Lewd Fate Grand Order Jump

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Version 1.2



Fate Grand Order. A celebration of all things in the Fate Franchise featuring one of the greatest journeys across all of history to save humanity. Goetia, the Demon King, has incinerated it all and it is up to the people of Chaldea to save it. Though that crisis could just as well lead to even greater calamities in the future in the form of a Foreign God descending.

…But let's be honest, that's not what you are here for.

Oh sure defying impossible odds and saving the world is cool and all but more importantly have you looked at the people here? The greatest most renown figures of humanity turning out to be 10/10 Bombshells that may as well be the perverted fantasies of every horndog made manifest? Yes Goetia needs to be stopped and all that but we absolutely can not ignore the indisputable fact that it would be an even greater crime not to have a lot of fun with these beauties.

Lucky for you this Jump exists. Welcome to Lewd Fate Grand Order! All in all the plot is roughly the same as the 'normal' FGO but you will quickly find the world being much more sexually charged. As if inspired by all the pornographic content created for the Nasuverse. So here take these **1000 CP** and enjoy yourself!

(Hmmmm… this seems fun~)

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Tone

One thing needs to be clarified first before you can try to get into your favorite servants pants or battle skirts. Mainly just what is the Tone of the Jump you are about to enter. No two NSFW Stories are the same after all.

Depending on your choice here things can be more lighthearted or far more brutal.

Light (200): Why not relax and just have fun? Sure the plot still happens in all its grittiness but beyond that things just seem a lot more relaxed and hopeful. Trauma is less lasting and solutions easier to come by with people, servants and creatures being a lot more reasonable. The world may have become a bit of a porn parody but at least its more of the Vanilla variety, with loving couples all the more common. Do be warned that **Drawbacks** and **Scenarios** will still impact you with their full force.

Normal (Free): This is the default setting, reminiscent of Fate Grand Order as it normally is. Arguably one of the rougher journeys in the Nasuverse as a whole. Chaldea will have many challenges up ahead and the Last Master of humanity will go through a lot of suffering alongside plenty more people. Just beyond that there will also be a lot of sex.

Dark (+200): Fate is not without its fair share of horrific fates. For every timeline where things reach a perfect conclusion there are more where things are awful for the Heroes and Heroines. And of course all these awful endings have a lewd twist added into them. The Jump is in general just a lot more awful and sexually charged in unfortunate ways with rape and assault not being unlikely in the events of defeat. At least 'canonically' the world would still be returned to normal, though in what state Chaldea will be is not as clear cut.

Do note that depending on the Tone Drawbacks and Scenarios will be affected, either rewarding you more CP or offering greater rewards. Even with Scenarios that have no specific notes for how Dark makes them harder or more threatening you can expect the Rewards to be more potent (by a rate of 1.5 to 2). Just be careful not to bite off more than you can swallow. Drawbacks that have a **Tone Modifier: Dark**, attached to them will automatically have it selected if you take the drawback, though giving you additional CP.

(Wow this is harsh. A bit too harsh even for me. Not saying this isn't justified to exist in Type-Moon but still. Hmm… maybe I should- oh wait he made an update!)

-Safeword Modifier (200): Worried about the consequences that could come for you at this Tone? Alright I hear you. This seems contrary to everything this Tone represents but I can put some work in. By paying me CP, I can arrange for you to have some additional securities and freedom to choose.

Tone Modifier: Dark is no longer automatically selected when you take a Drawback. You can still take the higher level but no longer are forced too at **Dark**. Scenarios of any kind and at any Tone also no longer come with permanent Bodymod changes as a result of failure. You can select them as well but for any Scenario that doesn't have that risk you will only be able to get the **Normal** rewards where listed. Alternatively you can PAY 200 CP you got from somewhere in this Jump Document on every Scenario you select this way. This will allow you to get the **Dark** Rewards.

You're welcome. Never say I don't care about you.

Origins

Now who do we have here? There are so many things you can be in Fate so take a look at the options below and pick whatever satisfies you the most. Gender is entirely up to you, be it male, female or anything in between and your age will be anywhere between 18 to 60.

You start the Jump right as the explosion by Lev happens, killing nearly everyone except certain staff members like Ritsuka Fujimaru and Mash Kyrielight. Your starting location is separate from the events, having perhaps overslept even more than Ritsuka so at least the chaotic beginning is something you're spared from dealing with.

By default you have to survive until the defeat of Goetia, upon which you can end the Jump and make your choice. However if your so inclined you can also stick around for the Epic of Remnant or even the Lostbelts and Ordeal Calls though certain options.

Master (Free): Oh great, someone else survived the explosion! You were one of the many candidates to fill the recruitment quota and are along with Ritsuka tasked with saving the world. You may be a subpar Magus but your affinity for being a Master is astounding.

Masters are required to purchase one Servant from the Companion Section and receive a +400 CP Stipend on it. They will be considered their Main Servant and how they became a Master to begin with. This Stipend can not be used on Import, Export or Demi-Servant.

Companions fulfilling the requirement are marked with a  **.**

Magus (Free): It has to be useful to have an experienced Magus around right? Maybe you were a Staff Member or a person of interest who has been recruited for their magical capabilities. In any case you're stuck in this mess too. Magus are usually known to be heartless and selfish but feel free to break that trend.

Servant (Free/200/400/800/1600): And here we have the real stars of this Jump. Both in terms of action and ‘action’. You are now one of the many Heroic Spirits registered in the Throne of Heroes, summoned in response to the crisis.

As a Servant you need Magical Energy to sustain your existence. However as you are summoned by Chaldea that will not be an issue, allowing you to remain rather safely.

For **Free** you may be a Servant but far from special. Charlotte Corday or Mata Hari may have their fans and uses but are objectively far below even the average Servant. You are comparable to them, perhaps having one or two mildly useful tricks up your sleeves at least. That being said the weakest Servant is still a Servant and as such considerably stronger than a normal human.

For **200 CP** you are approaching the levels of a proper Servant. You may have taken one talent to truly extraordinary levels or are simply very strong in other matters. Someone like Sasaki Kojirou or Scheherazade would qualify for this level.

For **400 CP** you are above the average Heroic Spirit. In a Grail War you would be a lucky draw indeed. Think of some of the more powerful Knights of the Round Table like Lancelot or Gawain to have an idea about the upper limits of this option.

For **800 CP** your Servant powers are comparable to the greatest of Heroic Spirits Proper Human History can call upon. Artoria Pendragon, Gilgamesh and Enkidu, Karna and Arjuna, the First Hassan. Any of them you may call kin and use as inspiration for your own abilities.

For **1600 CP** we are approaching absolute insanity. Your comparable power isn't just anymore the greatest Heroes and Heroines of Proper Human History. Instead you can take inspiration from the Lostbelt Kings. The Queen of Fairy Britain Morgan or the Dark God Arjuna are your points of comparison. However in order to purchase this option you are required to take at least one level of the **Cosmos in the Lostbelt** drawback.

Another thing to consider is that your strength directly correlates with your Legend. You can make your legend be a well known story of history, with more powerful tiers allowing for your legend to be as famous and renowned as the Tale of King Arthur at **800 CP** for example. You can choose for your legend to be known in future Jumps as well, potentially having various kinds of merchandise, publications, pornographic material and so forth related to it. You can also opt to receive a copy of any of these for your own enjoyment.

No matter what you take for a level, be careful. After all… the likes of you have fallen plenty before.

Phantasmal (Free/200/400/800/1600): The other three origins are rather vast, ranging from the weak, to the corrupt to the bygone legends. But ultimately they all belong in the world of man or left their mark on it. But humanity is not alone on Gaia. Other creatures exist, ranging from the weakest of magical beings to the mightiest titans and divinities. You have now chosen to become a part of them, having hidden away in Chaldea and now considered as much at home here as Fou. As for what kind of Phantasmal you are? That is decided by the price your willing to pay.

For **Free** your about as weak as a normal human, perhaps even weaker. A Goblin, little vile creatures in these worlds, would apply. Of course you can always break the stereotype.

For **200 CP** you are instead more formidable, perhaps enough you could crush a human in a fight but facing a Magus or Servant is still a grave danger. A Giant or Oni perhaps or the average Fairy.

For **400 CP** your among the more formidable Phantasmals. The kind that should not be taken lightly and could even give a Servant a good fight. A mighty Dragon, even if you fall short of the likes of Fafnir or Albion, would be a fitting thing to compare you too.

For **800 CP** you have reached a level of Phantasmal that is truly Legendary. Potentially even divine. Anything from Fafnir to weaker Gods in the flesh can be your benchmarks.

For **1600 CP**, the final tier of this option, you are among the mightiest of existences, ancient and primordial. Gugalanna, the strongest Divine Beast of Sumer. Ivan the Terrible after he fused himself with the body of an ancient Mammoth. A greater Goddess in the Flesh. These things can be considered your equals. However, much like with this tier of Servants, you need to take at least one level of the **Cosmos in the Lostbelt** drawback.

Perks

Every Origin has the associated Perks Discounted by half, with **100 CP** Perks becoming free. You also receive an additional choice of **three free** General **100 CP** Perks. Optionally, you can choose to use **one of your Origin Discounts per Price Tier** (**100**, **200**, **400** and **600**) on a General Perk. **800 CP** Perks can not be discounted. **300 CP** Perks can be Discounted using a **400 CP** Discount.

General Perks

Unlimited Eroge Works (Free/100): This is why you're here isn't it? Well lets get it out of the way. This iteration of the Nasuverse is specifically more lewd and sexually charged in nature. Everyone seems to be more attractive on average and the already attractive ones could leave someone salivating. Bodies are shown off more, fanservice is more present and everyone just thinks a lot more sexual. 'Porn Logic' and 'Porn Physics' also are commonplace, sexual diseases and unwanted pregnancies being a non factor and your favorite kinks showing up regularly in some shape or form. This even offers some safety, people who should usually crush their partners' pelvises on accident with their EX Ranked Strength will do no unwanted damage no matter how much force they put in as long as the act is sexual. As an added note everyone will be at an age of sexual maturity, both physically and mentally. If you want to be able to apply this 'Eroge' effect in future worlds, pay **100 CP**.

Demiservant (Varies/Exclusive to Non Servant Origins): By taking this you have much like Mash become a Demiservant. Your Servant half is supplying you with its power, but also their weaknesses if they have them. The nature of this Servant is up to you but will cost the same Price as any presented in the Servant Origin. Unlike Mash and Galahad you have a much deeper connection however. They actively rest in your mind and you can converse with them, even interact with them and touch them in your subconscious.

Genderbend Magic (100): Who wouldn't want to just see what the other side like is for an afternoon? This Perk is simply but could promise entertainment at least for an interested Jumper. You can at will change your body into one of a different gender. This only works on yourself however.

'Assets' (100): Are you unsatisfied with the length and size of certain bodyparts? With this Perk you can choose to enlarge sexual characteristics by a decent amount. You can pick this multiple times and no matter what happens the size won't get in the way of anything. Also nicely synergizes with **Perfect Form**.

Mindbreak EX (100): When the pleasure just feels really good, everything else could become secondary. And oh will any girl be lucky because you are uncannily skilled at

truly amplifying the pleasure, to the point where any other thought but how good it feels leaves your partner's mind. This isn't a mental debuff or interference, just simply overwhelming their senses till they can’t do much of anything else. This state will quickly fade away after your partners stop feeling pleasure and while this could be replicated with other Perks, this Perk makes it sure you can always push someone else into that blissful state.

When used to a lesser degree and outside of sex this Perk also allows you to know what to do so someone truly destresses. Very useful when your Master is hitting their limit and you need to think of what could help them recover some of their nerves.

Allotted Fanservice Time (100): There is a bit of a deadline until Goetia’s plans come to fruition and so many crises logically shouldn't be put on hold and need to be taken care of as soon as possible. Fortunately you seem to have some leeway, at least when it comes to sexy times not getting in the way of work. As long as you do something with the sole intention of sex, it doesn't seem to be getting in the way of ongoing projects or ruins the carefully managed timetable to prevent the apocalypse. After certain ‘story points’ you can even enjoy some time afterwards solely dedicated to whatever lewd happening you wish to pursue. These too come to an end eventually but the next event to destress and shag is just around the corner of the next story milestone.

More to Love (100): Look at all these pretty women! Wouldn't they be so much better off with your dear Master? But maybe the poor guy is just too shy to make the first step or is afraid of how you'd react to finding out they get a boner from their newest Servant. Historically Harem wasn't quite synonymous with endless pleasure dens but who's to say this has to be true for you? This Perk is a must have for all who don't want to be monogamous, especially for helping others not be. It is easy for you to give someone that extra bit of courage to speak to a crush making you a great wingman, all the more if you are in a relationship with one or both of them. Polycules just naturally seem to develop around you, with you being the perfect guide to ensuring they can happen to begin with and remain that way, bringing happiness and a lot of pleasure to all parties involved. In fact, pleasure just seems to be even better when it is shared, be it all of you going to a group date or just a massive orgy that spans an army of humanities greatest warrior woman.

This also makes you a great 'Harem Nanny' or 'Top Wife', flawlessly managing the complicated inner workings of a Harem and able to be a trusted person at the top of whatever hierarchy develops. Do note this only applies for relationship stuff. You may be the head of a Harem but that doesn't make you the head of your lovers company or strike force.

Pure Maiden (100): Purity can be a very subjective thing. So much can go along with it or be a requirement. Having spend last night in an orgy and trying to claim a Holy

Sword in the morning or waving a flag you have previously been ravished on may be a hindrance. Not anymore. Your sexual activities, as long as you can prove you're a good and kind person in other ways, will never make you be seen as 'dirty' or 'unpure' in the eyes of any forces judging such. Holy Artifacts, Cosmic Powers and even just your coworkers will not judge you in the slightest.

Remembrance (100): Servants dont always remember their past summonings. Occasionally bits and pieces may remain if they were extremely impactful but there is no guarantee they will be the exact same or that they remember everything. That is where this Perk comes in. You can make it so actions you do with someone else burn themselves into their memory, something they will never forget. Even if their memories where to be wiped they will know what the two of you did. This can be anything from an earth shaking orgasm to having defeated them in a spar.

Everyone is Bi (100): Why of course the famous chaste virgin Jeanne D'Arc is happy to dandle with women and the right man alike. Certainly the tomboy knight with gender dysphoria is willing to have anyone as a partner. When the clothes come off in a Porn Parody, sexuality is something occasionally forgotten and you can keep that if you'd like. From now on, no one is entirely unapproachable for you, personal preferences and orientation likewise non factors, for the later only if you happen to have an alt form that fits their preferences. Do note this only makes you able to approach them. Actually making them want a relationship with you is still up to you.

Casual Affections (100): Considering the very world is so sexually charged, it isn't out of the question that social interactions can be more lewd in nature. The 'small' intimate things, when done by you, are simply brushed off at worst and playfully engaged at worst. Dont misunderstand you cant just take any random hot girl and fuck her in broad daylight and enemies or anyone you have less than a neutral relationship with will not be likely to engage. Anyone else however? Slap that hot tsundere on the ass and she may just flash you a smirk before tickling your crotch as she leaves. Hugs just so happen to end with your face in someone's boobs and go on longer. Pecks on the cheek are a perfect way to say hello or goodbye.

Cry out for a Hero (100): You're in a bad spot, utterly defeated and at your wits end? Things can hardly get worse now can they? But who knows maybe there is a Hero of Justice or similar out there who can help you. This Perk makes it so that if you are genuinely defeated, you will always be able to call out for help. This call will reach someone who would follow it once used, your hero to be trying to save you. You just need to make sure you survive till then. Do be warned that this Perk does not guarantee that you will be saved. You may just end up dragging someone else down with you, though in this case you can always use the Perk again after the ‘current’ hero failed.

Second Chance (100): Love does not always end in a happy ever after, especially not historically. Case in point the various romantic pairs in Chaldea. They could use a helping hand in trying to get their relationships fixed. Now they can simply go to you, as you have a talent for being a couples counselor and mending relationships. Even the likes of Siegfried and Kriemhild may just make up.

Modern Moralities (100): Did you know that the Grail tends to download information relevant for a Servant summoned for the time and place where they are summoned? This could also explain why some Servants seem a lot more accepting of modern ideas, even if not all of them accept it necessarily. Ask Columbus what he thinks about slavery and you'll understand. All that to say that when it concerns you, people can be considerably more accepting. Of your race, gender, religion and anything like that. Even more important, whatever you do with consenting adults is your thing alone, no one else's. No one will bat an eye to you, the lesbian and her harem of amazon woman, or you, the 20 something dating a milf thrice your age. This extends to anyone you are in a relationship with as well.

Pay To Win (100): Well... this is a Waifu/Husbando themed Gacha game at the end of the day. If you're willing to pull out the credit card you are certain to have higher chances to get your beloved PNG. Only that this is about the real men and women. And at the end of the day, money is attractive. The richer you are, the more attractive you will appear to others. If you have Gilgamesh's seemingly bottomless wealth, a girl may just grow wet and hot simply sitting next to you. This also makes it more likely you end up meeting plot important characters, with protagonists of all kinds of world seemingly fated to come into contact with you.

No Prep Time Required (100): A sudden end of the world scenario popping up is like an average tuesday in Chaldea. There is no time to waste on getting your gear or waking up. Essentially you are always ‘battle ready’. When the signal goes to spring into action NOW you are already jumping up. As a small side effect this allows you to ‘skip’ any preparation needed for sex. Toys already prepared and hard/wet at will.

Bedroom Arts (100): No one should ever underestimate the sheer endurance you can bring to the table. Some might hit hard or fast but you are consistent. Your attacks cost a little bit less energy, not a lot but enough to be noticeable. Furthermore as you keep attacking you find it in yourself to more easily perform some of your most hard hitting techniques, though they will be as costly as they normally would be. When it comes the the carnal arts this makes you a very enduring partner, able to go on and hit 'hard' where others would already have needed a break.

Busted (100): Nothing better than raw and pure offense is there? Overwhelm the enemy with sheer strength. You find yourself doing a little bit more damage when you attack, not a lot mind you but enough to be noticeable. Fighting isn't the only area this

is useful at however as the rougher you are with a partner the better it will feel for you both and they will become a little more sensitive in return.

Quickie (100): Fast, nimble and knowing just where to strike can be the difference between victory or defeat. Some attacks just hit better and you have a chance to see that happen first hand. You are able to do some additional damage, a 'critical hit' so to speak, with your attacks. The chance for this is random but will increase over time during a fight as you attack more. This also works when your looking for the right places to hit and touch on someone else, eventually every touch becoming 'critical'.

