on par with Sirris of the Sunless Realms or Sanura, the Old Dragonslayer. Beyond their formidable combat skills, they possess exceptional proficiency in a particular field of magic—be it Sorcery, Pyromancy, or Miracles. This blend of martial prowess and magical expertise makes them a versatile and powerful ally. Lastly, you may design their personality, appearance, and species if you wish.

Babies First Servant - 100 CP (Free Master)
Congratulations on successfully summoning your first Servant. This is a unique Servant seemingly never encountered before. Maybe they're a unique existence like Mash. The interesting part is that they're capable of growing. Most Servants are static seemingly incapable of altering their strength. This being however, is capable of growing over time and doing so at a remarkable rate. Right now they're a lower level Servant, but given enough time they could be knocking Grand Servants around with ease. You have the liberty to customize their appearance, personality, and species, ensuring they fit perfectly into your burgeoning legend.

Friendly Tech - 100 CP (Free Chaldean)
Running Chaldea requires quite a few capable operators. One that you might not think about much are the engineers. This individual is a highly skilled technician from Chaldea, proficient in spiritual beings like Servants, Mystic Codes, and various magical devices. They are more than happy to lend you expertise or maintain your equipment so that you're always in top condition. Additionally, they possess a unique knack for innovation. While they may not quite be on the level of Da Vinci, this individual is definitely worthy of being called one of the Clocktower's top scientists. Lastly, you can freely customize their appearance, personality, and species, making them the perfect support character for your journey.

Master or Jester - 100 CP (Free Summoned Servant)
Depending on the Servant, their opinion of their Master's can range from complete respect to outright hatred. I'm not sure how you treat them, but we'll find out now. This individual is a highly talented Master who is perfectly compatible with you. They will more than likely end up with multiple Servants, but you will always be the first and highest ranking Servant. Their loyalty to you is unwavering, and they will never use their Command Seals to harm you. Even if they appear to act against your desires, their actions will ultimately benefit you in unforeseen ways. You have complete freedom to freely customize the appearance, personality, and species of the individual as well.

Temporal Anomaly - 100 CP (Free Singularity Borne)
The distortions in history have birthed numerous new beings. The majority were average humans, but a fair number were powerful entities on par with Servants. This is one such being of power born from the altered fabric of a Singularity. As a result of their unique birth they possess an incredible affinity for time and space manipulation. For example, this individual wouldn't be erased when their Singularity disappeared. Additionally, they have extensive knowledge of dimensional properties. This allows them to uncover hidden secrets and pathways that others might miss particularly in areas like the Singularities. You may freely customize their appearance, personality, and species, ensuring they fit seamlessly into your adventure.

Proto Beast - 100 CP (Free Demon God)
The Beast are titanic entities who are nearly unmatched in raw might. Obviously this means taking command of one is a grand endeavor. Thankfully you've seemed to stumble into a unique opportunity, having found this infant Beast. Given time it will grow to a titanic powerhouse on par with beings like Tiamat, the Whore of Babylon, and even Goetia potentially. Granted it will take decades for this individual to reach this point. At the moment they are on par with one of the weaker Beasts like Queen Draco. Of course, the Beast is fully loyal to you having seemingly imprinted on you. So feel free to

be the irresponsible parent or friend you always wanted to become. If you wish, you may customize its appearance, personality, and species of this proto-Beast, molding it into a unique and formidable ally to accompany you on your path.

Vaati - 50 CP
Vaati is a mysterious individual known for his soothing voice. His primary role is that of a narrator, weaving tales of your adventures and delving into the rich lore of the worlds you encounter. While he may not possess great physical power, Vaati is an exceptionally adept scholar, possessing extensive knowledge and deep understanding of various realms and their histories.

Mimic - 100 CP
Mimics are notorious for their deceptive appearance, standing at an imposing five meters tall with gangly limbs and heads resembling treasure chests. In their natural state, they take the form of a large, enticing chest to lure in unsuspecting prey. Despite their frail appearance they are actually extremely strong monsters capable of killing Servants and experienced Undead. This particular Mimic, however, has formed a peculiar attachment to you. Its loyalty is unwavering, and it will go to great lengths to protect and aid you. Alternatively should you dislike the standard Mimic you may recruit a Mimic Tear. Their standard form is a blob of silver goo which can mimic any being they encounter. Of course you could always purchase this option twice for both Mimics. Should you do so the second purchase will be discounted.

Hydra - 100 CP
Hydras are colossal, draconic Phantasmal Beast with nine heads, each capable of striking with immense strength. Comparable in power to a weaker Demon Pillar, Hydras are formidable foes with several unique abilities. First, their venom is incredibly toxic, capable of incapacitating or killing most enemies. Second, they can unleash powerful beams of water, causing massive destruction in their wake. Third, the Hydra's regenerative capabilities are legendary, allowing new heads growing back rapidly unless the stumps are cauterized. Somehow you've managed to tame one of these fearsome monsters. It can serve as a powerful combatant, a unique mount, and possibly a new friend.

Servant - 100/200 CP
Given the nature of this world it honestly wouldn't be that surprising if you came here just to recruit a specific Servant. Should you wish to skip the hassle you may use this option. With it you can directly summon or create a Servant of your choice. They will be loyal to you, be briefed on your status as a Jumper, and possess their full might. For 100 CP you may acquire any of the standard Servants. This includes the more powerful

Servants such as the Top Servants. For an additional 100 CP however, you may choose some of the truly interesting Servants. This tier covers the Grand Servants, the Beast Servants, and the other Servants who are a step beyond the rest.

Archdragon - 200 CP
Dragons are some of the most admired and feared creatures to ever live. The greatest amongst their numbers were the Archdragons. Somehow you have befriended one of the legendary reptiles. This is an Archdragon on par with Fafnir or Midir at their best. Size wise this dragon is approximately 250 feet long with an equally impressive wingspan. It is both an unbelievably powerful warrior as well as a highly intelligent being. While they may prefer not to talk much, they are a genius far above most beings. If you wish you may design their exact appearance, species, and attributes.