Aftercare (100/300/600): Because who doesn't want to cuddle after rutting like animals for hours? After the deed is done, you are very good at helping bask yourself and others in the afterglow. Tending to any bruises, bringing someone back down to earth and making them feel loved and appreciated are all things you excel at doing. This also applies for some quick post-battle recovery, giving you knowledge on how to rest up yourself and help others rest most efficiently. In that small timeframe after a battle or ‘battle’ healing spells also become considerably easier to perform.

For **300 CP** this allows you to, if the wounds are beyond what you can heal, at least preserve someone's current condition indefinitely. If someone were to have their heart shredded by Gae Bolg or even be decapitated, you could keep them in that state. Hopefully they can hold out long enough for you to find someone that can fix them back up.

For **600 CP** this Perk gives you truly insane skill at fixing up another. Anything short of actual death and erasure is something you can get someone to recover from. Damage to the Saint Graph, mind, spiritual corruption, even something entirely conceptual or metaphysical. It will always take proportional amounts of resources and effort, but unless they actually croak and fade away you can fix them.

Perception Filter (100/300/600): Because why even take the chance that someone could see what they have no right to witness? You are in possession of a Spell that takes practically no effort to cast and nothing to maintain. When applied to a person it ensures that their ‘private parts’ can not be seen by certain individuals, instead becoming anything from blurred with pixels, to completely covered in color to even a message box displaying something for the other party. The criteria for this filter effect can be set by you and you have no limit on criterias you can set. Some examples could be ‘perverts’, ‘Men with smaller dicksize’ but even something like ‘those who aren’t me’. The spell will automatically detect who fits these criterias and blur breasts, ass and genitals alike. In truth it covers any body part that would be arousing for the viewer and will automatically work on say feet and hands for those with such fetishes. Each criteria that doesn't apply will weaken the filtering effect and only someone who doesn't fit any of the mentioned criteria will be able to see the filtered person in full.

This spell is really only useful so no one gets any ideas about peeking on your woman. It doesn't hide identities or the like just controls what anyone but you can enjoy. If you pay **300 CP** however this changes. Even the whole body and identity of the affected person can be filtered. The spell can now also be applied to information, redacting documents automatically for anyone not permitted to view them.

Finally if you pay **600 CP** instead the filter now even affects memories, filtering the very knowledge of the viewer in regards to the target should they meet the criteria.

Spoils of Victory (200): Is it not funny how the majority of Chaldea's allies were enemies in the past? From Jeanne Alter to the Lostbelt Kings and Beasts, triumphing over them just seems to draw them to Chaldea. Now if you manage to best someone, this defeat will plant anything from intrigue to desire in their minds, the exact form of which is up to you. This can grow in potency even more with how high stakes or intense the confrontation was and they do not need to be battles either. Intellectual or skill based competitions are just as applicable. Give it some time and the most fierce enemy and most worthy rival could become your bedmates.

Compensation (200): No good deed goes unpunished and Type Moon protagonists certainly feel that rule in their journeys. But who says it has to be this way? You will find that doing something for another will see some sort of reward for yourself. Show some mercy to that hardass of a Director? Very quickly he will show you the soft core underneath that hard exterior. Save the world? Expect a paycheck that allows you to live comfortably for the rest of your life. Help a girl with her trauma or save her? Anything from a quick groping or blowjob to her undying love is on the table, depending on how severe the thing you saved her from or helped her with was.

Red Flag (200): Actions have consequences. Depending on how you choose to spend a valentine's day can be the difference between simply enjoying chocolate or being devoured by your Servant or stuck in some sort of prison. Such consequences you can anticipate. You have a sort of internal 'flag' that warns you if a decision you are about to make could have bad consequences for you. It will not tell you what the consequences actually are though. It could be anything from living on as a decapitated head to doing nothing but fucking for the rest of time. Do be aware that this by itself won't help you get a 'perfect' ending either and just because you know what actions could lead to an immediate bad consequence, there is no guarantee you are able to make many other choices. At least you will be somewhat informed on the most pressing threats.

REBELLION! (200/600): Spartacus may have found his kin in you. You're a big contrast to the underhanded and controlling things that you may encounter in this world, your innate being refusing to bow to control. What this does is allow you to rage against any such rules forced on you. A Servant could far more easily resist

even a Command Spell and mind control can be powered through by staying true to yourself.

This even helps you against literal bondage, making you much more skilled at escaping bindings. A set of metal chains? You'll be out in an hour at most. A bitchsuit with padlocks at every corner? Trickier, maybe taking you a few days. Enchanted full body sealings inside of a tiny coffin-like cell?... Yeah you might be screwed there. Do remember that this only helps in escape attempts and doesn't guarantee you will be able to escape. It is not impossible to restrain you in ways even you couldn't get out of. That being said, even in such situations you can force your mind to not break. You may still need some recovery time when you do get out though. That being said, if you pay for this Perk with **600 CP** you can gain some sort of guarantee. Even if it may take a long, long time, there will always be a way for you to be free of even the most brutal and tight prisons.

Netorarescue (200): There is a fine difference between cheating and offering someone who is trapped in a manipulative nightmare of a relationship. Take Melusine for example, who despite having Lancelot's name fits for this Perk in a different way. Being summoned to Chaldea is infinitely better than what she has been through with Aurora after all. You excel when it comes to spotting abusive and awful relationships. After having acknowledged them, you can then follow up with seducing the abused individual. Show them kindness and affection and they will quickly end up seeing you as the far better match, though you will have to match the pain they suffered with positive stimuli. To help in that you find yourself in situations where you can fuck them behind their current partners back, them being surprisingly easy to talk into such, even if there should be some kind of curse or contingency preventing their infidelity. If you don't want to have a romance you can instead let this Perk work platonically or apply this to someone else to matchmake them into a healthier relationship.

Once you have their heart (or platonic equivalent), the wounds of their past relationship will fade. This also erases the need for whatever 'justified' them being in their previous relationship, be it material, emotional or even metaphysical reasons. If a Magus let herself be abused by her partner because she needed money, things will allign that money is no longer an issue for her. In the case of Melusine this would even allow you to replace Aurora as the reason why Melusine doesn't become a Calamity. Even the 'Plot' that demanded the beautiful princess should be forced to marry the overweight bastard to stop a war or the like will be unable to justify her crawling back to him.

This Perk does not affect the abuser in any way by itself. They could very well try to 'take back what is theirs' but there is nothing stopping you from dealing with them permanently.

MINE! (200): These envious bitches can not be trusted for one second! Everyone is after what is rightfully yours! Therefore it is better to be able to mark your spot. When you are trying to pursue a relationship with another individual, any romantic rivals will find it harder to find a way in. Circumstances and sheer ‘happenstance’ might delay one or the other possessive rival or won't allow them to ask your desired target out. This isn't absolute mind you. Your rivals will simply have a harder time pursuing your target but it will become all the harder the more the bond between you and your target grows.

Bond Break (200): The bonds we form in live are the most precious thing one can have. That being said sometimes it could be infuriating to see one as well. Maybe when you come across a relationship that just needs to be broken off. This is something you are uncannily good at. Be it through saying the right thing at the right time, planning to ruin someone's image or floating another party with positive stimuli in the wake of another's failure or empowering a hate plague like spell, you are dangerously good when it comes to breaking the bonds between people. With enough time or resources you could even sow hatred between the closest of allies.

Extreme Measures (200): Desperate times call for desperate circumstances. The cryogenic sleep enforced on Team A is just one of many, many measures Chaldea had to take and one in particular that got them on the Clock Towers Watchlist. At least you have some leeway here. When it is for a greater purpose, you find that you can get away with things some would consider extreme or unethical. Legally speaking the rule enforcing authorities would give you a slap on the wrist. Personally the people around you will come to understand why you had to do what you did. Your own mentally will also be capable of doing what needs to be done, as well as knowing if it had to be done so you must not doubt yourself.

Do keep in mind that this only works if what you did is comparable to what you had to deal with. Committing crimes in an effort to restore humanity will be easily forgiven but don’t expect anyone to not condemn you for killing a Master just to fuck their Servant.

Boundary Field of Mundanity (200): Boundary Fields are a very potent tool in the arsenal of any Magus. They isolate a certain space from the outside world and help in keeping up the masquerade. By purchasing this Perl you get basic knowledge of how to set up Boundary Fields yourself however there is one kind exclusive to you. By activating said Boundary Field everything you and anything/anyone you touch is perceived as uninteresting and mundane, actively ignored and forgotten by any onlookers. Useful if you and your kinky Servant just can't wait a second longer for a ‘mana transfer’. This Boundary Field is around you at all times and can be activated by a simple act of will. This Boundary Field will only allow people to ignore sexual things however. Anything else is not covered.

Mental Lust Pollution (200/300): Love and Lust often go hand in hand in worlds like these. The exact difference is sometimes hard to spot, especially in the spur of the moment. This Perk makes the lines become even more blurred as in your hand pleasure can invoke all kinds of other emotions as a side effect. Before you give someone any kind of pleasure you can choose to make one kind of emotion be the side effect of experiencing it. If you choose love and give a girl the night of her life she might be filled with the same kind of love as if youve been having the perfect honeymoon. If you choose joy and give someone a massage or even a pleasant meal they would be positively beaming afterwards. The possibilities are great but if you pay an additional **100 CP** there is one more way to use it. Your pleasure can now also target present emotions in the one feeling it. Dissolving a radical woman's anger towards man could be a simple question of showing her something good. Fear from a past relationship could be a thing of the past for good after the best kind of rebound.

One Is Many (200/400/600): There is nothing more reliable than a large army of capable warriors. But so many bodies, regardless of their 'quality' certainly have their uses outside of battle as well. Why not make it so you are in charge of such a force? One way or another, you have gained the ability to make clones of yourself. These clones are under your complete control but do not have any of your powers by default and you can only make up to three though with time and practice you can increase the number. This should already be useful if you ever want to be the real star of an orgy but there are ways to improve this.

For **400 CP** you can make magical clones that also wield some of your power, like an inferior version of Morgan's technique. The number of clones you can make depends on your magical energy and how much of your abilities you are willing to imbue everyone with. A sufficiently powerful Mage could make hundreds at a time.

For **600 CP** the upper limit is downright removed. Like Kama you are (possibly) meant to give all the infinite forms of love, allowing you to make infinite extensions of yourself. You still need to supply power to all these clone sif you want them to be more useful than a hot body for truly everyone to fuck at an orgy though.

Mystic Eyes (200/400/800): What a pretty eye you have. Mystic Eyes are some of the oldest forms of magecraft available to humanity. They allow one who wields them to interfere with the world around them through sight alone.

You now have one such set of eyes (or perhaps singular eye) for yourself, having creative freedom in what they are able to do as long as you are comparable to the examples presented. No matter the level of power you pick your eyes are incredibly beautiful to look at and easy to get lost in.

For **200 CP** your eyes would be considered Gold Ranked like Arcueid’s Mystic Eyes of Enchantment.

For **400 CP** your eyes are comparable to Ophelia Phamrsolone and her Jewel Ranked Eye of Prolongation or Medusa's Mystic Eyes of Petrification.

For **800 CP** your eyes stand at the peak of potency possible, of the Rainbow Rank. The Mystic Eye's of Death Perception are your benchmark.

This Perk can be taken up to two times, though in which case you will only have one eye each for any power you picked.

You may also opt to purchase one of the below examples for Mystic Eyes:

-Mystic Eyes of Kink Perception (200): Your Mystic Eye's allow you to see what can be considered a 'sexual weakness' of another person. You will upon glance and activation instantly know their deepest fetishes and in what way they need to be fulfilled.

-Mystic Eyes of Compatibility (400): Your Mystic Eye's allow you to comprehend the inherent compatibility of individuals as partners, no matter what nature this partnership would be. By focusing on 'culling' compatibility factors or creating new ones you can raise or lower two parties affinity for partnership. Though particularly willful individuals can resist tampering to these factors and doing so is not a subtle process.

-Mystic Eyes of Power Sealing (800): Your eyes allow you to see the way power forms and moves inside of a person and functions by conceptualizing the idea of 'power being lost' in a person. Similar to the Mystic Eyes of Death Perception, you can strike at these moving forms. Striking enough times will allow you to seal the power of another being completely, them unable to use it unless you or someone else were to unseal them.

Anti-Porn (300): It is downright inane what some think can cause the most sex. Warrior woman being overpowered by overweight wannabe NTR villains. Flimsy Blackmail being enough to turn a Servant against her beloved Master. Sometimes the logic these worlds operate under is nonsensical. For that you can have this Perk, working conceptually against the very idea of what these hentai worlds run on. Porn Logic fails to affect you unless you actually allow it to. Your body won't simply give in to some monstrous rapist just because to name just one example.

My Body, My Choice (300): You are such a beautiful being. A lot of people out there may disagree however, desire to force you into a form you do not consent too. Maybe they try to craft your flesh into some horrific abomination. Turn you into the walls of an Ooku. Or turn you into a pig. This Perk protects against any attempt by outsiders to change your body. You can still be injured mind you. A Sword can still cut off your arm but any kind of biomancy or curse will no longer leave you as an easily squashed insect. Even if you somehow should end up in such a state you can revert

out of it at any time. The only thing that changes your body is what you consent to. Also protects against your body being stolen in some way.

Lucky Break (300): No matter how strong someone may be, there is never a 100% guarantee that they are truly unbeatable. Bad Luck or something as simply as an oversight or a fluke can easily change the tide of a confrontation. So why not make sure one such incident can happen on command?

Once per Jump you may activate this Perk for any one individual you're currently fighting. This is immediately followed up by an accident or slip up on their part. This slip up will by no means guarantee that you win but it will at the very least give you a sizable opening and leave them vulnerable. Kama may accidentally hit herself with one of her Arrows, Goddess Rhongomyniad regain her humanity briefly and hesitate or Goetia have his Demon Pillars fall into momentary disarray. Who knows what some quick thinking could allow. You can not decide just what form this Lucky Break takes but can determine if its nature is more sexually charged or simply practical.

Overwhelming Numbers (300): Quantity is its own quality. Sometimes all you can do is just send Servants after Servants against some foe. While this kind of rush tactic alone will not guarantee a victory, you will find that if you outnumber the opposition your efforts will see considerable benefits. The enemy might mess up more, lose track of certain parts of the fight, be overwhelmed trying to split their attention or find it harder to work against multiple techniques at once. This does cap out at a certain level. Having more than six times the numbers as your foe has is the limit at which you will see this Perks benefits. Still quite potent, perhaps allowing one to even stall a TYPE for a certain amount of time if they have a lot of Servants to call upon.

Hiveminds count as one individual being for this Perk, but only as long as the various members don't have their own sense of self. Kama and her infinite clones? They will be considered one as each body is piloted by her. Goetia and his Demon Pillars? They will in fact count as 72 because every Pillar has their own distinct personality. Also great for teaming up on a certain girl to overwhelm her with sensations.

Demon in Chaldea (300): It is impressive how one individual can throw those around them into chaos and despair. Lev, or more accurately Flauros, proved that too a horrific degree as Goetia's mole within Chaldea. Not to mention certain Servants who can go behind ones back to start trouble or who have at least done so during their time alive. You seem to have taken lessons from them, being able to insert yourself into a position to screw other people over. This works most effectively the more you were trusted or appreciated by the organization/group/individual you are betraying and only when these feelings were genuine. If someone were to trust you like Olga did Lev? Oh the heartbreak you could cause. Why, or for who, would you do this?

Tantric Teachings (300): You surely have a lot you can give the next generation on their way? The next generation with their asses countries would go to war over and legs that go on for miles. You are an excellent teacher, your students improving faster than they should and easier retaining information or gaining new skills. The bond between a teacher and their student is also not to be underestimated, those you educate being able to develop feelings for you if you allow it. Quite useful as your teaching progress becomes all the more effective when there is some sexual bend to it.

Rejection of Proper Human History (300): Certain Singularities and Lostbelts are a bit more ‘exclusive’. They reject certain criteria of beings like say non-evil or existences of Proper Human History. It must be useful to have a say in who gets to come in… or out. You have learned how to replicate a similar kind of ‘barrier’. By putting them around a location you can decide a criteria or challenge to allow passage. As long as it isn't lethal or kills anyone and its actually possible to achieve, it can be just about anything. You can set the door of a Prison Cell to not open unless the one inside masturbated or make it unable to enter your Warehouse unless someone wears Cat Ears.

Unified in Pleasure (300): Having multiple bodies must be incredibly convenient. You are your own army, backup and reinforcements. The sheer mental power to deal with all these bodies must be incredible. But what if targeting that could be the key to truly dealing with them? When you are facing a being that has multiple bodies of some sort, you are able to make any pleasure one body feels be felt in the same amount by any other body in the network. Imagine the look on Kama’s face as you rail one of her infinite clones only to literally enter a pleasure coma from infinite overstimulation. This also works for more offensive purposes like pain, though not for direct damage. If you were to tear one bodies arm off all others would feel the pain of losing an arm but not actually lose one for example. This Perk works to a much weaker degree when the members of a ‘Hivemind’ have individual mindsets and personalities like the Demon Pillars but the effect will still be there.

Aged Like Fine Wine (300): The good old days hold a truly stunning amount of wisdom and power. Many Magus to this day swear by the superiority of bygone times and indeed Chaldea's most challenging adversaries are often those with many, many years of experience to draw on. That's without considering Goetia's ancient conspiracy. This Perk does not boost your power. What it does do is give you wisdom with how to use what you do have. Your capabilities are something you are familiar with, having decades worth of practice with them loaded into your brain in an instant. Your skill also no longer degrades. There is no such thing as becoming 'rusty' with your abilities, a spell you haven't used in decades as easy to perform as the first time you learnt it.

As a nice bonus, age in general is sure to not impact you negatively. Even on your deathbed you will be of sound mind and fit body. A very attractive body at that. It would not be inaccurate to call you a silver fox. This kind of attractiveness also seems particularly charming to those of legal age but still younger than yourself. Wouldn't a wise, old, good looking gentleman be just what they need?