Alaya, Avatar of Humanity - 200 CP
Alaya represents the collective consciousness of humanity, an incorporeal force dedicated to safeguarding mankind from apocalyptic threats in concert with Gaia. Following the Incineration of Humanity she was gravely weakened due to humanity's near-extinction. In a last-ditch effort to ensure her survival and continued protection of humanity, she manifested an avatar form. Although stripped of most of her power, this avatar retains the strength and capabilities of a Top Servant. Given time she may eventually reach the previous heights of her power, but it will likely take thousands of years. You may optionally design her exact appearance and personality, tailoring her to your preferences. Though regardless of these choices, she will remain fiercely protective of humanity. Lastly, if you truly dislike Alaya you may instead take a similar avatar of Gaia instead. Though you could purchase this option twice to recruit both Avatars.

Machine God - 300 CP
The Machine Gods were incredibly powerful beings built by an alien civilization. These beings are both titanic spaceships and living beings. Their main bodies are megastructures known as the Aletheia, though they often use terminal avatars to work with others. Each of them are also conceptual gods possessing domains over natural phenomena. Purchasing this allows you to either recruit or create a Machine God of your own. You may freely design their appearance, personality, and your relationship with them. Lastly, this Machine God will come with a blueprint catalog of every other Machine God allowing you to recreate them should you have the technology.

The Pruld - 300 CP
We know the infamous tale of our heroes within Dark Souls, but in another world a more bizarre version of them existed. These individuals were known as The Pruld. The Pruld

are to be blunt a gaggle of buffoons albeit heroic ones. Some notable examples are Artorias with puppy Sif, Lautrec who still hates women, Undead Santa, Solaire who is also the Dragonborn, and a pair of singing Deathclaws. By purchasing this option, you gain the ability to recruit the entire main cast of the Pruld, amounting to a couple dozen unique individuals. Despite their parody origins, each member retains their full strength, and in some cases, might even surpass their original counterparts. Lastly, while they normally would only speak Italian we decided to force them to learn your main languages as well.

Ashen One - 100/400 CP

The Ashen One is the final hero of Dark Souls who would bring the grand world to its end. Between his immense power and other powers he is one of the strongest beings in both universes. Paying 100 CP will allow to recruit Ash in his sealed state. In this state Ash will only possess a small fraction of his full power. Though you can help them unlock it over time. Perhaps through a more peaceful method than Velka’s plan. For 400 CP you may recruit Ash at his full strength which will also heal his trauma. In this state Ash has full command over all the powers he possessed in his Beast and Avenger states. Lastly, you have the option to recruit the Ashen One's female form, where they bear a striking resemblance to Barghest rather than Gawain.

Drawbacks

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

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

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

Grand Adventures - 0 CP
All in all the entire situation with Chaldea occurs over the course of a year or two. So you won't be busy for the standard ten years. If you wish you can leave when the story is completed and Goetia has been dealt with. Though the events with the Lost Belts would likely add another year if you counted them as well. This toggle only affects the duration of your stay. You will still have to deal with any drawbacks or other issues in the Jump yourself.

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

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

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

Arachnophobia +100 CP
Throughout his journey Fujimaru faced many grave threats. He faced everything from simple bandits to legendary heroes. There however, was a single opponent that he couldn't face despite it all. This grand opponent was the horde of spiders unleashed by Duke Tseldora. Admittedly these spiders were nearly as large as a horse and had legs as sharp as swords. Like the young Master you have an intense phobia of arachnids. Also before you say that you can just avoid them I guarantee that you will have to confront your fears on at least one momentous occasion while you are here.

A Proper Challenge +100 CP
Despite betraying his father Faraam still holds himself to a code of honor. He refuses to strike down opponents in a dishonorable fashion, takes advantage of the weak, and will not allow others to interfere in his fights. Like the Nameless King you follow the knight's code of honor. Should it be broken in any way you will become completely enraged against both your enemies and allies. While some opponents may respect this others will likely attempt to take advantage of you.

Weeaboo +100 CP
Blackbeard is one of the oddest Servants primarily due to his particular desires. For example, he was seemingly obsessed with Euryale and later on Mash as well. Like Blackbeard you are obsessed with anime stereotypes and those who fall into them. If nothing else you will at least make things interesting for everyone around you. Granted the majority of them will probably want to stab you.

Are Thy Cooking Skills Bitchin? +100 CP
When Servants are summoned they are typically given knowledge of modern cultures. For better or worse this tends to include memes as well as other cultural references. After learning about this property Astoflo decided to teach Siegward modern slang. It made it nearly impossible for everyone to not laugh after listening to him. By taking this drawback you will now suffer from this unique method of communication. This can undermine your credibility and make it challenging to communicate effectively, especially in serious or formal situations. It is possible for you to control it, but it will take conscious effort for you to talk normally.

How Dare You!? +100 CP
Maintaining a casual demeanor can be a great way to stay relaxed and approachable. However, your laid-back attitude seems to have a particular knack for irritating others, especially those in positions of authority or with a more serious disposition. Whether it's a noble, a strict leader, or a highly disciplined warrior, your relaxed approach tends to ruffle their feathers and provoke their ire. This drawback will also guarantee that you frequently encounter these individuals during the Jump. At least your demeanor will also make it easier for you to befriend the more casual Servants.

Beware of Yanderes +100/200 CP
While it may make sense, there are a rather high number of conflicts caused by someone's complicated love life. So congratulations you now have to deal with a similar issue in the form of a yandere. For those who are unaware a yandere is an individual who is obsessed with their love interest. This obsession typically extends to the point that they will threaten any possible romantic challenges or even harm their love interest if rejected. If you choose the 100 CP option you will have a single devoted yandere after you like Kiyohime.

For 200 CP you will receive a continuous group of them. Every time you manage to deal with the previous one a new individual will appear shortly after. Regardless of which option you choose they will be able to reach you no matter where you go. So hopefully you can manage them while dealing with whatever situations you encounter. Additionally, it will be impossible for someone else to deal with them. You will have to be the one who resolves the situation. As a mercy if you manage to deal with them peacefully you can turn any of the yanderes into companions for Free.

Kill the Dragon +200 CP
Much like Havel the Rock, you possess an unrelenting hatred for a particular type of being. When encountering this despised entity, your fury becomes nearly uncontrollable. For example, Havel's rage was triggered by Artoria's Dragon Core, driving him into a berserk state. While it is possible to restrain this overwhelming anger, doing so requires immense self-control and mental fortitude. The mere presence of this being will test your patience and resolve to their absolute limits, threatening to cloud your judgment and fuel your wrath.