BB's Relationship Repair Protocol (300): *Hey~<3. We interrupt this mediocre Jump for an important announcement of the BB Channel! Just this once you get the opportunity to purchase the one thing that single handedly holds Chaldea together! Well... at Dark Tone... assuming no one has straight up taken over Chaldea. The Master is not a bad person and really doesn't deserve everything that happens behind their backs. So I, in my endless wisdom and kindness, occasionally step in and fix them. At least... sometimes? Erase and alter their memories like I did in the Moon Cell. By buying this Perk you are able to do something similar, a weaker version of my memory alteration. You can't fully erase someone's mind or personality or the like and if you think this makes you my equal, keep dreaming! You can however modify and erase memories of a target you hone in one and that happened in the past 24 hours. Enough to ensure that they mistake walking in on being cucked as just 'training' for example- SHIT HE'S BACK! See you soon~<3.)*

Pity (400): This is the Sin of the First Beast. And at the same time something that a desperate Master may just pray for in the middle of embracing the sunk-cost-fallacy. This Perk is for all those who want an assurance that all they sacrifice isnt completely in vain. If you put a disproportionate amount of resources into a single experiment, you can rest assured that it will most likely happen. You are able to guarantee that after a certain amount of repeating the same thing over and over again, eventually you get it right. Let us take the summoning of Servants as an example. If you were to spend say 900 SQ within the span of a day in hopes of just getting this one specific Servant, you would be able to get them but not before you hit the 900 mark. It is possible that you can get them before that but the only 100% guarantee is through reaching such a high number.

To simplify it, the Universe takes pity on you and your failed experiments. But only after you spend a ridiculous amount of resources, scaling with whatever outcome you are hoping for. This can even apply to other things than experiments, rituals or similar, like say social interactions. If you ask the girl way out of your league enough times… she will eventually give you a pity date.

Rising Saint (400): Trials can make a diamond out of coal and oh if Chaldea is not facing these in surplus. As a result they themselves have grown. Take Mash for example, whose Saint Graph Pattern has been stimulated through all these trials so that she is on the way to become a Top Tier Servant, partially helped by the fact she is technically still alive and not a static ghost. In short, your abilities will now be ever

improvable in power. You could go from a **400 CP** Servant to a **800 CP** Servant over battles comparable to that of all Lostbelts for example. There will be diminishing returns if you are not put into truly challenging environments and you will need ever more training to reach another apex, but it will be possible.

Rule Breaker (400): This actually has nothing to do with Medea. Instead it has something to do with this world at large. While things may seem clearly defined with immutable and hard rules… there are a lot of exceptions. Unique cases and unprecedented happenings and strange circumstances that make all these hard rules more akin to suggestions. Nowhere is it more evident than in FGO and you can try and profit. You have a chance to circumvent rules. Not just things like laws of countries but the way things are simply supposed to work. With enough time, practice and perhaps horniness given the subject matter, you can find and create exceptions to even rules of magic. Summoning Grand Servants, never before seen Classes or feats of Magic that defy logic, perhaps even making a Beast fall in love with you, all seem impossible but are really just one extraordinary circumstance away from happening. In future worlds this will of course also apply.

Reality Marble (400/600): The Magecraft closest to being real magic and a great taboo in the world of Magus, not that that would mean much in this Jump. A Reality Marble is the projection of one's inner world into the world around them, allowing for the creation of Bounded Fields where the boundary is space itself. The power and nature of this Reality Marble are up to you. It could allow for various sorts of summoning akin to Scheherazade's Alf Layla wa-Layla or reject things like divinity and mystery akin to Oda Nobunaga's.

Normally your Reality Marble would be resisted and rejected by the world, meaning it would have to be constantly supplied with Magical energy and even then be rejected after a set period of time. For **600 CP** your Reality Marble does not have that limitation, akin to Koyanskaya's Tunguska Sanctuary capable of remaining indefinitely.

In the spirit of this Jump you can opt for your Reality Marble to instead be fueled by your Lust alone. One example of such could be a Dungeon that chains people to it if they have been defeated, they themselves now a part of it that cant escape without some way to destroy or go out of dimensions or having someone do it for them.

Noble Fucktasm (600): Noble Phantasms are the epitome of a Servants legend. They embody the ultimate mystery of a hero and are gained through trial and work. Even skills practiced in life can become Noble Phantasms. You gain this same kind of potential, able to turn abilities, skills or things you possess into Noble Phantasms after a lot of time and work. Do keep in mind that it takes a literal lifetime for most Servants so be prepared to put the work in. Beyond that however you already have one… Noble Phantasm like thing. A legend purely based around sexual prowess.

Maybe you redeemed a mad sultan through your oratory work in the bedroom like Scheherazade or slept with a Kingdom worth of brides before their husbands did like Gilgamesh. You can take a past sexual achievement as the basis for the Phantasm or gain one during this Jump.

Womb of Monsters (600): All the horrific monsters that haunt humanity must have been born at some point. Entire armies at one's beck and call are undoubtedly useful and while Tiamat and her Sea of Life are the most famous example, the likes of Medb and Koyanskaya also made use of the soldiers or beasts they spawned.

Through this Perk you can store the ‘genetic information’ of others inside of you. To do so you must of course gain this information through sexual intercourse first. Once you have the data you can use them to reproduce. How exactly this happens is up to you, if you literally birth them, bleed from your index finger or simply create them. All you require is the data and the necessary magical energy to birth your creation. You can decide what traits to include from all your data and what to leave out and your creations are by default mindless and follow your orders.

Blushing Goddess (600): Behold! The mighty Kama! A Beast who threatens all of humanity and who is easily able to corrupt everything in her reach! Reduced to a blushing mess of a woman the second her hand is held. Okay what about Tiamat the dreaded Mother of Genesis… who really just wants to be loved as a mother. Maybe the Whore of Babylon… who is desperate to not die alone. What is it with powerful beings in the Nasuverse and having such simple desires? Or being so easily disarmed by their lessers. It is a helpful trait when going up against them at least and one you can take with you and apply even in the future. The more powerful a being is, the stronger the hidden desire to be loved they have. Depending on the individual, or your preference when applying this, this can even translate into a desire for submission or dominating someone else in a ‘different’ way. Perhaps a clever Master can make use of this. Do keep in mind that in order for this Perk to work they need to have an at least somewhat human mind. Trying this on someone like ORT will just end in your death.

True Name Bestowment (600): Names are an important part of any interaction with a Servant. Through them you know their identity, their weaknesses, their stories. How to best combat them. But perhaps the reverse is true as well, a specific 'name' carrying some of the power of its previous wielder. One only needs to look at Lostbelt Morgan imbuing her Fairy Knights with the names of Round Table Knights to see it in effect. Likewise there were many experiments done to try and make Mash a proper Servant. Names have power and now it can be one you wield.

You have the knowledge of how to imbue others with the 'names' and Saint Graph of a Servant. For that you must first be somehow able to get your hands on their Spirit Origin, something that is bound to be difficult for the more powerful Servants.

However once you have done so you can fuse it or aspects of it with other sentient lifeforms like Fae or Humans. These new names can even be used to 'hide' their past identity and block any dangers that come with it, like a Fae having the destiny to become a Calamity. Furthermore you can imbue certain restrictions on those you give Saint Graphs, though no more potent than 'A Knight who kills another will die in return'. You might even be able to create whole new Servants, fusing the Saint Graphs of two together like Moriarty did so prominently in Shinjuku or the Foreign God is prone to do with her Disciples. You can freely decide how much of the Saint Graph influences the one you imbue it with, if they only get their powers or also aspects of their personality or maybe even only their weaknesses. Just keep in mind that its best to have willing subjects and a lot of power stored up to make the best use of this Perk.

Manifestation of Beauty (600): It is no secret that the ladies of this world are a sight for sore eyes. The kind of looks that stay with you for the rest of your life and invade your lewdest dreams. But even in this Pantheon of bombshells, there are layers to the sheer beautiful babes to be found. Among them few as enchanting as the Mistress of Heaven, who downright weaponizes her wonderful looks. You step into her footsteps now, your beauty is itself a potent tool, not just a gorgeous sight. Just by being beautiful you can influence the world around you, acting passively as a boost to your charisma but that is far from the full potential of this Perk.

The more beautiful you are, the more effective this Perk will be. Be gorgeous enough and you can affect and charm even magical and inanimate objects. Gunpowder refuses to bond with oxygen for example if the bomb or bullet would be targeting you. Even the laws of physics can be casually affected by your mere presence if you are beautiful enough.

Starchasing Genius (600): What exactly Marisbury was planning to do is shaping up to be nothing short of condemnable. That being said it can not be denied that the man was a genius, CHALDEAS and Sheba existing solely because of him. You are now a genius on par with Marisbury himself, among many other things the secrets of spiritron based technology and all things best described as magitech within your reach. Understanding, improving upon and coming up with revolutionary technology is all something you can achieve. Combining Magic with technology is also more than possible. The only issue you will face is funding and Research and Development processes being what they are.

Authority of Divinity (600): The Gods have played a dominant role throughout human history, their actions and power having shaped civilizations. This is the option if you want to become like them, wield such might yourself.

You're a deity now, though in terms of raw power more comparable to a Pseudo-Servant. This allows you to wield an Authority. As an Authority is proof of

your connection to the world, you can think of it as your way of enforcing your will on the world through it, though you need to do so by using your own supply of magical energy. It is worth noting that using your Authority for lewd purposes requires far less magical energy than other uses. **You can purchase additional Authorities for 200 CP per Authority.**

Beast Candidate (800): There are more than a few Beasts rising in the Horizon and now you too could apply, your twisted love for humanity giving you the option. However unlike other Beasts, you are a mere candidate and if you do not make a move against the world will remain ignored by the Counterforce. Still you have some of the power your kin are known for.

First is your own Nega-Attribute, synergizing with your nature and powers akin to Nega-Genesis for Tiamat or Nega-Summon for Goetia, giving you an incredible advantage and counter against a narrow category of being. Second is the Authority of the Beast, enhancing your capacity to harm existences classified as humans with your techniques considerably. Finally you possess the skill Independent Manifestation, allowing for unrestricted projection and materialization of the soul, permitting you to freely manifest within a time period and location of your choosing.

Master

Masterful Stamina (100): When you have to make due for your Magical inefficiencies with your own lifeforce, it pays to have lifeforce to spare. Fortunately you have incredible amounts of Stamina, allowing you to stay strong even if you do nothing but summon Servants for hours against a gigantic threat before collapsing. Furthermore you are rather fit for normal human standards, having well defined muscles and the kind of build that actually seems attractive for Heroic Spirits.

Your increased stamina seems to have an additional quirk in sexual matters, allowing you to always outlast your partners. Even Kiara would be shocked by how enduring you can be.

Begone Thot! (100): Some girls just can't take a hint. Granted there are certainly worse fates than having a bunch of attractive women simping over you… like say a bunch of Yandere's wanting you to be their one and only. Fortunately you know just when and how to put your foot down and say enough is enough. When you want some time alone, as long as you tell them firmly, even an obsessed servant will refrain from sneaking into your room at night.

Harem Protagonist (200): Turns out if you don't treat Servants as weapons they will like your company. Who could have thought? Certainly not the Servantless Magus throwing their spells around. You just have an inherent ability to get closer to others, emitting a presence of kindness and friendliness. Be they proud fighters, rebellious heroes, complete yanderes, genocidal bitches, there is no one you can't at least approach. With enough time even the most evil of individuals, as long as you bother to connect, may just consider you an 'exception'. Starcrossed lovers could do the same, being willing to open their relationship to include you in due time.

Indeed should you wish romantic endeavors, that too just requires a little bit of time and bonding and even large Harems would be manageable, with everyone getting enough personal attention and no time related issues. Satisfying them in bed is just as easy as doing so emotionally, with yourself knowing how to pick up on the tiny cues, when someone is actually at their limit and is not comfortable anymore no matter how they pretend to be, but also when 'no' means 'yes'. Of course you yourself are sporting enough 'equipment' of whatever size you need. Loyalty to another will also be returned, meaning as long as you don't plan to betray them, your new friends won't either.

Mana Transfer Expert (200): Bloods efficient and souls are sweet, but when you need to give a Servant Mana in a hurry nothing seems to beat banging it out. They are certainly rather infamous. And Servants are certainly going to need Mana if they are to stop the insanity that is to come. So fortunately for them you are the resident expert in all things tantric and sexual, giving a lot more Mana than any other Master

should be capable of giving. Even a Love Goddess would be more than satisfied and fully replenished by just one round with you.

In fact you are so good that you can replenish more than just Mana with these acts. Any other kind of energy is just as renewable with tantric rituals. On paper you could even charge up a Reactor of some kind by being involved in strapping a Servant to some Sex Machine connected to it.

Shadow Servants (400): A special trick used by Ritsuka, allowing them to summon Servants they contracted with as Shadows. Instead of summoning Servants in full, a facsimile gets briefly and partially conjured. They may not be as powerful as the real thing, but still a potent tool.

It should be noted that summoning these Shadows for non-combat purposes is trivial and barely straining on your own energy. And while you can only summon contracted Servants for combat, you could even summon a Shadow of any sexual partners you had in the past, if only to enjoy some time with them once again.

What Magus Lack (400): Magus are a cruel, heartless and selfish sort. So how ironic is it that the one who accomplished more than they ever could is the very opposite? Really looking at the various Heroes and Heroines of this franchise, having a moral code seems to have its benefits. This particular world may not always agree but that is why you're here.

When it concerns you, kindness and goodness is always a valid option. Whatever requires 'evil' can be achieved with a good alternative, if not proving objectively better than its more evil alternative. Forging bonds and connections with your servants will leave them with beating servants of a Master who is a better Magus, if he only sees them as tools. Research that seeks to better someone's life will yield better and easier results than that taking the lives of dozens. Even a Beast may just be pacified peacefully, leaving them open to help you in the future. Even something as simply as wholesome lovemaking will ultimately beat out a… less wholesome alternative no matter the circumstances or purposes.

Alongside this however you will also find that lewd actions also often can be used as a replacement for other things, though proportionally requiring more intense actions as well. Ascension materials for example may just not be needed with enough hours in bed.

Plot Armor EX (600): Realistically speaking, no one should be capable of getting through the Grand Order, let alone what comes after. Chaldea's Last Master is a well and true anomaly. It certainly wasn't just blind luck that made them prevail but who can say no to some fortune being thrown your way?

You now have a certain degree of Plot Armor, allowing you to survive even hopeless situations. It won't do all the work, you still have to actually try, but as long as you do? Powerful allies will appear to help you, ways to beat the strongest of Gods will become known, mind control and charm attempts are not absolute and even what looks like a certain loss can be recovered and avoided. You even have the tendency to be underestimated and considered a 'non threat' just like Goetia did Ritsuka until it was too late.

Your Plot Armor doesn't just keep you safe however, affected by the more lewd nature of this Jump. It actively brings you into situations that seem tailored to your tastes, desires and kinks. Prospective romantic or sexual partners just seem to pop out of nowhere, gorgeous warrior women having issues that only you can help them with or just opportunities for fanservice that doesn't end with you being beaten into a pulp. You fall on a gorgeous goddess who is surprisingly understanding of your face in her lap or walk in on a girl masturbating and in the heat of the moment think you'd be better than her fingers. Even luck based Gacha's, Games or Rituals like the Summoning of Servants is affected.

Humanities Greatest Master (600): Things are looking rather grim. You're the only one humanity can rely on. Fortunately they couldn't have asked for someone better equipped for the job. You are an impeccable leader and strategist with incredible reserves of willpower to power through any calamity or attempts to break or corrupt you. In the midst of battle you can always keep a cool head, never losing track of any individual or variable and can provide personal support all the same. You always know the exact condition of your enemies and allies, spotting weaknesses and opportunities nigh instantly. Utilizing a servant to its full potential is just as easy for you to do, as is managing incompatible personalities or individuals who have reason to stab each other in the back instead of fighting together.

Beyond that, people will just feel it's right to obey you. Any who you command, even if they may be Rebels, Queens or Goddesses, will find inexplicable pleasure in following your orders. Given enough time even the most bratty Goddess could end up on her knees, loving every order you give her and eternally loyal to you or the most unshakeable dominatrix end up developing a submissive streak. And that's before you even try to do the same in the bedroom. You can also toggle this individually per person to instead or also induce 'bonds forged from battle', or simple adoration and love.

Magus

Magic Circuits (100/400/800/Exclusive to Master and Magus): Funny how a person's entire world in the Magical Circles can come down to these. Though the Master of Chaldea certainly lacks these, you do not have to be this limited. You have an acceptable supply of Magical Circuits in your being, roughly comparable to Kadoc Zemlupus. Alongside these Circuits comes a Specialization in a specific kind of Magecraft you may choose.

For **400 CP** (**200 CP** for Magus) you're a lot more powerful, comparable to any of the other Crypters besides Kirschtaria and Daybit. You may even some more potent specialties like Peperoncinos Shugendō or Beryl's Witchcraft and Curses.

For **800 CP** instead (**400 CP** for Magus) you can instead have truly exceptional Magical Circuits. The person who you are most comparable to is no other than Kirschtaria and Daybit.

Goredaddy (100): Not all Magus have to be jerks. Though there is a good chance you are or at least come across as one. Fortunately for you this is not as detrimental for social interactions as it may should be. You could be as abrasive or even perverted as you want and as long as you prove you in fact are a capable ally or care about those around you, any such actions will be ignored. Even a truly AWFUL first impression could be easily remedied and you can be certain that people won't just leave you to your death because of it, still thinking you have some good in you. Just make sure that this faith is rewarded.

Magus Authority (200): They better give you some respect! You are a well accomplished Magus after all! Your noble bloodline and all that shouldn't just be ignored. At the very least you can rest assured that you have a certain aura about you. The kind that emits confidence in all things you do and regal authority. In your lesser this can even cause a healthy bit of fear, or at least reluctance to confront you or argue with you on things that don't actively go against their beliefs.

Dick Magic (200): Come now. We all know how Mordred happened. This was an inevitability. You can now essentially give anyone the 'equipment' necessary to make children. However this Perk goes a fair bit beyond simply giving the female King a dick. Instead you have complete control over fertility. Both in terms of ensuring your cum fails to hit its mark after countless of rounds, but also to even allow a Servant to get knocked up or similar beings usually unable to reproduce or induce lactation. Even 'conceptual fertilization' isn't outside of your field of competence. This also makes you rather good at raising children, roughly comparable to Romani or Merlin, who is most famous for this trick.

Wolf Season (400): Even among Team A there were certainly a few individuals who were huge pieces of work. Beryl Gut comes to mind, self admitted piece of shit. Much like him you excel at being the worst kind of Magus, being skilled at torture, assassination, causing suffering and finding good opportunities to stab someone in the back. You're also rather tough to put down, able to create, find and prepare escape routes though this is by no means absolute. This furthermore gives you in general greater skill at finding weaknesses in others. Even in intimate situations you need to but touch someone once and immediately know how to make them a screaming, quivering puddle.