Dulled Senses +200 CP
One of the profound disadvantages of being an Undead is the severe dulling of your senses and emotions. Any emotion you experience feels muted and distant, a shadow of what it once was. Food and beverages lose their taste, leaving you unable to derive any pleasure from them. Overall, it feels as though a vital part of your being has been

stripped away, leaving you in a state of perpetual numbness. Typically, as a Jumper, you would be immune to such afflictions, but choosing this drawback will subject you to this melancholic condition. Your existence will be marked by an ever-present sense of detachment and emptiness, diminishing your ability to fully engage with the world around you.

We Must Win +200 CP
Having a competitive spirit is admirable, but some individuals can take this drive to unhealthy extremes, such as Artoria and her various incarnations. Like Artoria, you will become obsessively devoted to winning any competition you partake in. This fervent dedication can lead you to resort to extreme measures, such as utilizing your Noble Phantasm to gain an edge in a race, even if it goes against the intended rules or spirit of the competition. Defeat is not an option for you; should you lose, you will be compelled to demand rematches incessantly, unable to rest until you achieve victory. Your relentless pursuit towards winning will likely strain relationships and create unnecessary conflicts.

Lover of Ladies +200 CP
Cu has many positive traits that make him a powerful ally. He however, does have a few negative traits. His most prominent is his desire to flirt with any woman he encounters. It would seem that you share this trait with the legendary lancer. Anytime you encounter someone you consider attractive you will have an incredible urge to flirt with them. This might be a bit of an issue considering how seemingly every Servant is supernaturally attractive. Thankfully you can control this through sheer willpower or fear similar to how Scathath made Cu terrified whenever she appeared.

Technologically Challenged +200 CP
Modern technology is completely beyond your grasp. For reasons unknown, your ability to use anything classified as modern technology has been utterly disabled. This extends to all forms of contemporary gadgets, from the simplest household appliances to the most advanced computers and machines. You might possess the knowledge to build or understand these devices theoretically, but any attempt to use them will result in catastrophic failure. So please don't touch the washing machines. Everyone still needs to use them, so just ask someone else to do it for you.

Let It Fester +400 CP
Many of the problems with certain Servants were allowed to fester over a rather long period of time. While this technically is Ritsuka's fault he also is a seventeen year old who truthfully shouldn't have been put in his position. He may have risen to the challenge, but this is not a responsibility he should have had to shoulder. Regardless,

the main concern here is that you suffer from a similar issue. You have a habit of letting issues spiral out of control. You may simply not have the skills needed to fix them or perhaps you are just a lazy individual. Either way will have a tendency to greatly worsen some of your issues. Hopefully you can come up with a method to fix this issue or grow past it before something truly bad occurs.

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

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

Endless Centuries +400 CP
After the First Flame began to weaken the gods abandoned Anor Londo. Only Gwyndolin and a few stalwart servants remained in the former city. This state of solitude unfortunately took its toll on the prince over hundreds of thousands of years. Slowly he began to lose his sanity while struggling to maintain a semblance of normality. It would seem that you are akin to the Dark Sun in this regard. You have similarly suffered, having been abandoned for countless years. Depending on your age, perhaps this was but a mere moment or it may have been a thousand lifetimes. Now the only question is to see how well you handle returning to the world once more.

Deathly Heights +400 CP
While Tarkus is a fairly strong Servant; he does suffer from one major weakness. Due to why he died he retains a conceptual weakness against falling from great heights. If he falls from a high enough distance to kill an ordinary human he will likely be crippled if not killed outright. Unfortunately it appears that you suffer from a similar weakness. You must avoid any tall locations or high locations as they can easily lead to your death. This won't negate any regenerative abilities you possess, but the fall damage will be magnified by an incredible extent.

Duty Above All +600 CP
Due to his upbringing Gawyn or as he's now known Ash considered duty above all else. Gwynevere birthed him for the sole purpose of fueling the First Flame and he would be brainwashed for this single purpose. Unfortunately he would fail becoming Unkindled and transforming into the Ashen One. His duty would be challenged repeatedly in Chaldea before Solomon eventually managed to push him over the edge turning him into the Lost Beast: Mercy. Like Ash you share a similar devotion to a particular concept such as Duty, Justice, Loyalty, or something else entirely. Any mockery or action against this concept will likely enrage you. This devotion could drive you to great power, but it could just as easily lead you to becoming a monster. Should you manage to master your concept and understand this aspect of yourself you will gain access to a controlled Beast Form.

Going Hollow +600 CP
Due to their nature as Servants summoned Undead are not at risk of going Hollow. Normally it would only be possible in extremely rare instances for this to occur such as being placed under the effects of a mental Noble Phantasm. Should you wish to sacrifice your protection or understand what it means to go Hollow you can take this drawback. You will now suffer from the risk of going Hollow should you lose motivation. You must devote yourself to some sort of grand goal and maintain your efforts to preserve your sense of being. Losing this motivation will cause you to slowly turn into a mindless monster. Should you go too far the only option you'll have is to hope that your allies are capable of killing you.

Blending of Ideas +600 CP
Slowly overtime the worlds of Dark Souls and Fate started to blend together allowing for more beings to crossover. An example of this would be how in the Okeanus Singularity a Hydra and Mimic appeared in the wild. Normally this process would be fairly slow greatly increasing the appearance rate of foreign entities. For example, in the Camelot Singularity Anor Londo might appear as a new faction rather than a small assortment of Servants.

Overall the scale of your conflict is now operating on a much larger scale than before. Of course, these individuals will mainly be operating independently. Though it appears that you have a habit of running into those who would oppose you. Should you be a member of Chaldea then perhaps Gwyn has fully assembled his forces in a Singularity, while a servant of Goetia might find a horde of demon slayers countering their plots.

Mysteries of Other Worlds +600 CP
As a Jumper you have likely been to numerous worlds creating legends within each of them. It would seem that the Throne of Heroes realized this and attempted to draw upon our full legend. Unfortunately the connection was far more successful than intended and the Throne has gained access to all of the worlds you have traveled to. This surge has vastly increased the amounts of Servants that will appear within the Singularities.

Before there may have been a dozen Servants in each Jump, but now there might be a hundred. Additionally, quite a few familiar faces will be showing up. For example, if you traveled to Dragon Ball then don't be surprised when you find five different versions of Vegeta. Thankfully, you will likely find allies and enemies in equal measure. Regardless, this is nearly guaranteed to make your mission far more dangerous.

Scenarios

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

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

The Last Master

Congratulations, you are now the protagonist of our story. That's right you will be replacing Ritsuka as the Last Master of Chaldea. The scenario will last until the story ends canonically or you die. You will face all of the challenges that Ritsuka did battling against Solomon and the other threats. You will start out with all of his abilities though you will only get to keep them if you complete the scenario. Additionally, you will receive all of the same opportunities to succeed as he did should you follow his path. Though perhaps you could take the opportunity to fix a few of the mistakes he made along the way. Lastly, you will receive his memories so that you know what's going on and have his experience for what it's worth.

Rewards:

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

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

Kingdom of Dragons

Kalameet, after being summoned, was plagued by uncertainty until he dreamt of creating a kingdom—a realm where dragons could thrive, unburdened by the fate that befell the original dragons. Though he harbored no true hatred for humanity, he

resented that dragons were robbed of their chance to grow. His dream was never realized due to it existing within a Singularity. That however, doesn't mean his dream deserves to die. You will be inserted into a Lostbelt isolated from the others. This world is a perfect realm to become the Kingdom of Dragons. It however, is occupied at the moment and must be conquered before you can build upon it. You will be dropped into this Lostbelt alongside a dozen draconic Servants, such as Kalameet, Artoria Alter (Lancer), Vritra, or the Nameless King. By default, you will lead them, but you can choose to pass the leadership to one of the others if you wish.

The goal of this scenario is to defeat the locals, claim the territory, and establish a foundation for your kingdom. The kingdom however, must be exclusively inhabited by draconic beings. Meaning pure humans and other draconic beings are not allowed. Crossbreeds or beings with draconic traits however, such as Artoria, are acceptable. The goal of this scenario is to create a kingdom and to allow it to flourish. The kingdom will be considered a success after it stands for a hundred years, has a stable population of at least 100,000 beings, and is not actively embroiled in conflict. You may complete the scenario once these conditions have been fulfilled. Though you may continue the scenario for a longer period of time if you wish to grow your kingdom further.

Rewards:

- First, you may take the kingdom with you having put so much effort into building it. The area will consist of the entire Lostbelt which will become a Warehouse Attachment. This area can grow larger, but requires a large amount of energy to do so. Additionally, you may optionally add new territories you acquire to the Lostbelt continuously expanding it further.
- Second, you may take your initial team with you and make them Companions for Free. You may keep them separate or combine them into a single Companion slot. The rest of the kingdom's inhabitants will become Followers.
- Third, you will receive the perk Dragon Lord:
    - **Dragon Lord:** Having built a kingdom for them and ascended as their lord you can now be considered draconic royalty. This allows you to command respect and loyalty from any dragon-kind and draconic beings. These beings will feel an instinctual need to submit to your authority or otherwise follow you regardless of their might.

Nerofest

After saving Rome from the wrath of Aldrich, Nero declared a grand celebration known as Nerofest to honor the saviors and bring joy to the people. This magnificent festival, styled after the Olympics, promises a series of exhilarating games and events. Though

the Chaldeans had to leave before it could commence, you've now received a special invitation to participate in the long-awaited festivities. Though it would appear that by accepting the invitation you've automatically been enrolled in the games. You could be a sour puss and refuse to participate, but there's no actual danger here so you might as well go all in.

You have the option to either be randomly assigned to a team or to assemble one of your own before the events officially begin the next day. Heroes, gods, demons, and many other beings from across different realms have been invited, providing you with a diverse pool of potential allies and rivals.These games will include a host of events covering various types of skills. The following list details some of the events and their corresponding attribute:

- **Strength**: Competitions involving grand feats of physical power such as weightlifting, tug-of-war, and stone throwing.
- **Agility**: Races, obstacle courses, and other dexterity challenges to showcase your speed and nimbleness.
- **Endurance**: Long-distance runs, stamina tests, and perhaps a few survival trials to push participants to their limits.
- **Combat Skills**: Duels, team battles, and strategic warfare simulations to highlight martial prowess of the competitors and their teams.
- **Mystical Challenges**: Tests of magical abilities, spellcasting competitions, and arcane puzzles.

These competitions will be performed in both team and single person competitions. Your team will obviously be involved in the team competitions while you have to go at it alone in the solo matches. Your goal is to win enough competitions to be crowned the grand champion of the games.

Rewards:

- First, for your exceptional performance and victory, you and your allies will be pronounced champions of Nerofest. Whether you secured victory in a single event or emerged as the grand champion of the entire festival, your achievements will be celebrated with great honor. This effect will provide you with great renown and fame. The exact amount will scale with how many competitions you won.
- Second, throughout the festival, your valor and camaraderie will impress many of the participants. Any new allies you recruit during the events will be so inspired by your leadership and friendship that they will choose to join you as companions. You may keep them in a single slot or have them remain individual companions.

- Third, you've received a special reward from Emperor Nero herself, you will receive her personal blessing. This blessing grants you a permanent boost to your charisma and leadership skills, making you an even more effective leader and diplomat. Additionally, it seems that the Empress wants to join you on your chain.

Age of Gods

The beginning of the Age of Fire is one of the most fascinating periods within Lordran's history. This era witnessed the fall of the Everlasting Dragons, the birth of mighty kingdoms, and, inevitably, the fall of the gods as the First Flame began to wane. Gwyn's desperate act of sacrificing himself to the flame in hopes of perpetuating the Age of Fire ultimately violated the natural order, leading to the ruin of countless kingdoms and the demise of innumerable beings.

Your mission is to alter this tragic trajectory and bring about a more harmonious ending. You will be inserted into this world before the war with the Everlasting Dragons erupts. Personally, I would suggest stopping the Nameless King's betrayal, which, according to Velka, was a pivotal moment that forever changed Gwyn, sealing the kingdom's doom. To succeed in this scenario, you must meet the following conditions:

1. Prevent the Creation of the Darksign: Ensure that the Darksign, which disrupts the natural order, is never created. The First Flame will remain strong while you are present giving you a bit of leeway.
2. **Preserve the Kingdoms**: Maintain the relative integrity of Lordran and the various other forces and kingdoms within the world. The world must not fall to ruin.
3. Spare Notable Figures: While you may engage in combat with Gwyn and other significant figures, you must not slay them. This is meant to be a happy ending for everyone.

If these conditions can be maintained for a full hundred years, your mission will be considered successful.