Contract Expert (400): Contracts and agreements really are such an important aspect of a Magus life. Even aside from the obvious Servant contracts. How convenient that you have an affinity for all things contract based. Making binding and favorable agreements for all parties, even if they seem to predominantly benefit yourself, is easy to do and will be followed through as long as you do your part.

You also have an uncanny knack on what it takes to break other contracts, even magical ones and twist loyalties. Don't think you could just walk up and 'steal' a Servant though. You still have to present yourself as the better option and do the work.

Mystic Code Creation (600): All Magus need proper tools to execute their magecraft and if there are no satisfactory tools to be found you have to make your own. You now have a particular talent for creating mystic codes of all kinds and for all sorts of purposes. Even Holy Grail's are not beyond your reach. You also become rather skilled at knowing what can be made out of what, maybe even how Phantasmal Beasts, Servants or beyond can be recycled and repurposed.

As you may have figured, your Mystic Codes seem to be a fair bit more potent/efficient to use if there is some sort of sexual bend to it, the more intense the better. A Mystic Code meant to store magical energy for example could be holding twice the energy if it was a butt plug.

Demonic Blood (600): No not the Demon you may be thinking of, Goetia has nothing to do with this Perk. Instead you may just be a lot more like one of the most famed Magus in humanities history. Merlin, himself part Incubus. You are like him now, Incubus or Succubus depending on your gender. You have a vast supply of raw magical energy. Make no mistake you are not actually equal to Merlin with this, especially in terms of skill. But the sheer amount of magical energy you wield is a potent tool all the same.

More relevant however is that you are now part sex demon. You are supernaturally skilled at anything concerning seduction or sex magic and can even travel into

another person's dreams. Furthermore you can of course drain sexual fluids to strengthen yourself.

Servant

Perfect Form (100): Not the skill that Enkidu has, don't be silly. No, instead this is by far the most common, and for some the most desirable, power to have around here. You are simply gorgeous, a pinnacle of beauty. Your very appearance turns heads and makes people enraptured. You can even choose the exact nature of your beauty. Maybe you have the seemingly perfect proportions and thighs of Scathach or are *ahem* very top heavy like one Francis Drake.

More Worth Alive (100): Things are rather brutal for a Servant around here. If you are basically a living weapon what else can you expect? But if you are worried about dying like a certain storyteller this Perk is for you. Your enemies and opponents will be more focused on taking you with them alive than killing you outright. Why if you were to do like Scheherazade and offer your body they would happily take you up on the offer to spare you, as long as their main objective isn't your death. Even then, you might just convince them with a sensual performance that it is more preferable to keep you around. The effect of this Perk is toggleable at least. Sometimes dying is preferable after all.

Waifu Bait (200): People can go to some truly extreme lengths for someone they love. One needs to only look at certain Masters going crazy over the one Servant they want more than anyone. This may not be something Servants actively try to do, but it is something they and now you can induce all the same. While sharing a night with you is by itself mind bogglingly pleasurable, your body instinctually moving to be pleasurable, everything that leads up to it you excel at as well. You know just what to do to be desirable.

This goes beyond, though certainly includes, seduction. Just the way you speak, walk or do the most mundane things like eating will be tailor suited to utterly captivate any Master you wish. Even when they only hear of you or see a picture of you, the first seed of desire will be planted. The longer this goes on and the longer they go without having your attention, the more intense it can get. Potentially ending with them dumping ridiculous amounts of savings to finally have your company. Just be careful to not blue ball them too much, they might just be offended when they finally do summon you. They might just make sure you pay them back with your body… by making you farm materials for days on end. The horror!

Power Perversion (200): Servants are very desirable beings, both for their power and looks. So maybe you want to use both for the same purpose? You are able to make just about anything some lewd variant of itself or find similar uses for any ability. Control over fire can easily be used for temperature play for example but even something like Excalibur could be perverted. Doing so is all the more fun but also safe.

You even find yourself gaining new skills if it is for someone else. Nothing supernatural and only mundane but anything from singing, to cooking, to dancing is something you can get the hang off if it is for a sensual or romantic purpose. This kind of versatility even extends to your Saint Graph, allowing you to make certain adjustments. Nothing that is actually beyond your power mind you, but giving yourself a larger chest while changing Class for the Summer is more than in your reach.

Dependent Manifestation (400): You did not read this wrong. This Perk isn't meant to give you the famed Independent Manifestation skill, allowing a Servant to remain even without a Master. Instead it allows you to always be around any one person you desire. Maybe you declare them your lover, Anchin or whatever you wish but you are now more than capable of staying around them. Their magical energy, however pathetic it may be, is enough to sustain you completely. And no matter where they go you will always find a way to follow them, even into Singularities or dreams (even allowing you to defend their minds) or worlds that reject Servants or human history. You're not letting the two of you get separated again. This also provides you a boost to your luck to be reunited with them. If your love is intense enough you may even overcome the 'Link Bad' state, though 'Link Lost' would still be your end. As a final benefit you can fight to your fullest no matter the circumstances or environments.

Conceptual Advantage (400): Heroic Spirits always repeat their stories and there are certainly a lot of them going around. Roughly they can be sorted into different categories however, like say humanoid, divine, threat to humanity etc. You can now pick one such conceptual trait that may apply to a servant. Any servant that fits this advantage will be more affected by whatever techniques or things are used against them. For example if you have a conceptual advantage over dragons you'd be far more effective against the dragon core having Artoria in a battle. This Perk can be chosen multiple times but only the first will be Discounted for Servants.

Master Favorability (600): The power of love is an all too common thing in many servants' stories. And wouldn't it be nice to know you are your Masters favorite and greatest servant? Now you can make love an active part of your battles and a potent tool to boot.

You possess what can be described as a meter which rises along with how loved you feel. Already being loved by your partner allows the meter to be decently filled at the beginning of a battle. From then on romantic interactions serve to fill it even further. Being focused on for strategies, being given enhancements or resources or other things that prove affection eventually all helps in filling this meter. Depending on how full it is, you yourself will grow stronger, even your best techniques becoming multiple times stronger when this meter is maxed out.

Upon the end of the battle this energy disperses once again, needing to be built up. All the more reason to have as many romantic moments of affection as possible!

Grand Slave (600): Grand Servants are the very peak of what a Servant should be, used by the Counterforce to fight off the Beasts. They enjoy Alaya's full support to safeguard humanity. It seems you have one such pact now, considered a Grand Servant by Alaya.

As long as you work in its service and accept no other Master, you will be able to rely on her energies to empower yourself greatly. If you were to break this contract, you could still use the remaining energy to perform one last great feat, the same way the First Hassan and Super Orion did. You will also be naturally drawn into situations where your skills would be most beneficial to save humanity as well. Post Jump this applies to similar forces trying to safeguard humanity.

However unlike other Grands you have beyond that an innate quality to be greater as long as you are obedient. The more you obey your Master, the more powerful you are. If you are undyingly and eternally theirs, even a medium ranked Servant could rival a proper Grand.

Phantasmal

Fou Kyu! (100): It is frustrating to be unable to communicate. A common issue with Madness Enhancement or even just certain creatures making it hard to be understood. This Perk ensures you no longer have to worry about such things. No matter the circumstances, you will always be able to communicate with others. You can interpret a Berserker's grunts accurately and even hold long conversations with Fou without issue. If you yourself for some reason shouldnt be able to speak, you would still be understood by the people around you. Very useful when you want to tell a certain Magus to fuck of, or when you want to show that yes you are indeed intelligent.

Walk Among Man (100): There are various benefits to not being your usual greatness. If you were a mighty Beast of the Gods that breaks the ceiling of a house if they were to try and enter or a Goddess in need of a break and some quiet, changing what you are is beneficial. This Perks functionality comes in two forms. The first is being able to take on a humanoid form, even if your real self was that of some great beast. Your human form can be completely human with no hint to your phantasmal ancestry whatsoever, or you can be a demi-human with some features of your true self remaining like scales or horns.

For those with no such beastly woes they can also suppress their own power as to be unreadable. Even with using analysing equipment, once this Perk is in effect no one will be able to tell if the man in a coat is actually a Heroic King or that woman at the marketplace is a Goddess in disguise.

Do note that in these suppressed states you will not be able to use your full power, only a tenth as a human/fully suppressed aura and only half in a demi human form.

Pheromones (200): There is something alluring about the scent you give off, the very way you smell. It is automatically tailor suited to be pleasant to whoever smells it. This in and of itself is a passive effect though you can also activate it, reinforcing it with your own energy. The more you push into your natural lovely scent, the more powerful it becomes. Those you want to impress in particular will naturally flock to you, taking a deep whiff. In higher dosages this can even work as an aphrodisiac, making them squirm in anticipation. If you'd like, you can even offer something tasty along with the delicious smell, changing the taste of your sexual fluids to whatever you want.

Dangerous Beast (200): Is it better to be feared or loved? Hated or adored? Both have their merits and downsides. Now you can at least somewhat choose. Looking upon you can cause a distinct emotional reaction in another. From disgust to worry to just finding you too cute. The intensity of this emotion scales with how much power you radiate at any time and if you are stronger than your onlookers. The emotions will

cause subtle actions as well, from wanting to caress and pat your head all the time as their favorite new hobby for something like gentle emotions, to subconsciously covering in your vicinity and wondering with baited breath how it would feel to be on the other end of your power.

Beyond this lasting and constant impression inherent to your presence you have a talent for great first impressions. Be it presenting yourself as an apocalyptic beast or a gentle deity, you know just how to put the first foot forward, such impressions lasting for a long time.

Tamer of the Wild (400): The touch of a skilled woman can change even a wild beast forever. Just ask Enkidu, who after six nights not only learned about himself and civilization but also took on a shape similar to Shamhat. You have a way of taming all that is uncontrolled and wild. Beasts of all kinds will opt to leave you alone unless explicitly ordered and compelled, by default having an appreciation for you. Training them to follow your orders is likewise childsplay, even allowing you to make them intelligent and with their own identity. Creatures you control in such a way even seem to be empowered, also allowing you to support them with your own energy supplies.

This talent for taming can also apply for any other rambunctious and wild individual, boosting your efforts in interacting with them or keeping them in line. Your ‘pack’ has an instinctual awareness of one another, looking out for each other with you being recognized as the pack leader.

Finally you have a talent for surviving in the wilderness, knowing where you need to go and find food and safety. In situations of such danger, people will naturally follow you to ensure their own survival.

Patron and Partner (400): Power invites respect. Many is the number of cities that worship a patron of some kind, be it a divinity or a beast. And who could be more deserving of respect? Your actions can rapidly spiral, furthering your reputation the more you act for another. Defend a city from a danger and you could quickly end up as their revered protector. They will lavish you with praises and rewards, of course that fame also making you all the more desirable for those that catch your interest. As long as you don't actively harm them they will keep revering you, even allowing you to get away with the occasional crime.

But for whenever you don't want adoring masses you can also elect one singular individual to be your partner. They will be publicly recognized as such, your actions reflecting on the other and vice versa, both enjoying the benefits of reputation. In return they will instinctively know how to work with you, be it by using their magic in the best way to empower you or knowing how to ride your beastly body.

Alpha (600): Not all beings are created equal. Saint Graphs differ between Servants, making some grander than others. Magical Circuits can be more plentiful in certain Magus and of higher quality. Phantasmals are no different. Among your own species, you are a superior being. A super existence that could be considered at the peak of what the species could be. To give an example, for Dragons this Perk would make them akin to Albion, the transcendental lifeform upon whichs Tomb the magic association lies in modern day.

This also gives you a certain degree of soft power on top of the powerboost. Your word, especially among your kind, carries more weight with weaker beings downright submitting to your will instantly. Of course this kind of superiority also comes with being seen as the superior mate, causing those with whom you are compatible with to grow damp and hot in your presence with time. This is of course toggleable. Finally children you sire are guaranteed to be healthy and fit, though not quite to the extend that this Perk provides you with.

Thirst for Power (600): Phantasmals can be so greedy for more than they already have. Ishtar stealing authorities from other Gods, Surt devouring Fenrir, Koyanskaya collecting beasts from the various Lostbelts, what the spider that sleeps in brazil does to Servants and the list goes on and on. If you'd like to follow any of the above examples in pursuing even more power you may take this Perk.

By eating something from another being you can become stronger, your own magical reserves growing or an ability innate to them becoming yours. This will usually be a temporary thing, drinking the blood or eating the flesh of a dragon briefly giving you more energy or its breath perhaps. If you were to devour something like their heart or brains however, you could permanently retain the benefits you gained, though not quite at the same level they had without training it up.

There is however another, potentially more fun way, to use this Perk. By means of sexual obviously. Ingesting sexual fluids or making someone orgasm can give you the same permanent benefits, though at an even more reduced rate. You'd need to drink a lake of cum or make someone climax personally for a month to get the same level of power you would have gotten from eating their heart. Still much less bloody, more fun and easier to repeat. If you're of the particular greedy sort this Perk can even literally steal power with every orgasm or cumshot swallowed.

As a final note your own cum can now work similarly empowering effects, too a miniscule degree empowering your partners.

Items

Every Origin has the associated Items Discounted by half, with **100 CP** Items becoming free. You also receive an additional choice of one discount for the **50 CP, 100 CP, 200 CP** and **400 CP** Price Tiers in General Items.

General Items

Command Spells (Free/Requires Waifu/Husbando): A set of magical tattoos on the back of your hand and something any Master needs. These Command Spells represent each one claim of absolute obedience and show that you are contracted with a Servant. By using one of them you can make a Servant do anything via an irresistible order. If your Servant agrees with the order the resulting effect will be all the more powerful, like if you order them to attack with all their power, allowing them to go beyond even their natural limits. I shouldn't need to explain other applications.

You get three Command Spells and they will refill daily.

Merchandise (Free): Fate is a big franchise that has produced all kinds of products to enjoy. So here have a way to indulge in it even after your time here is done. With you is now a copy of every single thing the Nasuverse has produced in terms of merchandise. From Games and Lightnovels to figurines and bodypillows. You even get stuff including you and depicting you as well. This also includes fanwork and before you ask, yes the lewd stuff as well. Would anything else make sense for this Jump?

Quantum Pieces (50): These blue crystals are the closest thing Chaldea has to currency so it's only fair you get a chance to have some for yourself. You get 1.000.000 Million QP for every time you purchase this. In this Jump they equate to Yen but in future worlds will equate to whatever is the 'standard' currency of your location. Only the first purchase is made free when using a Discount on it.

Bag of Toys (50): Because why not spice up things in the bedroom? This is a small bag filled with various kinds of sex toys. There is nothing special about them, beyond the stuff needing batteries never running out of them and the toys themselves being self repairing and cleaning. Dildos, vibrators, lube and various other small toys can be found here. You get one more Bag with every purchase.Only the first purchase is made free when using a Discount on it.

Private Tapes (50): Why not relive some of your best and most lovely nights? You have access to a personal tablet that always records your sexual escapades. You never see the cameras or microphones but they must have been there, considering they are so expertly edited and filmed.

Send Nudes (100): As if this ever was actually followed up by a baren depiction of someone else. But even when these are lacking this does not stop certain artists from getting creative. Basically what you have here is a folder of 1 to 1 accurate nude pics from every individual within the Jump. Yes, everyone. Some of them look amateurish while others look as if they were made in a studio. You get an update to your collection with every Jump you have entered. Even comes with underwear, oddly enough.

Collection of Vessels (100): Pseudo-Servants come into existence when a Servant is summoned to inhabit a living human vessel. Though unlike with a Demi-Servant where the human is in control, a Pseudo-Servant features the Servant being the one controlling the body. It is a feat you can now replicate, as you can at will retrieve a lifeless body from this Collection. It features 1 to 1 copies of any Nasuverse character, though lacking anything resembling a soul, sentience, life, magic circuits or any other abilities. They can perfectly house whatever Servant you summon into them, depending on the type of character used, maybe even slightly altering their personality if you wish, making arrogant Goddesses much more manageable. Besides that usage they are simply copies, barely qualifying as flesh dolls. Though if you use them for THAT… well they can not get pregnant either.

Little Perverts (100): Nobbus are their own, distinctly strange kind of breed, created from Oda Nobunagas subconscious after a certain incident. These tiny creatures can cause all kinds of trouble, particularly the kinky kind. You have a whole little army of them now for yourself. They are utterly useless in a fight, easily swatted aside but what they excel at is being perverts. Stealing panties, putting someone in exposed positions or similar are all things they excel at. As they spawned from your own subconscious and kinks, they wont do anything you wouldn't do.

Wing-Fou (100): Who needs a Wingman if you have this adorable inactive Beast? Chaldea’s very own mascot now considers you a cherished friend and happily accompanies you on your chain. While he will never really grow into his ‘true’ nature as Primate Murder, fortunately, he does have a few tricks up his sleeves. Mainly being just a fluffy bro in all things romantic. He will happily guide you through romantic endeavors, even reversing time by a few hours if you made a particular brutal mistake on a date. This trick only seems to work on anything related to dating however. At least Valentine’s Day should be a lot safer!

Bride Dress (100): Oh how lovely it is to see a blushing bride on her special day! The bonds of marriage are special indeed and only deserve the best of outfits to commemorate the occasion. This dress enhances a bride's beauty even more so and comes with best regards from a certain Fae. It does also have one useful enchantment. As long as all parties involved know about it and agree, the Dress can make a small magical vow between bride and groom, or in general the couple being

wed. This vow is only started by the Dress and does not need to be worn to keep it up. Furthermore it reminds the parties of the love they have for the other if they are ever at risk of straying and gives off the air that they are taken. Some may just see a challenge in that however, especially at Darker Tones. You can summon a new Bride Dress for any occasion, whenever one would be needed for whatever Bride may need one. Now go make Habetrot proud!

Wall of Glory (100): For anonymous and quick fun. Why bother with dates and seduction when you have an entire hallway here that can give you what you need? Each of these dozen holes is a portal leading directly to a random mouth, ass, pussy or cock poking out from someone you'd find attractive. Which one it is entirely depends on your choice and what ratio you'd like it to be or a mix. Their personality will also be fitting for what you feel like doing be its submissive gulping or a more domineering touch. If you look a bit closer you even see there being 'locking' mechanisms that keep your favorites in place. For when you come across a cock you'd like to keep quivering in need to tease and own or a pussy that feels particularly good. Dont worry about the person they belong to they will be just fine on the other side. Think of them as random followers.