Rewards:

- **Eternal Kingdom:** Having put in the effort and succeeded you may take the world with you. After all this is your happy ending as well. Additionally, it appears the First Flame has been bolstered ensuring that it never dies. This way your new kingdom will truly live on forever.
- **Friends and Family:** All of the inhabitants of the world will be included as well. The majority will be Followers, but you may turn any notable figures into Companions.

- **Divine Favor:** You are granted a permanent blessing from the gods, imbuing you with aspects of their divine protection and favor. Each blessing will grant you powers and skills based around the deity in question. For example, Gwyn's would give you immense talent with Miracles while Faraam's blessing would transform you into a War God in the making.
- Lastly, you will receive the perk A Happy Ending:
    - **A Happy Ending:** No matter how dire the situation, how insurmountable the odds, or how dark the path may seem, you are blessed with the ever-present possibility of a happy ending. This perk ensures that in any scenario, there is always a viable path to a positive resolution. It doesn't guarantee success, but it ensures that hope is never lost. You possess an uncanny ability to uncover hidden opportunities, forge alliances, and inspire others to strive for the best possible outcome. Whether through sheer determination, clever strategy, or unexpected twists of fate, you can always find a way to achieve a happy ending for yourself and those you care about. This perk also grants you a heightened sense of intuition, guiding you towards choices that lead to positive outcomes and helping you avoid pitfalls that could lead to ruin.

Welcome to the Servant-Verse

The Servant Universe is a mysterious parallel world brought into existence by an event known as the Universe Update. In this enigmatic realm, nearly all humans have been transformed into Servants, with only seven Masters remaining. Long ago, Ashtart Origin, a powerful cosmic entity, was defeated prior to the Saber Wars. However, whispers of her potential revival have begun to circulate, stirring unrest and fear throughout the Servant-Verse. Those who seek to revive Ashtart Origin are formidable adversaries, and if they succeed, she could bring about the end of this universe. Your mission is to thwart these revival attempts or, should they succeed, to defeat Ashtart Origin before she can annihilate the cosmos.

You will not be alone in this perilous endeavor. The seven remaining Masters, each accompanied by their legendary Servants, will fight alongside you. Additionally, you will be joined by a fragment of Ashtart Origin known as Space Ishtar. She currently lacks the power of her "mother", but is still incredibly strong. Your primary opposition will come from the Space Shinkageryu, a group of incredibly powerful Saber-class Servants. They are led by Ashtart, the second fragment of Ashtart Origin. These warriors are devoted to the revival of Ashtart Origin and will stop at nothing to achieve their goal. The scenario will be considered a success once the Space Shinkageryu are defeated. However, if

you can somehow manage to convince them to abandon their mission, that will also be considered a victory.

Rewards:

- First, you will get to take the Servant-Verse with you. It will be turned into a warehouse attachment. You will be able to freely enter and exit the Servant-Verse whenever you wish through a gateway. All of its inhabitants will be turned into Followers though you can recruit them like normal letting them become proper Companions. Given the excessive power level of most beings here it might be worth recruiting.
- Second, you will get to keep Space Ishtar and Ashtart as Companions. The two retain their full strength which has grown due to them absorbing Ashtart Origin's power. Strength wise they are arguably some of if not the strongest entities in this universe.
- Lastly, for having accomplished your grand feat the Servant-Verse itself will reward you. You will be imbued with a small fragment of the Servant-Verse that will transform you. All of your powers and abilities will evolve, growing vastly stronger. For example, all of Mysterious Heroine X's Noble Phantasms were conceptually stronger than her normal counterparts. So you effectively are now a serious character with the strength of a Joke character.

Champion of the Ages

Each age has given rise to a legendary champion who either saved or damned their world. Some individuals, including yourself, have claimed that you could surpass these legendary figures. Well you now get the opportunity to put your money where your mouth is. You will take on the role of each hero, experiencing their journeys and challenges firsthand. Keep in mind that while you need to reach the ending, the methods you use aren't restricted. For example, some of the bosses might be willing to talk things out or you could save individuals who were normally fated to die. Once you complete your current heroes tale you will be given a week to rest. Afterwards you will be inserted into the role of your next adventure. You may start the adventure early if you don't want to wait. The following list shows the order in which each tale will take place:

- Slayer of Demons
- Chosen Undead
- Bearer of the Curse
- Ashen One
- Good Hunter
- The Wolf
- Tarnished

Rewards

For having successfully completed the journey you will receive your bounty. You may receive all of the offered rewards regardless of which ending you choose in each story.

- General Rewards:
    - **Coveted Lands:** Having gone through the land's trials you may take each of them with you. Lordran, Drangelic, Lothric, Yharhnam, Ashina, and The Lands Betweens will all become Warehouse attachments. They however, will be in the condition you left them in with their inhabitants. So if you rebuild and spare those you can it will benefit you as well.
    - **Traveled Ones:** While you may be the hero most of these quests give you the aid of some valuable allies. All living allies will become Companions, though you can disable this if you wish. Lastly, each of them will share a single slot though they can be split up into smaller sets.
    - **Flame of Dark and Light:** Likely having both saved it and smothered it in your adventure you shall receive the First Flame. Additionally, it can now shift into a corrupted Abyssal form, burning with the might of the Dark.
    - **Transcendent Hero:** Upon completing the Champion of the Ages scenario, you gain the title of Transcendent Hero. This grants you mastery over all the skills, abilities, and powers you have acquired during your journey. You have become a living legend, with the wisdom and strength of countless heroes. With the presence of a true lord you will inspire awe and respect wherever you go. Lastly, should you wish tales of your deeds will be spread throughout the multiverse. They shall know you as a legend who not only survived, but conquered some of the most dangerous locations to ever exist.
- Slayer of Demons
    - **Seeker of Strength:** By choosing to aid the Maiden in Black and restore the Old One's slumber, you have embraced your role as the savior of Boletaria. This decision grants you the Seeker of Strength perk. You now possess the ability to absorb the essence of defeated foes, significantly enhancing your physical and magical capabilities. Beyond mere strength and magic, you gain unique abilities drawn from the souls you absorb. For instance, defeating a flame-wielding enemy might grant you fire resistance or the ability to hurl fireballs. Additionally, you will also gain an innate understanding of soul manipulation, enabling you to repair, upgrade, and enchant your equipment using the essence of souls.
    - **Devourer of Souls:** By opting to slay the Maiden in Black and usurp the power of the Old One, you have chosen a darker path. This grants you the Devourer of Souls perk, imbuing you with a sinister power that allows you

to consume the essence of your enemies to increase your own might. Instead of simple strength boosts, you gain dark, otherworldly abilities tailored to the souls you devour. For example, absorbing a demon's soul might grant you the ability to transform your limbs into monstrous appendages for powerful attacks or cloaking yourself in shadows to become nearly invisible. Additionally, you can harness the corrupting power of souls to cast unique, forbidden spells that inflict curses, drain life force, or warp reality. Lastly, this can manifest as an aura of dread that weakens nearby foes, making them more susceptible to your attacks.