With an exertion of magical energy you are also able to spread these holes around into other walls.

BB Channel! (100): *And we are back with another special- OH SHIT!*

(What do you think you're doing?)

(Uhm… my job as an AI~><'?)

(Your lucky I don't do you like the Moon Cell tried to and erase you just for attempting this.)

(W-Well… wouldn't it be better for the Jump if I am allowed to weigh in though? Aid in giving the complete experience and range of options you may not consider?)

(Hmm… alright very well. Just know I am a button press away from erasing this.)

(Geez I get it. Feeling territorial about your hundreds of pages long porn Jump?)

In any case this Item gives you your very own BB Channel. First you can have your own copy of it, able to communicate through the broadcast into the minds of anyone you are able to reach with your energy reserves. Not quite as effective as what I can do but pretty impressive if you have enough power. Beyond that you also get access to my own VERY private channel. Including Only Fans featuring steady updates from all kinds of servants~. Well… AI art recreations but mine are 1:1 as good as the real

thing! You could even introduce this Only Fans to other worlds and simply have people use it as they want. You'll get a steady fee as the owner.

Door of the Defeated (200): For when you wish to lock something away in deviant style. From now on you can, for every enemy that you defeat, receive one of these doors. The door in question will feature a statue of their likeness fused to it, with their bodies exposed and available in whatever way you designate it. This is explicitly not the original person you defeated. Think of it more as a commemorative price and proof you have bested them. The doors will open on your command, but fire bullets of magical energy, roughly comparable to the raw power of the person you defeated, in defense against anyone you don't permit access. Instead of doors you can also opt for similar statues. You can choose what material they are made of, from stones to various rare metals like gold or even gems.

This Item also comes with a pedestal to make anyone on it into a statue or door. For this to work they must either be thoroughly defeated and knocked out or willing. You can revert the process at any time and the person who is turned will be perfectly safe and healthy. In fact it will make any 'sensations' their body feels all the more intense.

Golden Apple Basket (200): No time for rest, more farming needs to be done. Lacking stamina for anything is always a shame but with this you will never have to worry about it, or at least a lot less. This Basket holds a dozen Golden Apples. When an apple is eaten they recover the eater's stamina instantly to full, at least for battle related exhaustion. For stamina related to sexual experiences you need to but simply turn one apple into juice and make them swallow a drop to be ready again. The Apples respawn every week.

Pocket Servant (200): Because the term pocket pussy doesn't quite fit what this Item is about. Oh don't misunderstand this is an Onahole, or perhaps Dildo. But it is at its core one that can be 'synched' to any single other individual at a time who gave you their consent. Using it for 'recreational activities' will feel as if it is their pussy/cock and they themselves will be able to feel the pleasure, though they can toggle this on and off. Believe it or not this has practicle uses, fucking it functioning like a mana transfer ritual. If your Servant desperately needs some extra mana but is in the middle of a fight, you can instead fuck this to give them the extra energy they need. You could even end up hearing their voice whispering all kinds of sweet nothings or dirty things to you.

Ortinax (200): A Mystic code to be fashioned by Da Vinci herself for a certain Kouhai during the Lostbelts. This futuristic looking set of black armor is meant to be used by Demi-Servants. It allows them, but anyone possessed by someone or some power really, to safely draw upon whatever they are connected with. It will imitate the equipment used by these beings, like say a mighty shield in the case of someone possessed by a legendary shield wielder. Should someone have been abandoned by

such forces, the Exoskeleton still allows them to wield a lesser fraction of the power they once had been lended. That being said, this armor can only do so much. Don't expect anything beyond a Knight of the Round Table to be replicable at the user's peak.

Summon Ticket (200): What a shiny golden ticket you have here. Beyond being pretty to look at, this unassuming piece of paper can aid in summons. Essentially it can allow you to perform a single summon of whatever you need summoned, though it is still up to chance what you will receive. The odds are very much against you, leaning towards weak and barely useful. But hey one more summon is better than nothing right? You get a single ticket every week.

The Pit (200/400/600): Ah well that is a rather famous trope where you are going isnt it? For all connoisseurs of this type of lewdness this is for you. You are in possession of a hole that is filled to the brim with tentacle-like things. Their exact appearance is decided by you and can be changed at any time from looking like Demon Pillars to Lahmu limbs to simple pink... tentacles. You can even elect for this to be a slime filled hole or something. Whatever it is they obey your mental commands but can be set to 'autopilot' or programmed to behave a certain way. If someone enters the pit the appendages will move to restrain them. While relatively weak they are very sticky and can hold on to someone surprisingly tight. They are also very skilled when it comes to 'mana transfer', able to induce a shocking amount of pleasure in a very short time.

Mana taken this way will be stored in the Pit and can be used by you at any time. You will also discover that the creator had a thing for something called 'Consentacles'. Basically everyone who knows what they are getting into will give twice the amount of mana than someone who didn't.

They recognize you as their Master so they follow your commands. You can share sensations with them, feeling every appendage as if it was part of you. Of course if you'd rather be inside the Pit they would be just as happy to show you a good time, though letting you out if you are needed somewhere. The Pit is roughly as big as the average room in Chaldea, able to hold a surprising amount of people inside and the tentacles are very compatible with any poisons or aphrodisiacs you happen to possess, able to replicate their functions to a weaker degree. Lastly they are able to ensure whoever is inside is taken care of, sustained by the serum they produce.

There are two additional levels to this item, each one more costly but also offering more in return. For 200 additional CP (Undiscounted) the size of the Pit is now equal to a Footballfield. Not only that but you can use your own reserves of magical energy to reinforce the tentacles, allowing them to be stronger. You can even summon them at will at this stage, using them as weapons in combat to surprise opponents and aphrodisiacs and poisons are now replicated 1:1 in terms of effectiveness.

For another 200 CP (Undiscounted) the Pit has become more reminiscent of Noble Phantasm like Heaven's Hole or the Abyssal Vermin of Lostbelt 6. It is a Pit in reality itself with an infinite pocket dimension. The pleasure it can induce is far more intense, downright mind shattering to the point those experiencing it become weakened as a result. Should you wish to induce some other debilitating effect however the tentacles can instead simulate pain or simply put whoever is inside to sleep. You can summon the Pit at any time by using your own energy and it will proceed to suck in anyone you aim it towards with strong gravity. You can even opt to make the Pit a part of your body now you can open to the world. When the opening is closed escape becomes impossible for everyone inside save for individuals with capabilities to cross dimensions or punch their way out of one.

Floral Arrows (400): How can you not want to spread some love around here? This Quiver and matching Floral Bow comes with best regards from Kama. When shoot at another these Arrows do no damage, however they can instill a feeling of love, lust or both in who they hit. This can be towards the shooter or a previously determined party. They can even break someone out of a deep concentration or hyperfocus, though do beware that their reaction to being shot at interrupted may vary. Again, best regards from Kama. The induced love/lust is not permanent however and will gradually fade away. You have a dozen arrows and they replenish weekly, otherwise replicable with your own magical energy.

Etherlite (400): Are you perhaps somehow related to the Eltnam family? Sion might be interested in what you are wielding here, the same tool that makes them feared and despised even within Atlas. You are now in possession of your very own Etherlite. Connected to you through a bracelet you wield a five kilometer long nano-scale filament. It is a micron thick, impossible to see with the naked eye and in essence an artificial nervous system. While it can be used as a whip to slice and capture opponents, its true nature allows it to attach to someones skin and integrate with their central nervous system, allowing for a multitude of uses. You could read their thoughts and memories, substitute damaged nervous systems with the Etherlite, release the limiter on their nerves to make them surpass their normal limits, make it impossible for them to orgasm, copy and merge with their experiences and memories and so much more. Practice enough with it and you could completely invade and seite another individual through thousands of barriers and take over another persons 'hardware', making the body believe its own brain was directing it when in truth it was you. They become like a puppet on a string, whose body and mind are directed by you however much you please. This process is free of any negative side effects and does not leave lasting damage either. Forceful removement of the Etherlite by someone other than you risks frying the targets nervous system and body however.

A Big Pile of Money (400): This was the very wish Marisbury made on the Holy Grail and even made the creation of Chaldea as it is today possible. The Grail being what

it is gave him great fortune when it comes to making money. This Item takes the form of just that, a guarantee of fortune that makes even the Golden Rule skill of Servants feel inadequate. You will be drawn to opportunities for massive amounts of wealth and funds, more than enough to afford any project you may want to make. You can freely decide what shape this fortune takes as well. Maybe there is a retired silver fox sitting on millions of an inheritance they are willing to leave behind the stud that made their life so fun lately. Or a heiress to a billion dollar company promises to make her daddy give you a blank check as long as you can entertain her. Very much in line with this world's logic, erotic ways that lead to fortune seem to offer even better benefits and fun.

Shadow/Storm Border (400): The mobile base of Chaldea during the events of the Lostbelts. This item takes the shape of a large armored Van, several times more durable than tanks and featuring an impressive array of sensors and systems. Fortified with modern technology and conceptual magecraft, normal weaponry shouldn't even be capable of damaging it. It also has both optical and conceptual camouflage to conceal itself. It has enough room and food to house well over a dozen/two dozen people for months at a time.

Beyond just being a durable vehicle with great scanning capabilities, it also comes with Logic Formula embedded and the Paper Moon, allowing it to enter Void Space. This is a theoretical dimension existing only while you are verifying it with the Paper Moon outside of reality. Diving into it allows you to travel across vast distances, even if these were separated by dimensions. Entering the Lostbelts is guaranteed to be easy. There is also no risk of missing your coordinates or accidentally appearing a long time after you initially wanted to land.

In purchasing this Item you also receive the Storm Border by the time the plot hits Atlantis. While still having the Shadow Border in its hangar, the Storm Border is a flying ship of great durability and even better performance. It can also house all your companions now and is especially receptive to modifications.

The AI on board is also not to be underestimated, as capable as Da Vinci herself and constantly working to support the Border and yourself. It can also project a hard light body that still feels like flesh in case you were curious and is very DTF when you are concerned.

Core of Divinity (400): Gods are symbols of power, living embodiments of it. With this item you would no longer be considered a Pseudo-God or someone who borrowed an Authority. No you are a deity yourself, sporting all the incredible magical power it implies. On top of that this Core also prevents your figure from changing in a way you dont permit, no matter the calories you intake. Finally it guarantees the absoluteness of your mind and body, repelling mental interference (Warning: This will not be the case at **Dark** Tone for the duration of the Jump). Though it should be noted that this

repelling will not work to stop the effects of any Drawbacks or Scenarios. If purchased with **Authority of Divinity** you would be a full fledged God, akin to Quetzalcoatl or the Lion King.

Do note that although you're powerful, you are not absolute. Your fellow Gods and some great Servants are just two potent threats.

Bedchamber of Survival (400): Some individuals are just more made for the bedroom than the battlefield. Scheherazade knows all about this, the alluring, death fearing storyteller. Sponsored by her you have this small Nightless Area, surrounded by buildings that remind one of Arabian royalty and the glory of Sultans. It consists of a single chamber and is serene in every way, allowing for sensations unlike any you could have imagined. With a comfortable bed and pillows that would allow for a comfortable rest and other such luxuries, you could spend over a thousand nights here without wanting. Sleep is more restful, pleasure more astounding, even if it is from something as simple as enjoying a good story. But do remember that this is a chamber meant for survival. Combining the charm of the place, the charm of the individual who is inside and the charm of their actions, this entire area conceptually becomes one with the lowest probability of death for you in the whole world. Even someone who would wish for your death, who is hell bent on executing you, could be persuaded to at least hear you out. Anyone feels simply less inclined to act on violent urge, especially if it is directed at you. Truly this might be the Key to your survival.

Tiny Book of Secrets (400): This much for a Book with barely anything written within? At first glance this does not seem worth the price. That is until you actually use this. Once per Jump you can use this on any one individual. This Book will now hold their most personal and damaging secret as well as irrefutable evidence, making anyone belief it if you showed them. Depending on the person this could reveal a kink their ashamed of having, something criminal they've done in the past or a plot to destroy the world. What you do with this information is up to you but for anything that isnt 'destroy the world' level of secrets, you find the secret holder to be very desperate to keep that Secret between the two of you. Do note that this won't stop them from killing you unless you have prepared some contingency for that.

Fake Enkidu (400/500/600): Don’t let Gilgamesh find out you have this, he would never stop ranting. What you have here is a copy of one of the oldest Noble Phantasms. Enkidu, the chains not the Homunculus, holds the concept of 'reigning over the gods'. Your version is about equally as durable, though lacking the Anti-Divine trait. Instead it possesses a powerful 'Anti-Magic' trait, making it impossible for anyone caught in them to use their magical powers. Servants trapped by them are so thoroughly bound they can not even fade away.

If you do want some sort of more specific trait after all however you can choose to pay a surplus charge of 100 CP (Undiscounted) to add one trait of your choice. You

could elect to gain the Anti-Divine trait of the original but could also select Anti-Human, Anti-Woman or really any kind of trait you'd like. This chain will be all the more effective when used against such a category of being. You can purchase additional traits for 100 CP per trait.

Finally if you spend at least 600 CP on this Item it furthermore wields an ‘Anti-Power’ trait, stripping the one inside of any and all powers they wield, no matter their nature or origin. Be it spiritual, biological, technological, as long as a concept of power can be used to describe their ability it can nullify them, in return rendering them helpless.

The chains can elongate on command and are under your control, directed by your mind and magic. By default they are simply incredibly long chains but with some practice you can shape the chains into any other kind of bondage equipment, be they gags or complete bodysuits. With an exertion of power you can then separate such equipment from the main chains, leaving them still intact and just as potent in restraining whoever is in them.

Servant Correction Cell (400/600/800): Servants cause all kinds of trouble around Chaldea, sometimes causing singularities for Summer fun or the evil ones not so subtly wanting to continue their work. For this you have this Cell. It is a union of magic and technology and imbued with conceptual abilities of containment. While it can only hold one person at a time, anyone held inside is unable to escape by themselves. Various sex toys are also included, powered by the captive servants own mana.

However this Cell has two more useful functions. Both of which require you to purchase this for an additional **200 CP** each. All functions cost **800 CP** (**600 CP** if the Item was Discounted).

One is the possibility to alter a servants mindset and even Saint Graph. Doing so requires intense mana and stimulation, equivalent to days work of cumming into them and making them overwhelmed with pleasure. Once that is achieved you can make some changes to their mind, like curbing some evil causing traits, these changes becoming a part of their very being. Even Koyanskaya at her worst would end up Tamed.

The other is a connection to your own Mystic Code. After all it would be a shame if you had to stop using their abilities in battle. A Servant imprisoned in this Cell has their magical energy make a connection to you as long as they are inside. This essentially turns you into a Demi-Servant. Though you will still need training to use their skills at the same level they do, to begin with everything being a rank or two lower.

You can choose to buy additional Cell's at the same price. Additional functions purchased apply for all Cells. Discounts only apply to the first Cell purchased.

Prison of Sin (600): Queen Medb once created a prison to house those she deems criminals and those who refuse to be her citizens. Serving as the Warden, her Prison was quite tricky to escape thanks to one special feature. The field around it negates the powers of all prisoners. She was rather lax and in the end incompetent given her prisoners escaped despite all these advantages. Maybe you can do better? You have your very own Prison, including a Prison Field that answers to the current warden. Inside your word is law… or well supposed to be as there is nothing beyond the Prison Field that enforces your authority. It is stacked with restraints and all things necessary to house a lot of Prisoners. Feel free to hire someone to train them for 'rehabilitation' and in general act like whatever kind of warden you want to be. Do be careful not to end up as an inmate yourself during a revolt.

Black Barrel (600): One of the deadliest weapons created by the Mage's Association. This Black Canon is the ultimate killer of Mystery and a conceptual weapon of natural lifespan. Even immortal Gods will have a limited lifespan enforced on them and killed by one shot of True Ether.

To fire the cannon you still need an impressive amount of power, roughly equivalent to one command spell though this Version can also be used as a normal but very powerful weapon thanks to the Guardian Fairy connected to it. This Guardian Fairy is up to your specifications and adores you and regularly tries to make her bride making fantasies come true through you, making her a great wingwoman.

Black Grail (600): Holy Grails are a path to all one's wishes being fulfilled. The path to get one however is filled with much suffering and conflict. And what if one's wish for the Grail is by itself a tainted one? One only needs to ask the first Avenger and all that surrounded a Grail War in Fuyuki. Either way you have a repurposed Grail for yourself. It can not grant wishes or supply one with energy. Instead by focusing your own energy on it you can generate an all too familiar kind of Black Mud. It holds all the world's sins... or perhaps simply desires. This Mud, once it comes into contact with another, can induce intense sensations, anything from utter agony to mindboggling pleasure but can also corrupt them down to the soul, devour them and/or rebuild them into someone loyal to your cause. With an evil pallet swap of course also comes much increased desires and libido. As long as you have the magical energy to spare you could even summon multiple versions of one you corrupted and claimed. Do keep in mind that more powerful beings can resist the corruption. A servant like Ushiwakamaru would be easily corrupted. A Divine Spirit would have to be submerged for days if not weeks.

The mud itself can be controlled by you telepathically, shaped into attacks or to create blackened, mindless shades to do your battles for you.

Saint Quartz (600): The very thing so desired by any Master who happens to be in Chaldea. And why shouldn't they be in such high demand considering what they can do? These rainbow coloured crystals can be used to begin a summoning ritual for Servants or Essences, though the good stuff having a very decreased chance to appear. Beyond that they can be broken to refill your or anothers magical reserves. If they are not spent they can even allow you to hold up to double of what you can hold normally. Even resurrection of up to six allies is possible, rejuvenated and at peak performance, though this only is possible in a small window after their death. Furthermore, you will find people will be very flattered if you give them some of your own Quartz.

You gain 30 Saint Quartz per month, which will allow you to do 10 summons in a row. If you want more, beyond saving these things up? Make progress in your journey, achieve great tasks or simply bond with your allies till you achieve an eternal, unbreakable bond. Such bonds could get you a few dozen at a time for every step taken, eventually allowing you to squeeze almost a hundred of precious Quartz out of them.

Holy Lance (600): Rhongomyniad is one of the greatest treasures the King of Knights possesses. A potent tool that allowed the Lion King to be nigh uncontested in the sixth singularity. While this Lance lacks the ability to grant you divinity, you can still use its incredible and varied power.

It takes by default the shape of a shining white spear, able to conjure massive pillars and beams of light to attack your enemies, powerful enough to threaten even particularly strong individuals. These blasts have impressive range as well, of several kilometers at least which only increase if you have some way to aim the attack.

This is however only the most basic use of the Lance. You can use it to summon a Tower, pristine and creating your ideal version of Camelot around it. This Camelot can house individuals and you can even suck their souls into the Tower, like Butterflies on a board, making the followers in future Jumps. The Tower is durable but not unbreakable. In fact you yourself can will it to break, utilizing the final ability of this Lance. As the original Lance fastened together the outer layer and reverse side of the world, breaking it would allow something akin to an Age of Gods to return to the world, or the local equivalent of the Jump. This Ages Mysteries will be considerably lewd in nature as well. Should you for some reason want more than one of these Lances you can opt to purchase this multiple times getting two at **800 CP, 1000 CP, 1200 CP** and **1400 CP** and finally three at **1600 CP** for a full set of 12 Rhongomyniads.

It should also be noted that wielding these lances can increase the size of certain ‘bodyparts’, in particular the chest for women. Enjoy.

Silver Ring (600): One single variable can destroy countless years of planning. And oh how Goetia would rage upon finding out who Romani really was. This Ring is very akin to the Tenth Ring of Solomon, though its usage is much more situational. Once per Jump you can allow this Ring to crack and fade away. As a result whatever crisis you are facing will have a sudden miracle occurring. Someone who you thought undefeatable will no longer be, gravely weakened in an instant or the doomsday device malfunction and collapse. This miracle can not be defended against and while it can not guarantee a victory it can do a lot of work in making you earn one. Once used, the Ring will be impossible to regain for the remainder of the Jump.

This Item does come with one weakness. Upon seeing it, your enemies will know of its true ability and purpose and will be desperate to destroy it. You are better off keeping the existence of this Ring a secret and hiding it as best as you can. If you'd like this Item can be a cockring or clitring instead? Seems easier to conceal.

Foundation of Humanity Board (600): 'Proper Human History is horrible' this, 'We are equal to PHH' that, enough with all this nonsense. Your timeline was wiped out to resurrect ones that shouldn't even exist. There is no justifying this atrocity. Especially considering just what kind of Hellholes are supposed to be candidates to replace it. But they will know that Proper Human History is far from helpless and is at the end of the day, more valid than any of them. You are now in possession of the the Foundation of Humanity Board or FoH Board for short. It is capable of measuring the value of something for Human History and how compatible it is with them, from individuals to things like the Storm Border itself. Furthermore it is able to show imbalances and when something isnt compatible with it. It will also warn you of anything that may violate 'Human History Rules' from inside or outside while acting as a signal to enable trials to repair the Foundation. Beyond simply being a measuring tool, the FoH Board can use human history itself as information to empower certain classes and beings like Heroic Spirits in forms of various Class Scores. Giving up ressources allows for you to improve the rank score and in turn the capabilities of the Heroic Spirits. In future Jumps you will be able to empower Servant like beings in the same manner. If you like the FoH Board can, instead of being connected to Proper Human History, be associated with another timeline.

Grand Graph System (1000/1200): The Seven Grand Servants are the final line of defense between humanity and extinction. The greatest Champions of Alaya that arise in the face of hopelessness and oblivion. Their Saint Graphs are far more potent than anyone else's, a step beyond anything a normal Servant could do. A single Grand can change the tide of a great battle. If you take issue with how Alaya assigns these titles how about assigning them yourself? You have 7 Grand Servant Class Saint Graphs. You can imbue them into any Servant you have, transforming them into Grands with all the additional power this brings. In the spirit of this world this will also give them the **Grand Slave** Perk. There are some requirements however.

The Servant you use these on must be incredibly close to you and already be at the ‘peak’ of their abilities. If they aren't the Graph can not be used on them. You can rescind and change who your seven Grands are at any time. For an additional 200 CP you also get two Grand Graphs to be used on any ‘Extra Class’ Servant. Even Beasts if you somehow managed to tame such. A certain President sends her regards.

Master

Mystic Code (100): The perfect outfits to save the world in. Here is a whole collection of all the Mystic Codes the Master of Chaldea has at their disposal. Beyond just looking stylish each set of Mystic Codes have their own tricks up their sleeves, three different small spells that you can activate by using your lifeforce to give your Servants an additional bit of support in combat. They also protect you to a degree against the environment like temperatures of -100 degrees and the Mana Density of the Age of Gods.

Private Quarters (100): After a long day of walking through singularities, isn't it nice to just return to your own Room? That is what you have this for. A nice and comfortable bedroom, with all the little amenities you can ask for like electricity, water, a bathroom and of course a large, very comfortable bed just made to feature all your lovers on it. Additionally this room has a certain amount of protection and privacy. No need to worry about a yandere suddenly appearing from under your bed.

Catalyst Set (200): Do you really want to leave things up to chance when the consequences could be as severe as best girl not coming home? So here take this replenishing supply of catalysts. You get one for any single individual you may want to summon. Using them in any summoning attempt raises the chance of success to a nigh certainty. Once the servant their for has been summoned you are able to pick an additional set of catalyst the following week.

Though… by default these catalysts take the form of rather revealing images or magazines, even some videos, for your desired servant. Don't worry they didn't come to you out of Pity!

Material Farming Preparations (200): Just got a new Servant but their Spirit Origin is weak and equipment subpar? Don't worry there is an easy solution for that. This case holds enough farming materials to fully level up and ascend any Servant once per day. The case will refill the next day if there is a new servant to bring up to speed. Should you not want to wait this long however you can instead go into the nearby Simulator, allowing you to fight against simulated enemies and mooks in return for materials. Even special battles like Grail Fronts can be simulated. Make sure to reward your hard-working servants properly.

'Bond' Farming Equipment (400): It is important to grow closer with your allies! So why not have something to speed the process up a bit. An entire BDSM dungeon worth of them, filled with all sex toys you could want and illuminated by burning lanterns.

This Item has three components to it, the toys, the lanterns and the dungeon itself, all working for the same goal of bonding as quickly and efficiently as possible. Each will

make any experience more intense and deepen your relationship. The dungeon will make good things feel even better when they happen inside, the toys remind someone of the bond they have with whoever put them on and the Lanterns make it all go beyond what any party would have thought possible. Individuals who spend a session here will be much quicker to open up about themselves, be it their true feelings or something traumatic about their past.

The dungeon will clean itself and spawn any ‘aftercare’ equipment as well, by default some delicious snacks and refreshing tea. In one of the drawers you can find a tablet with the best moments recorded that will also show you just how deep the Bond between you and the rooms guests is.

Though perhaps the greatest benefit is that through ‘Bonding’ you can get something else. A single resource can be farmed, you getting more of it with every ‘level’. What this resource is depends on the person and the world they are from in future worlds but in this it will be Saint Quartz to use for summoning or other purposes.

FATE Systems (400): The perhaps greatest tool in Chaldea’s Arsenal. The FATE System is the means by which Servants can be summoned, allowing you to collect histories sexiest, ehm, greatest Heroines.

The Servants summoned will receive enough magical energy to allow them to remain manifested but it will not be enough for them to be in fighting condition. For that you yourself have to supply them the necessary energy. Beyond that they will function the same as the **Waifu/Husbando** Companion option, though without the guaranteed loyalty. That is something you will have to earn the hard way. In future Jumps you will be able to draw upon historical figures of the Jumps history. Additionally your summoning system is tampered with to your benefit, giving you increased luck for whatever summoning you want to do to be successful. Its still a bit of a chance game but one rigged in your favor. You can do one summon per day.

Also comes with a Saint Graph Briefcase to register all your summons.

Sirius Brand (600): The Command Spells are nothing short of genius, powerful spells of obedience. But there are Command Spells even beyond them, the Sirius Lights. They can grant a Servant explosive power, dozens of times what one could get from a mere Command Spell and allowing one to make orders impossible by their standards. This power does come however at the cost of the Master's life once the Sirius Light is used.

What you have is not a Sirius Light, but a superior version. Instead of being applied to you, you know how to apply a Sirius Brand to a Servant. The process of doing so takes some time but once you have done that it becomes a Permanent Command Spell engraved into their soul and saint graph. Essentially this allows you an infinite

supply of Command Spells for this Servant, making it so any Order will be magically enforced and irresistible, no matter their resistances or immunities.

The Command Spells can be used for combat as well, with the additional effect of becoming more potent the more the branded Servant obeys you or loves you. The deepest levels for these emotions could allow a Command to be twice as effective, though still falling short of the sheer might of a Sirius Light. Such raw power can still be activated by you however, instead costing your Servants life. They will naturally respawn after 10 years or at the beginning of the next Jump, whichever happens first. You can resurrect them before that timeframe but they will no longer be able to use this power of the Sirius Brand.

For more recreational uses, the Brand allows you to control their sensitivity, arousal and makes their bodies soft and particularly reactive to your touch. Great for Master Servant Bonding Sessions. You even know how to apply this Brand to people.

'Buddy' Ring (600): You can imagine that a certain kind of girl would go crazy over being given a Ring like this. Especially since you have a matching Ring for yourself that you will never lose.

This Ring however has a few far more powerful abilities than 'simply' being beautiful. For one the wearer becomes vastly more resistant to 'debuffs'. Entirely immune to any kind of 'debuff' that would risk their loyalty to you like attempts to alter their mind or even soul, the same being true for you. They also seem to be just a little bit better in battle, having a higher chance for their techniques to be more effective as if they became a 'lucky crit'.

For another the one who wears this Ring becomes yours. Completely and utterly. Even if they die the Ring has a total claim to their soul, allowing you to resummon them as good as new. Trying anything magical that messes with a contract or another? Medea could stab her Rule Breaker for years on end and it would be as useless as the first time. The Ring wearer even becomes a free companion! Automatically inserted in future Jumps with the basic Companion stipend.

For those that are interested in a little more than happy monogamy, something important. Anyone who can be argued to have the same utter love and commitment to you as the one who wears the original Ring, may get one of their own. These copies of a design specific for them function the same as the original, from the additional crit luck, to the protection and free companion option.

If you choose the one who wears the original will be considered the 'Top Wife'. This won't cause any problems.

Magus

Magical Tome (100): Every Magus should have one don't they? Somewhere to put all their knowledge in. This Tome is specifically engineered to fulfill this purpose for you, cataloguing any and all spells you may have learned. Beyond that it also is usable as a potent focus for magical abilities.

The pages at the end of the book also have some interesting things to show you. Mainly a collection of rather smutty stories, with people of your choice as the main stars. Some light reading in between your studies.

Croissants (100): A tasty and delicious peace offering, or at least something that can lead to negotiations. At will you can summon a full plate of perfectly made croissants. Beyond just tasting good they have a certain irresistibility to them. When someone is offered one of these croissants, you will find they will at least accept them. As if compelled by the laws of Hospitality. Once they ate them, you are guaranteed to at least have their ear for a few minutes. Enough to strike up a conversation and at least get them thinking about what you represent.

Sealing Talisman (200): Naughty foxes causing trouble. More than a few know better than to trust Daji and the Lostbelts feature a whole different pink haired beastly woman in need of a spanking. So take this with best regards from certain Chinese figures. Once you slapped this Talisman on another person, it drastically lowers their magical and spiritual energies. They can not take it off themselves but it is trivial for another to do so. Do note that this is not an absolute effect. Sufficiently powerful beings, say **800 CP** Servants or higher, may need several of these Talismans to be at all affected. At least you now also know the process of creating more.

Pink Mud (200): Alchemy can give way to many interesting concoctions. One only has to ask Jekyll. You however have your own Magnum Opus of this art. This pink liquid is a powerful Aphrodisiac, refilling itself constantly inside its Vial and seemingly loosely inspired by a certain mud though far less catastrophic. When ingested by someone, they are immediately overcome with an incredible lust and desire, even if they normally wouldn't be able to feel these things. It can also be used to lower someone's inhibitions though this effect is toggleable.

Deviants Workshop (400): Every Magus needs a place to work in and fortunately you no longer need to worry about having to set up shop. In your possession is a Magical Workshop, specifically tailored to your craft. It comes stock with a steady supply of magical materials, from phoenix feathers to dragon fangs and everything in between and updates to include similar resources you have gained in the past. Progress done here is always done far faster, roughly twice so.

Cleaning this workshop is a dutiful set of Maid themed Homunculus. They are utterly devoted to you and your goals, willing to help you however you need them to, be it getting rid of dust or kneeling under your table for hours while you read.

Prana Source (400): You can never have enough magic for all your purposes so here you can have more than any Magus should need. Inside this room is a constant supply of Prana, easily and safely for you to collect and use. The power output is roughly on par with Chaldea's own reactor.

The exact nature of these Prana Sources are up to you, by default being a bunch of mind and soulless Homunculus. These Homunculus could also be used to house someone's spirit on paper and just so happen to take the shape of a large number of body types you find attractive.

Magus Family (600): Bloodline and heritage matters a lot in the Magus world. Fortunately for you, you have quite the esteemed family to look back too, with plenty of wealth to boot. The kind that could have bought Chaldea in its entirety when it was on sale after the Grand Order. You even have some kind of accessory that proves your potent lineage.

Though you'd think this wouldn't matter much when human history itself is erased or the world itself is bleached. Think again. Just by being the main Heir of this Family you receive a boost to your innate presence and reputation. Some may naturally look to you as a leader.

Crest Worms (600): Parvati might just fry you on reflex considering what the girl she is using the body of had to go through. Rest assured however that this is far less vile than what Zouken used. In short you have here a dozen, mindless, controlled via magecraft and completely loyal to you, Crest Worm familiars. They can serve as artificial magical circuits, giving even a non-magi the ability to use Magecraft or bolster present magecraft. You can even insert one of your Perks or abilities into them, granting them to whoever you implant one of these worms into.

The process of implementation would normally be quite agonizing and just having them be a cruel fate. Yours however do not have such downsides. Implementation and usage and what reactions they cause for the host can be decided by you. It can be anything from completely painless to even pleasurable.

An implemented Crest Worm is replaced the following week.

You have one special Crest Worm that won't get replenished though. This one when implanted into someone can serve as a one up for yourself. Of course your back up plan can't just be left behind so they can be a free companion, automatically inserted into future Jumps with the basic stipend a companion gets.

Servant

Spiritron Costumes (100): To kick ass and look good while doing it… or lose badly and look good while doing it. These outfits may not decide the outcome of a fight but they are certainly beautiful. A large wardrobe is now yours, filled to the brim with all kinds of attires for any occasion, though the majority of them seem kinky in nature. Maid Dress, Bunny Girl Suit, a tiny Bikini, something labelled 'Dangerous Beast', Wedding Dresses or simply lingerie, it's all in here.

No matter how inappropriate they may seem no one will ever pay attention to it and they will never hinder your skills or abilities, high heels for example making running and swordfighting not in the least more difficult. In fact they even provide some minor skills depending on the outfit you wear, like a Maid Dress making you a decently skilled Maid.

Valentines Chocolate (100): What better day to you're your affection than valentines day? And what better way to do so than with some sweet heart shaped treats? What you have here is an endless supply of incredibly delicious chocolate, in whatever shape you want. Beyond just being sweet however they can also hold your feelings for another person, allowing them once they ate some to know just how you feel for them. Even the densest of Masters would understand the depth of your feelings once they had a bite of these tasty treats!

Date Night (200): How dare they intrude on your quality time with Master! It is oh so maddening. Don't you feel like just blowing Chaldea up? There is a better solution fortunately in the form of this item. Inspired by the combat simulator, this version rejects such things. In fact using it for anything other than its intended purpose will cause it to shut down and needing to be rebooted. What purpose you ask? To be the ultimate place for a date.

It is capable of creating life-like simulations of whatever date you could want, be it a lovely night of stargazing or being ravaged at a Beach at sundown. Time in this Simulation will not pass outside or towards your in Jump timer, though you can only spend up to 24 hours a week in here. But hey isn't that still worth the extra time you can have with your beloved?

Heroic Kitchen (200): A real hero should know how to fight hunger. In front of you us a Kitchen that even Emiya would be satisfied with. It is stocked with all manners of non-magical ingredients and top of the class kitchen utensils. Even a novice could make cooking that rivals Boudica's in here. As an additional bonus food you make can be applied with some additional magical benefits, be it a healing spell or a temporary buff to your stats. Also comes with an Apron which when worn lets you cook twice as fast, though only when it's the only thing you wear.

Back Up Body (400): Servants have it rough, even if we ignore any potential sexual misadventures. They can get fucked up without lube both in and out of combat. So for situations where it has been too much you have this. Akin to Da Vinci's second body, you will find yourself in this one should your present body ever be killed or 'beyond repair'. Essentially it functions as a one up but one that you can manually trigger as well. Even damage to your mind or Saint Graph would be cured once used, essentially making it so as if the 'damage' you received never happened. The downside? Well you only get one per Jump and much like Da Vinci you will be noticeably weaker. Unlike Da Vinci though, your raw power will eventually return after a period of one year, though that timeframe can be shortened if you are supplied with enough 'mana'.

Max Bond Craft Essence (400): You'd be surprised what you could get from enough Bonding. What you have here is… well it's up to you. It could be a framed picture of something in your past, some weapon or accessory or anything really. The most important thing about it is that it is yours. No one but you can use it or even hold it and as long as it is in your possession you will find something about you noticeably made more powerful. Something relating to your most used abilities. Your attacks are more powerful or you can come back from the dead even more often to give but two examples. This benefit is tailored to you and your most 'iconic' techniques specifically.

Unholy Grail (600): Funny how these things are so revered in a Grail War but are so common around Chaldea. Not just the things Goetia created but also the ones Servants steal or make for their own purposes. You receive one Grail now, capable of serving as a potent source of Magical Energy. You would have no issues staying manifested yourself even without a Master, even noticeably stronger than you would be without it. On top of that you can make use of the Grail to make one wish per Jump. Making a wish on the Grail makes it unable to be used for its magic providing purposes for the remainder of the Jump.

Your Grail also comes with noticeable limitations, most effective and capable at granting wishes that are made for a lewd goal or intent.

Sexual Resistance EX (600): Okay sex is fun and all but let's not forget that humanity itself is at risk of being destroyed. Not to mention that there are those who want you but you may not want them. For this you have this chastity belt, in a design of your choice. As long as you wear it, you become completely defended against anything sexual. Lust based curses will fail to affect you, you yourself will not be tempted by the pleasures of the flesh and any wannabe rapist? They simply won't be able to touch you. You can still be injured or killed but trying to sexually assault you? Not happening. But even outside of that you're considerably more durable, the belt acting as a potent increase to your defenses and granting you a healing factor nearly on

part with Avalon, though lacking the conceptual defense of transporting you into Paradise and destruction of your brain would still kill you.