- Chosen Undead:
    - **Lord of Cinder:** You gain an unyielding willpower that allows you to resist even the most powerful mind-altering effects and to persevere through the darkest of times. Your determination and resolve are unbreakable, making you a beacon of hope and strength in any dire situation. Additionally, you now have the ability to kindle bonfires that can serve as safe havens and sources of healing for yourself and your allies. With the might of the First Flame extending its reach is a simple matter.
    - **Lord of Dark:** You gain mastery over the dark, allowing you to manipulate the abyssal energies with ease. This power grants you control over dark sorceries, shadow manipulation, and the ability to summon and control creatures of the abyss. You can also navigate the abyssal realms without succumbing to their corrupting influence. Your connection to the abyss also grants you the power to siphon life and energy from enemies, healing yourself and empowering your abilities. Though this ability is best used in moderation lest you be overwhelmed by the swelling darkness.
- Bearer of the Curse:
    - **True Monarch:** You have succeeded in becoming Vendrick’s heir inheriting his throne. You shall now become an eternal monarch, with an unending lifespan and the ability to rule with absolute authority. Your charisma and leadership skills are boosted immensely with the authority of allowing you to command loyalty and respect from all who follow you. Additionally, you gain the ability to manipulate the curse, using it to empower yourself and others while remaining unaffected by its negative effects.
    - **Abandoned Throne:** It would seem that you choose to reject the cycle of light and dark in favor of forging your own destiny. Rather than taking up kingship you became a wanderer. Your journey through the realms has bestowed upon you a deep understanding of the world's mysteries, giving you the ability to uncover hidden truths and artifacts that others might overlook. You possess an innate resistance to manipulation and control,

making you a beacon of independence and free will. Additionally, your presence can inspire others to break free from their own chains and forge their own paths, spreading a wave of change and revolution wherever you go. So I suppose you technically became a king in the end even if you don't lead a true kingdom.

- Ashen One
    - **Lord of Hollows:** You have usurped the flame combining it with your body. This grants you the full might of the First Flame as its power now courses through you merged with the Dark. Additionally, you possess authority over Hollows, Humanity, and the embers of the world. Your presence can reignite hope or plunge the world into darkness, depending on your will.
    - **Champion of Ash:** You gain the ability to adapt to any situation. Your ability to learn new skills and techniques is boosted to a vastly accelerated rate. Your combat prowess and strategic thinking are far beyond even the greatest of warriors. Now you will be able to overcome any challenge with ease given enough time. Lastly, you can harness the power of ash to create powerful weapons and armor, enhancing your combat capabilities further.
- Good Hunter
    - **Eldritch Birth:** You have become a new Old One, supplementing the Moon Presence. Your existence transcends mortal limitations, granting you immense power and knowledge of the eldritch truths. You can manipulate the fabric of reality, bend space and time, and communicate with other eldritch beings. Your very presence warps the world around you, making you a force to be reckoned with.
    - **The First Hunter:** After a long and arduous night you succeeded surpassing your teacher. Despite the horrors you endured at least the results can clearly be seen. Your senses and reflexes have been honed to an almost supernatural degree. You can perceive the invisible, anticipate attacks before they happen, and react with lightning speed. This heightened awareness can extend to your allies, letting you guide them in battle with immense precision. Additionally, you have gained an innate understanding of the weaknesses of eldritch beings and how to exploit them to devastating effect.
- The Wolf
    - **Shura:** You have become an embodiment of destruction, with an insatiable thirst for battle and an unmatched combat prowess. Your strength and speed are greatly enhanced, allowing you to tear through enemies with ease. Additionally, your presence instills fear in your

opponents, weakening their resolve and making them more susceptible to your attacks.
    - **Dragon's Homecoming:** You succeeded in acquiring the Dragon's Tears and returning it to its homeland. For having done so you have been blessed with its might. You gain a deep bond with divine beasts, allowing you to communicate with and summon powerful creatures to aid you in battle. Your connection to these beings grants you their strength and resilience, making you a formidable force on the battlefield. Additionally, you can channel their powers to enhance your own abilities, making you a versatile warrior.
- Tarnished
    - **Moonlit Consort:** You have become the consort of the Goddess of the Moon Ranni. Her favor grants you enhanced magical abilities and a deep connection to lunar energies. Your presence brings forth a calming serenity, allowing you to heal and protect those around you. Additionally, you can manipulate the tides of fate, bending events to your will and ensuring favorable outcomes in any situation.
    - **Lord of Frenzy:** You chose to embrace the chaotic power of the Frenzied Flame becoming its lord. This authority grants you control over madness and chaos. Your very presence disrupts the natural order, causing unpredictable and destructive effects in your surroundings. Additionally, you can harness the power of chaos to enhance your own abilities, making you an unpredictable and formidable opponent in battle. Lastly, you can present others with smaller flames. This will grant you control over them and bless them with your abilities on a lesser scale.

Ending

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

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

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

Notes

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

This Jump is current as of **Chapter 248** in the story. It may be updated later as the story progresses.

Story Link

- https://forums.spacebattles.com/threads/fate-souls-and-singularities-dark-souls-fate-grand-order-crossover.979413/reader/

Common Questions

- Noble Phantasm Section - Yes, you can use this to create anything you want as long as you have enough CP. Just use the examples listed throughout the section to judge the cost for yourself. Stop asking me if your idea has a fair price.