There is one Key for it that you possess though there is something potentially more fun you can do with it. By knowingly and intentionally giving it to another. They will receive the same protection of this Item. You can only get it back when they give it back to you and the longer you go with the belt on, the hornier you become, especially for whoever has the Key. After 10 years of this you might just beg them to become your companion. Fortunately your Key bearer can freely be taken as a companion, automatically imported and receiving the standard CP stipend available.

Phantasmal

Offerings (100): A regular tribute paid to your greatness. This Item includes a weekly shipment directly to you of whatever things you fancy most. A weekly supply of your favorite food and drink, some materials you like (from clothing and gems to games and recreational objects) to even a weekly visit from a very willing virgin woman who appeals to your tastes.

Manifestation of Ideals (100): Ideals and ideologies are a pretty big thing in this world, especially with beings from older ages. It is not rare to see others hold long speeches, even in the middle of a fight. With this Item you shouldn't need to worry about having to explain them. Instead you can simply hand over one of the infinitely replenishing books, scrolls or articles detailing your worldview. While they have no mind altering effect or the like, they will compel people to at least give it a read.

Reverse Side of the Warehouse (200): The Reverse Side of the world is the place where the Phantasmal lives and originated from. It can be considered the planet's reality marble, though not just based on one ‘mental characteristics’ and being far more complex and varied. A portion of it is also known as Avalon and considered an Utopia by some.

You have your own similar layer attached to your warehouse. It is no larger than the warehouse itself and offers no real benefit beyond its existence. However it is by nature the ideal environment for whatever most fits your species of Phantasmal. Beyond that it is no paradise, even if sensations are amplified by double, as if the characteristic that shaped it was ‘desire for pleasure’. You may apply this effect also to any property you own.

Rider Gear (200): The Rider class is best known for its Servants having vehicles or mounts. Now as heroic spirits they are still connected to what they used to ride, even creatures summonable. If you wish to do something similar you can use this set of gear consisting of a saddle, various harnesses and a riding crop. Hitting someone with it with their consent or giving it to someone, allows your souls and saint graphs to fuse together, one essentially becoming a Noble Phantasm for the other. This also makes it so if one of the two parties is dead, they will respawn after 24 hours as long as the other still lives. This can not be done to fuse more than two individuals into the same saint graph but undoing the process is as simple as taking back the crop, hitting someone with their consent again and knowingly breaking the connection.

As a last note the riding crop can also simply be used to make someone more sensitive for a short period of time after being hit.

Temple (400): For where else should your likeness be praised than at your own Temple? This luxurious building is filled to the brim with all kinds of art to praise you

and holding a vast amount of amenities. From an infinite supply of your favorite food and drink, to pools and rooms filled with the most comfortable pillows. It is cleaned and taken care of 24/7 by dozens of servants (not that kind of Servant), perhaps priestesses if you are a deity of some kind. Their bodies and appearances and even personalities can be designed to your liking and they adore pleasing you in whatever way you may require. Truly dutiful they are, though rather useless in a fight. For defense you have instead a few dozen demonic statutes, each one with the magical energy of an A-ranked Servant If they were to die they either respawn after a day or will be just as quickly replaced by someone else. You can freely choose where this Temple is located, from a mountain range to outside of time.

Phantasmal Tribe (400): Some creatures of the fantastical variety seemed to have flocked to your cause. They share your ideals and solely wish to serve and follow you. The Tribe consists of 50 **Free** Phantasmals, 20 **200 CP** Phantasmals and 10 **400 CP** Phantasmals of your choice. A nice force to be able to rely on in hard times. They even seem to act on your desires without you actually ordering them too and thanks to their teamwork, talent for traps and element of surprise can even take on more dangerous opponents with a not low chance of success.

Singularity (600): Among the many Singularities that formed for Chaldea to combat, some stand out for the pleasure they promised. Their creators wishing to have the time of their lives following some whim or fulfilling some desire.

What you have here is a Singularity of your very own. A private little corner of human history, turned to fit your tastes and desires the most. Its shape and theme is up to you but what it offers is roughly the same. Fulfilment of your desires. Whatever perversion you want to follow, you are guaranteed to find it here, from willing and alluring attendants to great booze and food. Maybe you'd like a copy of Kama's Ooku? A Casino staffed with Bunnygirls? Or your own Beach Resort? Or maybe something entirely original? In any case you will be considered the supreme authority in the singularity. The Singularity is kept stable by a Holy Grail, though said Holy Grail can not be used to do anything other than power the Singularity and if it is destroyed or stolen the Singularity will collapse. You get a new one in the next Jump.

You could even invite your enemies inside, the Singularity being able to corrupt those inside. This is a slow and weak process but certainly amplifies any abilities to corrupt that you yourself possess. All the more so for anything the inhabitants do to indulge in what you offer. Unlike normal Singularities, yours does not interfere with the human order. As long as you do not take actions to change that or actively make enemies with them, Chaldea is going to be fine ignoring it. After this Jump your Singularity becomes a warehouse attachment.

If Lost Return to… (600): A marvelous mystic like you, who wouldn't want to have you for company? This Item doesn't quite take the shape of a physical thing, though

certainly can become one. Perhaps a legal document, a brand, collar, microchip or even just a picture of the two of you if you choose so. At its core this item only represents something else. An opportunity. Upon entering a Jump you can select any one individual to apply this item too. They will adore you as whatever makes the most sense for the circumstances and what you are. Perhaps they adore you as their cherished beast like Ishtar does Gugulanna. Perhaps you are a new manservant in their mansion that they immediately have as their favorite. Perhaps you are their childhood friend or cool seeming new neighbour or patron deity.

Whatever it is, this guarantees that this individual adores you. Even if they were to 'own' you according to circumstances, it will be one of the greatest priorities in their life that you are happy and taken care of. You're just a calming presence for them, able to drag them with a hug alone out of boredom and ennui. Should you ever be separated you will find you can quickly reunite as well, though not to the same degree as **Dependent Manifestation**. The two of you also seem to bring out the best in each other, flawlessly working in tandem and powers or techniques twice as powerful if done together with them around.

How this relationship develops can also be decided by you. They may become more dominant to what is 'theirs' or secretly wish to wear that collar themselves with you holding a leash.

Of course it would be a shame to leave your owner/partner behind so you can take them as a companion for free. Don't worry about repercussions for using this in future Jumps. Anyone who you apply this Perk to will happily 'share'.

Lostbelt Customization

(600/Requires Cosmos in the Lostbelt):



Do you seek to ally with the Crypters against Chaldea and Human History? Or do you see this unique kind of Item and simply want to have it? In any case you have your very own Lostbelt now, a simulated history of the world ripe with resources, benefits and opportunities.

That is however not all as you have the opportunity to design just what you're Lostbelt brings to the table much more intricately.

You receive 1200 LP (Lostbelt Points) to use in this section upon purchase of the item. You can change CP into LP at a rate of 1:2 but not the other way around.

Please note, unless you yourself are either a **1600 CP** Tier **Servant** or **Phantasmal** you will ***not*** be able to be the Lostbelt King of your Lostbelt.

Lostbelt Depth (Free/400/800/1600):

Lostbelt Depth refers to just how much your Lostbelt differs from human history. You can think of this as the power tiers for Lostbelts akin to what is found with the Servant and Phantasmal Origins. While age isn't the sole deciding factor to the ranking, older Lostbelts with greater depth cost more but by their nature offer much more in terms of power and resources.

You are of course free to pick a much earlier time than should be the case for your Lostbelt Ranking, still being considered as rich in resources as a Lostbelt of similar rank.

Do note that the Lostbelt Depth does not always accurately represent a Lostbelts resources. China is officially considered E, but its resources make it more akin to Scandinava and not Russia.

Furthermore depending on what Lostbelt Depth you purchase, other options in this section can become discounted or even free.

For **Free** your Lostbelt Depth is comparable to Russia. Something happened in more modern times to see this change, around a couple centuries.

For **400 LP** your Lostbelt Depth is comparable to Scandinavia and China.Its history goes back much farther, around the thousands of years before even 1000 BC.

-This Level of Depth makes Mystery of the 200 LP level Free and Discounts Quality of life of the 200 LP level.

For **800 LP** your Lostbelt Depth is comparable to Olympus and Britain. Whatever caused this world to become this way happened very long ago in the Age of Gods, possibly even before the creation of Gilgamesh around the time Sefar attacked.

-This level of Depth Discounts all levels of Resources, Inhabitants and Quality of Life and makes the 400 LP Level of Mystery Free.

For **1600 LP** your Lostbelt Depth breaks every parameter much like South America. Frankly there is no limit to just when the point of divergence occurred anymore, something as early as the Meteor that killed the Dinosaurs being on the table.

-This level of Depth makes the 400 LP Level of Mystery Free, makes 400 LP Level of Inhabitants Free, discounts all levels of resources and makes any one 200 LP or lower Lostbelt Perk Free.

Lostbelt Perks

Tree of Fantasy (Free): The heart of your Lostbelt is of course the Tree of Fantasy. It is the very thing that simulates your Lostbelt and anchors it to the planet. It generates a great powersupply, surpassing that of a Holy Grail. Someone connected to it, the Lostbelt King, can tap into its energies to empower themselves. With time a Tree of Fantasy can grow beyond its starting position, eventually spreading its roots and overwriting an entire planet with its own timeline, potentially beyond.

Do be warned though, if anything were to destroy the Tree it would also mean the end of your Lostbelt. Once destroyed you can plant it again in the next Jump but best to not let it come this far.

Lost World (200 LP): Morgan the ever clever Witch has managed the impossible in the British Lostbelt. Using the power of the Tree she turned it into a reality with 'equal' the worth of Proper Human History. This made it impossible to be pruned by destroying the Tree because… well it was no longer there. Purchasing this adds such a protection to your new Lost World. Now it can only be pruned by ensuring whatever incident that lead to it happens/doesnt happen. To take Britain as an example forging Excalibur would be needed to prune a World where the Fairies never created it to repel Sefar.

Lewd Fantasy (100 LP/First purchase Free with Mystery at the 400 LP level): Something about the Lostbelts nature intuitively resonates with your fetishes and hidden desires it seems. Your kink is not just common in your Lostbelt, it seems to downright be connected to the way its reality functions. Large amounts of mana might naturally lead to enormous chest sizes, erotic bondage be a normal thing to do with prisoners of war and a part of the culture that no one blinks at or breastmilk needed to power the resident technology instead of oil. Everytime you purchase this option you can select three of your kinks to be deeply intertwined in your Lostbelts natur (to use the the previously mentioned examples big breasts, bondage and breast milk). It solely depends on what you are into and how you want these things to manifest.

Lostbelt King (+200 LP/Free/200 LP/400 LP/800 LP): The Lostbelt King is the supreme authority in the Lostbelt. They are connected to the Tree of Fantasy and guide its development, as well as being able to tap into its power. They are also among the most powerful individuals in the Lostbelt, bar some exceptions, still on the **1600 CP** Tier of Servants and Phantasmals. Here you can design the relationship between you and your Lostbelt King.

For **+200 LP** the Lostbelt King and you are on antagonistic terms and active enemies. They would all too happily wipe you out at the first opportunity akin to God Arjuna and Scandinavia Peperoncino.

For **Free** the Lostbelt King is neutral to you. They dont hate you but don't feel any loyalty to you either. You can try and work on that and gain their trust but their own goals and intentions will always be at their forefront with no compromise. Their intentions are also likely to go in the way of your goals akin to Ivan and Kadoc.

For **200 LP** the Lostbelt King and you have a positive relationship with one another. Think Skadi who sees Ophelia as her child or Zeus who sees Kirschtaria as a friend and equal. They happily include you in any plans and value your input.

For **400 LP** this goes beyond simple friendship. You are officially considered married to your Lostbelt King akin to how Beryl is with Morgan. This is beneficial in many ways. For one everyone in the Lostbelt will know you are untouchable as long as the Lostbelt King rules. You are essentially free to do whatever you want as long as it doesnt interfere with how the King runs things. If you would bother they would value your input as well. Furthermore you can ask your husband/wife to fulfill their 'wedding duties' which they won't hesitate to do. The Lostbelt King is also likely to have some kind of daughter, protege or maybe favoured guard, comparable to the **400 CP** level of Servant of Phantasmal. One who is very receptive to you and likely wants to marry you.

Finally for **800 LP** this is taken even further. Beryl and Morgan are husband and wife but don't really care about each other and Beryl, for lack of desire or because Morgan doesn't allow it, has no real say over her despite being her contracted Master. For you this is not the case. The Lostbelt King is wholly submissive to you and your every order. Officially their on the Throne and control the Tree of Fantasy but they are happy to follow your every command, both officially and in the bedroom. At this level you can even decide for a Servant of your own to be the Lostbelt King, as long as they are of the **1600 CP** tier.

Inhabitants (Free/200 LP/400 LP/600 LP): Just who lives in this discarded timeline? What individuals call it their home, how have they shaped it and have been shaped by it? Some of these so called dead ends do have shockingly powerful people living in them.

For **Free** the Inhabitants of the Lostbelt are not much different to a normal human, like in China or Scandinavia. The same frailties and potential as those of Proper Human History. Not much there can be said about them.

For **200 LP** the Inhabitants of the Lostbelt are far more sturdier, superior in strength to a normal human like the Yaga of Russia. They may be able to actually battle demonic beasts on their own and are generally more efficient and enduring.

For **400 LP** the Inhabitants are truly exemplary in terms of strength, able to do battle with Servants. The Fae's of Britain, the people of Olympus and the Deinos of South

America are fitting comparisons. Most likely they also have some unique quirk in their biology or nature that gives them additional benefits like the people of Olympus being enhanced with Klironoma to be effectively immortal as long as the Gods allow it and the Deinos's biology to only need sunlight for sustenance.

For **600 LP** the Inhabitants themselves aren't made stronger but instead the rate of truly exceptional individuals increases, those who stand heads and above the alrighty mighty commonfolk. This is how you get warriors the likes of Melusine, Barghest and Woodwose to prop up.

Fantasy Made Real (100 LP/Free with Lost World): Living in a Lostbelt means being connected to it. Just a simulation that can not exist outside of it because it is not real. Your Inhabitants are different. They can in fact leave their Lostbelt and exist outside of it, allowing them to even survive pruning if you can evacuate them.

Calm Human Order (100 LP): The world ruled under the guidance of the 'true human' Qin Shi Huang was perhaps the most peaceful a Lostbelt could possibly be. The very idea of Heroes isn't even present. What this meant for China and possibly means for you if you purchase this, is that the Throne of Heroes has no connection to this Lostbelt. Unless someone where to exact a public display of incredible heroism this will not change either, making summoning servants impossible.

-Reject Human Order (100 LP/Requires Calm Human Order): Forget about the Throne of Heroes, human order itself is rejected by the nature of your Lostbelt. Servants even when taken from outside have a hard time even staying materialized unless some great miracle occurs. The very nature of your Lostbelt is all the more potent at undermining such local forces of reality and its guardians.

Slave Race (100 LP): Not all races are equal in your Lostbelt. In particular there is one race within that is enslaved and at the whims of the dominant race, much like in the British Lostbelt. You can freely design the specifics of this race, how they are made, what purpose they serve and even any limitations, like if they were to die upon turning 30. Their mindset and how well they take their place in the food chain is also up to you. You could easily make them naturally submissive and happy in their service, ensuring you don't have to worry about rebellion. The only mandatory aspect of this race is that they can not be stronger than a Free purchase of Inhabitants.

Do note that if you purchased **Lost World** or **Fantasy Made Real**, this Slave Race will not enjoy the same benefits, still restricted to this world. You are free to change this however.

Quality of Life (+200 LP/Free/200 LP/400 LP): Standard of living can be an important reason for why a timeline ends up erased. If things are just horrific as well as if

nothing is left to do. Here you can select what life is like for the majority of individuals in your Lostbelt, how hard or comfortable on average.

For **+200 LP** the circumstances in the Lostbelt make it hostile to just about all developed life akin to Russia. The Yaga are only ever allowed to hunt and fight for their survival with even something like Music a foreign concept to them.

For **Free** the standard for live in your Lostbelt is not dissimilar to the average of your time period or otherwise comparable to standards of living in your average modern city. There is likely hardship but most aren't starving or the like.

For **200 LP** the Lostbelt manages to easily provide any base needs. China with its human population essentially provided for cattle or India when its not in a period of destruction counts. There is no conflict or need that isnt met.

For **400 LP** the Lostbelt is downright Utopian, more akin to the City of Olympus. Not only are all base needs met, it is truly post-scarcity with all kinds of delights present.

Mystery (Free/200 LP/400 LP/800 LP): Before humanity began to master the wonders of science and gained the ability to explain the world around them, Mystery was commonplace and guided the nature of reality. This is where you can decide how present mystery is in your Lostbelt.

For Free it is not all that present. True there may be demonic beasts here and there and Magus but its not different to Proper Human History.

For **200 LP** your Lostbelt has much more Mystery innate to it. Magical energy permeates the air and magical elements are far more commonplace.

For **400 LP** your Lostbelt is truly full of Mystery, the likes it could only be in Olympus, Britain or South America. Scientific logic defying phenomena like a star filled sky and flying nation greeting you if you traversed through the oceans depths or an entire underground world including a sun would be all to common elements in your Lostbelt. More than that the magical energy has become so commonplace that a mage who could draw upon it would see their abilities empowered by a fair bit.

For **800 LP** your Lostbelts degree of Mystery doesnt change but your Lostbelt supplements your own skills the same way Olympus does Wodime's. It is suited perfectly for your specific brand of magic, empowering it to legendary degrees.

Resources (Free/200 LP/400 LP): Now just what IS in your Lostbelt? Not in terms of people but in what one can actively use.

For **Free** your Lostbelt is relatively scarce in terms of usable things. Beyond its natural mystery there is nothing else it offers like Russia and Scandinavia.

For **200 LP** your Lostbelt however has some very useful things to give you more in line with China. Extensive research in magic to create seals, unique flora for antidotes and perhaps a singular great tool or weapon like the future calculating computer that serves as Qin's true body. A sizeable army of warriors, frozen until the time you need them is also included.

For **400 LP** your Lostbelt is as rich as Olympus. Highly advanced technology, nanomachines that empower their wielder to great levels and mighty armies to defend it are all within the scope of the acceptable.