Image Sources

- Title Page - Soulsborne Protags
- Doll - Small Doll - Dark Souls 3 Guide - IGN
- Repeating Crossbow - Slave Knight Gael
- Separation Crystal - Black Separation Crystal (Dark Souls III)
- Servant Guard - Saber | TYPE-MOON Wiki - Fandom
- Roman Legion - Roman Legion Wallpapers - Alpha Coders
- Accursed - The Accursed

72 Pillars Perk

- The 72 Pillars perk will not work on Goetia as long as he has Solomon's rings. If you can somehow remove the rings then you can take command over him. The normal demon gods such as Flauros/Lev however, can be commanded using your authority. Though they can be freed by Goetia should he focus on them. So the perk unfortunately doesn't let you automatically win the first part of the Jump.

Zabaniya Noble Phantasm Details

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

Bottomless Box Noble Phantasms

- Fate: Souls and Singularities (Dark Souls/FGO Crossover) - Bottomless Box List

Dark Souls Servants Stat Example

- **Havel The Rock**
    - Servant: Berserker
    - Strength: A+
    - Endurance: A++
    - Agility: D (E)
    - Mana: E
    - Luck: D
    - Noble Phantasm: A+
    - Magic Resistance: E (A)
    - Mad Enhancement: A+
    - Divinity: E - Degraded after having it stripped from him.
    - Battle Continuation: B
    - Mystic Slayer: A+
- **Nameless King**
    - Servant: Rider
    - Strength: A
    - Endurance: B
    - Agility: C
    - Mana: B
    - Luck: B
    - Noble Phantasm: A+
    - Riding: A++
    - Magic Resistance: B
    - Divine Core of War God: E - Degraded after having it stripped from him.
    - Protector of Dragons: EX

Servants that Appear (Chronological Order)

The following list details the Servants as they appeared in the story chronologically. This is also only listing their first appearance. For example, Havel was encountered in the Fuyuki Singularity, but summoned in the 3rd Intermission. So he isn't listed separately when he appears after being summoned.

- **Fuyuki**
    - Mash
    - Ash, Unkindled of Lothric (Ashen One)
    - Hassan of a Hundred Faces
    - Medusa (Child/Lancer)
    - Cu Chulainn (Caster)
    - Saber Artoria
    - Havel the Rock

- **1st Intermission**
    - Cu Chulainn (Lancer)
    - Siegward of Catarina
    - Astolfo
- **1st Singularity - New Orleans**
    - Jeanne Alter
    - Faraam, the Nameless King
    - Jeanne D'arc (Ruler)
    - Arkon, Captain of the Silver Knights
    - Georgios
    - Marie Antoinette
    - Amadeus Wolfgang Mozart
    - Sasaki Kojiro
    - Kiyohime
    - Gilles de Rais
    - Charles-Henri Sanson
    - Gael, Slave Knight of the Gods (Berserker)
    - Phantom of the Opera
    - Siegfried
    - Elizabeth
    - Chevalier d'Eon
    - Vlad Tepes III
    - Atalanta
- **2nd Intermission**
    - Great Grey Wolf Sif
    - Sir Gareth
    - Sir Verndari, the Looking Glass Knight
    - Andre of Astora
    - Arash
    - Beatrice
- **2nd Singularity - Septum/Rome**
    - Aldrich, Devourer of Gods
        - Hassan
        - Romulus
    - Solaire of Astora
    - Chaos Witch Quelaag
    - Vordt of the Boreal Valley
    - Dragon Slayer Armor
    - Smelter Demon Armor
    - Nero Claudius

    - Fire Keeper (Dark Souls 3)
    - Sulyvahn, Pontiff of Irythill
    - Ludwig the Holy Blade
    - The Good Hunter
    - Dark Sun Gwyndolin
    - Hawkeye Gough
    - Stheno
    - Aldia, Scholar of the First Sin (Grand Caster)
    - Duke Tseldora
- **3rd Intermission**
    - Boudica
    - Archer (Emiya)
- **Return to France**
    - Orion (Artemis with Stuffed Bear)
    - Patches
    - Martha
    - Altera
- **Singularity 3 - Okeanos**
    - Oscar of Astora
    - Bedric, First Human Lord of Cinder (Chosen Undead)
    - Francis Drake
    - King David
    - Asterios
    - Euryale
    - Blackbeard
    - Halflight, Spear of Filianore
    - Anne Bonny and Mary Read
    - Knight Lautrec of Carim
    - Eric Bloodaxe
    - Darklurker
    - Knight King Rendal
    - Sanura, Old Dragon Slayer (Dark Souls 2 Boss)
    - Jason of the Argonauts
    - Medea Lily
    - Heracles
    - Caenis
    - Atalanta (Younger)
    - Solomon (Goetia)
    - Nashandra or Velka ??
- **4th Intermission**

    - Medusa (Rider)
    - Pharros
    - Leonidas
    - Nero Claudius (Saber)
- **Nero-fest**
    - General Lothian
    - Caffrey, Goddess of Fortune (Dark Souls goddess)
    - Ermingild - Ivory King
    - Vengarl
    - Rat King
    - Spartacus
    - Hans Christian Andersen
    - Salaman, the First Human Pyromancer
    - Flann, God of Flame
    - Quella, Great Father of the Dreamworld
    - Caligula
    - Romulus
    - Godfrey, the First Elden Lord
    - Artorias, the Abysswalker
    - Dragon Slayer Ornstein
- **Halloween - The Singing Pumpkin Castle**
    - Mata Hari
    - Carmilla
    - Tamamo Cat
    - Nito, First of the Dead
- **Return to Fuyuki**
    - Scathath
    - Slave Knight Gael (Saber)
    - Dark Sign - Ringed Knight
    - Old Iron King (Berserker)
    - Unknown Lordkin
    - All-Father Lloyd
- **Intermission 4 Cont.**
    - Lancelot (Berserker)
    - Medea of Colchis
- **Imperial Holy Grail War**
    - Nobbu
    - Okita Souji (Sakura Saber)
    - Oda Nobunga (Demon Archer)
    - Ushiwakamaru (Minamoto-no-Yoshitsune)

    - Musashibou Benkei (Sessai)
    - Sanada Medusa
    - Takeda Darius
    - Nagao Kagetora
    - Mephistopheles
    - Sword Saint Isshin
    - Hans Christian Andersen
    - Demon King Nobunaga
    - Filianore
        - Dark Eater Midir
- **Singularity 3.5 Scandinavia - The Unmade World**
    - Black Iron Tarkus
    - Torin, Millwood Chieftain
    - Artoria Lancer Alter
    - Brynhildr
    - Kalameet
    - Akal (Leader of Path of the Dragon Covenant)
    - Ledo, Silver Knight
    - Sigurd
    - Gordin, Knight of Forossa
    - Alsanna, Silent Oracle
    - Arleno (Possible OC / Random Hollow?)
    - Lord Father (Ash Alter, Lord of Hollows)
- **Singularity 4 - London, Church of the Frozen Lake**
    - Oceiros, the Consumed King
    - Seath, the Scaleless
    - Dr. Jekyll
    - Mordred
    - Frankenstein’s Monster (Servant)
    - Nursery Rhyme
    - Sir Llew (Named Consumed Garden Knight)
    - Vordt, Knight of the Frozen Lake
    - Sir Vilhelm
    - Dolion
    - Sapling Sulyvahn (Ruler)
    - Sir Percival
    - Ceaseless Discharge
    - Sister Friede
    - Gwynevere
    - Jack the Ripper

    - Child-Gil
    - Priscilla
    - Atalanta-Alter
    - Pinwheel
    - Ash Beast I (Lost): Mercy
    - Velka, Goddess of Sin
    - Gwyn, Lord of Cinder (Ruler)
- **Intermission 5**
    - Ash (Avenger)
    - Nudd Nuada, King of the Tuatha Dé Danann
- **Gwyndolin Interlude: The Shadow Behind the Sun**
    - Gwyndolin (transformed)
    - Minamoto-no-Tametomo
    - Hassan of the Cursed Arm
- **Almost Weekly Santa Alter**
    - Krampus
- **Intermission 5 Continued**
    - Altera
    - Zhuge Liang
- **Not-Yet-Summer Resort**
    - Gawyn (Ash Lily)
    - Nahr Alma
    - Unknown Berserker
    - Hanleth, Goddess of Bliss
    - Chrysaor (Son of Medusa)
    - Old Demon King
    - Artoria Lily
    - Fergus mac Róich
    - Sir Alonne
    - Lost Sinner
- **Interlude 5 Continued Again**
    - Gilgamesh
    - Martha
    - King David
    - Aldrich, Saint of the Deep (Ruler)
- **Arjuna Trial**
    - Arjuna
    - Karna

- **Saber Wars**
    - Mysterious Heroine X
    - Gilles de Rais
    - Charles Babbage
    - Paracelsus von Hohenheim
    - Ultra Heroine Z
    - Champion's Gravetender & Gravetender Greatwolf
    - Penthesilea
- **Soulsborne (Mentioned, but haven't appeared yet)**
    - Lord's Blade Ciaran
    - Ser Raime
    - King Vendrick
    - Gehrman
    - Bearer of the Curse (Female Dark Souls 2 Protagonist)
    - Greirat
    - Anri of Astora
    - Oswald, The Pardoner
    - Kirk
    - Carmina
    - Quelana
    - Raime, the Fume Knight
    - Fabain, Knight of Eleum Loyce
    - Demon Prince
    - Karla
    - Zullie

Scenario Boons

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

- **Initial Boons**
    - **Species**
        - Human
    - **Perks**
        - General
            - Renowned Beauty
            - Automatic Translation - 100 CP
            - Honor of the Darkmoon
            - Origin - True Origin
        - Chaldean

            - Interludes and Activities
            - We Need Their Help
        - Singularity Borne
            - Heart of a Warrior
            - I'm Only Human
        - Demon God
            - Divided They Fall
            - Trusty
    - **Items**
        - Command Seals - 100 CP
- **Scenario End Boons**
    - **Perks**
        - Master
            - ALL Master Perks except Great Runes and Nega-Soul
        - Chaldean
            - They're Women?
            - Tantric Arts
        - Summoned Servant
            - Palingenesis
    - **Items**
        - General
            - Ring of Reversal
            - Wooden Dolls
            - Simulation Chamber
            - Servant Upgrade Materials
        - Dark Soul
            - Estus
            - Separation Crystals
        - Master
            - Mystic Code
            - Hall of Legends
            - Servant Guard
        - Chaldean
            - Generator Systems
            - FATE System
            - Chaldea (canon version)
        - Summoned Servant
            - Heroes Tavern
            - Holy Grail
    - **Companions**

- Canon Companions
  - Mash
  - Olga
    - Dragon Slayer Armor
    - Kalameet
- Servants
  - Cu Chulainn (Lancer)
  - Siegward of Catarina
  - Astolfo
  - Great Grey Wolf Sif
  - Sir Gareth
  - Sir Verndari
  - Andre of Astora
  - Arash
  - Beatrice
  - Sasaki Kojiro
  - Kiyohime
  - Dark Sun Gwyndolin
  - Havel the Rock
  - Boudica
  - EMIYA
  - Medusa (Rider)
  - Pharros
  - Leonidas
  - Mozart
  - Marie Antionette
  - Chevalier d'Eon
  - Nero Claudius (Saber)
  - Pontiff Sulyvahn of Irithyll
  - Elizabeth Bathory
  - Jeanne D'arc (Ruler)
  - Caffrey, Goddess of Fortune
  - Pharros
  - Arkon
  - Tama Cat
  - Scathath
  - Lancelot (Berserker)
  - Medea of Colchis
  - Okita Souji (Sakura Saber)
  - Oda Nobunga (Demon Archer)

        - Torin, Millwood Chieftain
        - Bryhildr
        - Velka, Goddess of Sin
        - Gwynevere
        - Minamoto-no-Tametomo
        - Sanura of Heide
        - Hassan of the Cursed Arm
        - Artoria Alter
        - Zhuge Liang
        - Euryale
        - Stheno
        - Flann, God of Flame
        - Gilgamesh
        - Martha
        - King David
        - Aldrich, Saint of the Deep (Ruler)
        - Hanleth, Goddess of Bliss
        - Chrysaor
        - Nahr Alma
        - Hans Christian Andersen
        - Bedric, First Human Lord of Cinder (Chosen Undead)
        - Artoria Lily
        - Siegfried
        - Akal
        - Silver Knight Ledo
        - Charles Babbage
        - Paracelsus von Hohenheim
        - Quelaag
        - Numerous other Servants
    - Ashen One - 400 CP

Changelog

- Jump in Progress
- V1
    - Jump Complete
    - Buffed Demon God - 500 CP
    - Altered 72 Demons Perk
    - Expanded Will of Humanity Perk
    - Adjusted Emissary of Light wording
    - Grammar improvements