Crossing the Seas (200 LP): This is a very potent advantage for the war that is to come. Your Lostbelt has one individual who can in fact not only leave the Lostbelt but with only an exertion of magical energy enter others. Maybe how Koyanskaya can do so by using her Independant Manifestation or how Caenis can by using Poseidons Authority. In any case this allows for an incredibly amount of additional options to combat the other Lostbelts.

Existence Tax (200 LP): The inhabitants of the Lostbelt have an Existence Tax placed upon them. Each one is always giving you a small amount of their innate magical energy that you can use as you please. This does not risk killing them unless you want it to.

Lostbelt Drawbacks

Slave Uprising (+100 LP): Nevermind being able to control how they feel about their standing in the Lostbelt, no matter what you do there is a desire within your Slave Race to rebel. Armies will periodically be formed, lead by charismatic exceptional members of their species and will undermine any 'legal' authority in an effort to earn their freedom.

Dangerous Race (+100 LP/+200 LP/+400 LP): There is a species of Phantasmal present in your Lostbelt that you have been unable to get rid of. They are in large numbers and a threat to the peace of the Lostbelt and its inhabitants. The exact race or distribution of races is up to you but even if they are purely a mass of Goblins they will at least be of the **200 CP** Tier for Phantasmals with not uncommon **400 CP** Tiers.

For **+100 LP** they are perhaps comparable to the demonic Beast the Yaga have to hunt or the Giants in Scandinavia. A constant Predator.

For **+200 LP** something about their very nature makes them a huge threat. The Mors and their ability to corrupt most Fae are a fitting comparison.

For **+400 LP** this race has a strong leader who can give the Lostbelt King a fair fight like Oberon when he was the King of Mors.

Calamity (+200 LP/+400 LP/+600 LP/+800 LP): Timelines don't get pruned without a reason you know? Sometimes what exists in them can not be permitted to exist because it is this big of a threat to the world at large. If you want additional LP you can use this section to make the Lostbelt more dangerous. These Calamities will NOT be removed when you move on from the Jump and unless destroyed will remain as threats. If your Lostbelt is destroyed by outside means in future Jumps and you get it back the next Jump, they will come back as well.

For **+200 LP** there is one noticeable threat who can pose a danger to the Lostbelt and can not be reasoned with. Think Surt from Scandinavia as a fitting benchmark.

For **+400 LP** there are multiple calamities just waiting to destroy the Lostbelt. More are going to come unless the underlying issue that creates them is resolved. The Calamities of Faerie Brittain are your benchmark for how dangerous this is.

For **+600 LP** whatever is slumbering in your Lostbelt is powerful enough to destroy the Planet like Chaos.

For **+800 LP** however? Well in that case you will have to deal with a full blown TYPE. Best of luck.

-Keystone (+200 LP/Requires Calamity): Things just became a little more complicated with your calamity. Mainly the fact that they in some way have become fundamentally necessary for the Lostbelt to even exist. Maybe they absorbed the Tree of Fantasy or their body is literally what everyone is living on. Good luck resolving this. Maybe you can somehow extract whatever is making them irreplaceable or pacify the threat.

Stray Fox (+200 LP): Oh joy. Looks like your Lostbelt has attracted the attention of a particularly disruptive vixen. She may be able to enter all the Lostbelts but something about yours fascinates her in particular. While this may not be the actual Koyanskaya, she is at least as dangerous and causes as much chaos in the Lostbelt and its inhabitants itself if you don't take care of her.

Companions

Import (100): Why lewd all these women alone? If you want to you can Import one companion each for **100 CP**. They will get a free Origin of their choice though only the free version of the Servant Origin. They get **+600 CP** to spend for themselves which they can also use to purchase higher levels of the Servant or Phantasmal Origin. They may take drawbacks that only affect themselves and receive an additional **+200 CP** if you selected the **Dark** Tone option.

If you purchased the **'Buddy' Ring**, **Crest Worms**, **Sexual Resistance EX** or **If Lost Return to…** Items you may Import one companion for free by making them the free companion of this Item. You can also Import a Companion into one of the available Companion options. They will not receive a Stipend but can still take drawbacks that affect them and **+200 CP** if you selected the **Dark** Tone option.

Export (Free/100): There certainly is no lack of tempting companions around here. Should any one of them catch your fancy in particular, you may take them with you for free. By paying **100 CP** you can instead guarantee a favorable present relationship with a single individual from this Jump, making convincing them easier. Do be warned that if you select the **Dark** Tone option you won't be able to take them with you should they have suffered some Bad End and you haven't gotten them out by the time your Jump reaches its end.



Eggplant Kouhai (400/Free and Mandatory with Self-Insert as Ritsuka): The best Kouhai you could possibly ask for! This Shield bearing beauty is no other than Chaldea's Mash Kyrielight. A Demiservant who is contracted with Galahad, though this is something she is not quite aware of. Indeed she will have to grow into her full power as a Servant steadily, but with a reliable Senpai like yourself that should be childsplay right?

Canonically, Mash will be resurrected after the events of the Temple of Time and lose her powers as a Demiservant, though still gaining the Ortinax over the course of the Lostbelts.



Are you my Master? (Free/Exclusive Servant/Mandatory with Self-Insert as Mash): A Servant needs a Master don't they? Not just for magical energy but for all kinds of potentially fun situations. So let's not have you be all alone. You now have a free Master companion, who can be anyone of the present Masters of FGO like Ritsuka or one of the Crypters. You can optionally decide to create your own Master or Import a Companion into this role. They will get the **Master** or **Magus** Origin and **+600 CP** to spend as they wish. They may take drawbacks that only affect themselves and receive an additional **+200 CP** if you selected the **Dark** Tone option.



Lovely Apprentice (100): The world of Magus is full of gorgeous prodigies, who are sure to make a name for themselves at the Clock Tower. Even Chaldea's Master has a few student-mentor relationships, some with certain Casters. If only there was someone to guide these talented beauties, give them a firm hand to truly bring out their potential. One way or another you have come across this talented individual. They are a true beauty and look up to you with reverence, idolizing you as a mentor and guide. Of course this is not without a certain desire, having developed a crush on you that could only increase over time if you properly do your job as their teacher.

How fortunate is it that you took them with you to Chaldea? You can design your Apprentice from the ground up, with them having the **Magus** Origin and **+600 CP** to spend on Perks and Items. They may take drawbacks that only affect themselves and receive an additional **+200 CP** if you selected the **Dark** Tone option.

You may purchase additional Apprentices, one for every **100 CP** spend. The relationship of your students will by default be a rivalry, though one that is inherently sexually charged.



Foxy Secretary (100/Free for Magus/+100/+200/+300/+400): This very attractive buxom pink haired woman appeared at your doorstep one day and offered herself as your secretary. Oh don't worry you can completely trust her! She may not be willing to pull out anytime soon after an 'unnamed past full with troubles' but she is definitely a nice piece of eye candy and incredibly competent at her job to boot. Who knows after some time she may just actually fall for you.

Magus can receive this option for free while other Origins need to pay **100 CP** to enjoy her company. However you can also choose to receive **+100 CP** for taking this Companion. In this case she will be as opportunistic as the woman she looks like, though at least not a Beast in the making. 'Just' a Gold digger who would sooner leave you dry of anything but your balls than actually care about you. Not something that can't be worked on however and you're not growing dumber around her. Unless you take this for **+200 CP** in which case you seem to be willfully stupid around her and feel a desire to fulfill her whims. For **+300 CP** this is the actual Koyanskaya, instead having picked you over Goredolf as her target, which is a lot more dangerous for all parties involved, even if she hasn't yet reached her Beast state. For **+400 CP** the same becoming 'dumber' around her will be in place as it would for the **+200 CP** option. Best of luck in dealing with this Vixen. Though if you manage to tame her and get her on your side for good you can keep her as a companion, with Koyanskaya having all her power at the **+300/+400 CP** levels. If the **100 CP** Version is taken you can choose to import a companion into this option.



Companion Goddess (600/800): If you wish to have your favorite companion get a sudden upgrade maybe this option will interest you. The likes of Ishtar and Ereshkigal make for capable Pseudo-Servants, borrowing the body of Rin Tohsaka to aid Chaldea. As a result they are somewhat weakened but their personalities are also affected by their Vessel.

Unlike the examples mentioned, your companion is not possessed or anything. Instead they have all their powers at a Pseudo-Servant level, alongside an outfit to resemble them and essentially one purchase of **Authority of Divinity**. Optionally you can simply get the original Pseudo-Servant with their Authority.

For an additional **200 CP** you can also grant them the **Core of the Goddess** Item.



Reformed Beast (100): There are some who talk big and have all these big aspirations… but just utterly fail in the end. Beasts are no different. However instead of being killed this Beast had a similar end to Fou, choosing to give up their power after having fallen for you. They are now as powerless and weak as an ordinary human, even the weakest of Servants superior to them, but do just love to follow you around. They will never be able to regain their Beast powers too so no need to worry about that.

The Beast in question is also from a different timeline, so no you can't just get rid of any of the present Beasts using this option.



Waifu/Husbando (100/200/400/800/1600): Finally to the stuff that actually matters! Well Jumper, which of these fine ladies or men has caught your interest? You may pick any Servant as a companion as long as you can purchase them. They are guaranteed to have a positive opinion of you, even if it would normally be unlikely to be the case. Chaldea's Last master managed to make allies with all kinds of individuals so why not you too? Servants purchased here are guaranteed to be loyal to you, with the additional possibility of them being attracted to you if you so desire. The prices are the same as for the **Servant** Origin, with the exception of **Free** which instead costs **100 CP** to purchase.

The servant you select through this can also be altered according to your tastes, taking from a different timeline where their bodies may have developed differently and/or their story played out much differently. You could end up summoning the more well endowed Artoria Lancer but need not be limited to the 'canonical' deviances. This also extends to potential empowerment if you select a specific Servant and purchase them at a higher level. For **1600 CP** you may get a Lostbelt King tier powerful version of a Servant or what would be a weak servant being upgraded to **800 CP** tier. Weaker versions of Servants are also possible, like a **400 CP** version of what should be a **800 CP** Servant. For examples see the below section.

You can choose to import a single companion for every time you take this option.

Masters can choose to turn down the Fiat backed loyalty for a one time discount. This also means they have to earn their loyalty and any Perks related to such will be deactivated. Prices for example Servants are assumed without this one time discount.



Example Servants

This section is meant to be purely exemplary in regards to what Servants could be purchased using Waifu/Husbando and meant to give inspiration for how you could stretch the altering. If some of them catch your eye you are of course free to take them along. The price indicates their ranking with for example a **800 CP** being a Top Servant.

Bride of the Lake (100): The Witch and greatest enemy of the King of Knights is known under many names. In part because of her complicated birth. The Lady of the Lake, Morgan the Heir of Uther and Morgan Le Fay. Each embodies some aspect of her but this individual is new. She appears to represent a certain kind of joy that the real her lost. This alternate personality as a Pretender is powerwise pathetic compared to her PHH self and especially Lostbelt King Morgan. Her magic is very minor and the most notable thing about her powers are her Fae Eyes that can see through lies. Considering she traded that power for a far healthier mind than the two of them could even comprehend having, it's hard to say she comes out as a loser however.

Happy, loving and liking the idea of being a wife, she considers it her purpose to just for once, feel at home with someone she loves.



Whore Idol of Rome (100): The lineage of Rome's Rulers is filled with equal parts famous and infamous figures. One of these is Nero, whose reputation as a tyrant at least partially stems from her messed up family and her mothers upbringing. However instead of being adopted by Claudius and eventually fated to go down that path that led to her death, this version of Nero never became in control of Rome. Instead she had run away from an early age, fighting for her life on the streets. Still she managed to make a great mark as an artist, becoming under a false name one of the greatest Rome would ever see. A life that she herself was happy to lead.

The path to get this fame and applause and the opportunities for such was paved with prostitution, a practice she wasn't willing to give up even when she sold out arenas with her songs. All that leads to an Assassin Servant with poor abilities for combat, but if you need someone for entertainment or pleasure, there is hardly a better one to be found.



Demon King's Damsel (100): The brother of Oda Nobunaga was a genius in terms of battle and strategy. Even if always in the shadow of his sister, he never minded it and the rebellions he lead were more to help her become the Demon King. With this little sister of Nobunaga things seem to have happened very differently however. Instead of rebellions causing Nobunaga's rise, it was the kidnapping of her beloved sister Nobukatsu. She spent a long time as a prisoner inside of a dungeon while her sister made the country born with rage and the desire to bring her back. As an Assassin Servant she is not very different from her male counterpart, still quite capable in the arts of war if inferior compared to Nobunaga. However she also is surprisingly good at motivating others, especially if it is to protect her. She likes to play the part of the damsel in distress to do so but also likes to put on the act for fun in private. Being a prisoner seems to have awakened something.



Dethroned Slut Queen (100): Queen Medb is a lady of great infamy on the Celtic regions with a ‘colorful’ love life to say the least. Her Noble Phantasm Chariot My Love embodies her power as a Queen and is especially effective against males. So what does it mean that this version of Medb can't escape her Chariot?

When asked about it she mentions some sort of rebellion and that she lost her status as a Queen quite abruptly and conceded it after losing a war of some sort. A loss she took to very well. She loves good men. She really loves strong men but unlike her more well known variant she adores a men who makes her regret a bossy attitude, playing along with any of their fantasies and becoming more… amenable to any who put her in her place.

In a fight she is relatively useless, only able to draw the attention of men to her chariot and keeping them ‘occupied’ for several hours on end. A skill she is all too happy to use for you. Or with you. Her classifications for being a Rider Class seem to be about the same.



Abandoned Thunder Cow (100): Minamoto-no-Raikou hides a secret surrounding her birth, mainly whose blood runs through her veins. As a descendant of Gozu Tennou, the Ox-Head Heavenly King, she was imprisoned by her father and later her Oni part was separates and sealed away. Now its clear just where that part has gone off too. The whole 'Ox' thing instead manifests as a cow theme. Whether or not thats the same reason why she is so much weaker than the normal Raikou is up to debate. While she is still quite intelligent her raw power barely matches the weakest of Japans supernatural beings. Still you can count on her to be a reliable, nurturing, motherly supportive figure. She does still have some of the Madness Berserker Servants are required to have. For her it seems to be connected to... well... she is obsessed with making those she wants to help drink her milk. Its actually pretty rejuvenating, what remains of her lightning powered ancestry stored in her breasts to briefly increase strenght, speed and stamina. Just maybe dont tell others where those potions come from.



Shy Summer Student (100): One fateful summer a nervous wreck of a servant decided to write a book. Beyond simply being an expression of her own creativity, an idealized version of herself inserted into the story, it was meant to be a confession for the Master she loved. Literature and stories have a greater effect on the world than most ever consider however, the protagonist of that tale manifests in front of you as a Servant as an Alter Ego. This variant of Huyan Zhuo is far weaker than one of the 108 stars ought to be, yet these flaws don't stop her from being a dreamy heroine of a romance story. Indeed she has an innate charisma that makes everything around her be a bit more like a cheesy rom-com. All she really wants is to be loved, her role as a protagonist of such a tale driving her. She also seems to have imprinted on you as her love interest, you know the target of affection in her 'story'.



Sacred Prostitute (100): Before you is a woman whose beauty transcends the very notion of gender. A woman whose role in history may have been small but ultimately made two of its greatest champions who they are. These champions being Enkidu and Gilgamesh. Fearing that Enkidu would remain a wild beast forever, the Gods send Shamhat to him. Enkidu fell in love at first sight and thanks to her learned over the course of a week who they were and assumed their beauty as his own favorite form. She only barely qualifies as a Caster, her beauty simply enchanting but if you need a woman at your side who can teach you and love you, stop looking you have found her.



Freed Maid of the Underworld (200): Well known is the tragedy of Ereshkigal, the Queen of Kur who is cursed with the duty she took on her shoulders. Forced to rule the Underworld, Ereshkigal has been left rather bitter towards many things in life. So this version is all the more surprising.

It seems that this Caster Class version of Ereshkigal has been stripped of nearly all her authority as a Goddess. She still has a few spells related to Death, Undead and of all things flowers and her Territory Creation can enchant an area around herself to serve as a Pseudo-Underworld, though she is a far cry from the powerhouses of the Caster Class. However by being stripped of her Authority she also was stripped of her duties. Now she is free to enjoy the world she usually could only gaze up at. The nurturing and caretaking aspects of her personality still persist, making her take up the mantle of a traveling Maid aiding whoever may need one. Until she met you. You she has started to see as her true Master who she happily spoils, feeling emboldened and empowered every time you show her affection in return. Do make care not to overwork yourself or you will make her worried.



Shadow of a Predator (200): Scathach is a complicated Servant. An immortal who by all means should not be summonable under normal circumstances, not that anything here is normal. She wants nothing more than to be able to die, not because she wants to die but so she can once again enjoy fighting.

This version of her is the result of complicated rune experiments. An Alter Ego who separated herself from 'Scathach' the Godslayer and choses to define herself as prey that has to fight every day instead of an ultimate predator and hunter. The Beastly Suit just seemed to make sense to her.

The result is an incarnation of the Queen of Shadows who is far weaker than her normal counterpart. All she has are her considerable spear skills and a single Gae Bolg. She could not be happier about it, finally experiencing real battle.

There are still some aspects of her old teacher self in her and even now she can be a good mentor. That being said she is more easy going and if there is anything you can teach her she will be very open, as much as her thighs are.



Justly Punished Noble (200): Mages and their experiments. Too often they deal with things they have no business of doing. One version of Luvia, ever eager to show up her rival, tried to do a ritual that promised her incredible power, tapping into the mysteries of old. She actually connected with a Goddess she was incredibly compatible with. What she didn't expect however was for this Goddess to be the Goddess of Justice and Order who saw in this a direct violation in need of punishment and sought to correct her with a firm but kind hand. The two came to an understanding and Luvia was able to keep a miniscule amount of her Authority and power as a Ruler Servant. Power she can only access when she becomes herself a 'Beast of Burden' to serve others and uphold order. She can in fact leave the 'Punishment Suit' the Greek Goddess put her in anytime she wants but only has her skills as a Magus when out of it. As a result she is hesitant to do so. Purely out of pride of course. Not at all because she is secretly finding this more exciting than anything else she ever experienced.



Digital Nurse (200): How… how did this even happen? This Servant, sorted into the Moon Cancer class, presents herself as a Nurse. A very good looking Nurse who sees in you her favorite patient. And don't you know love is the best medicine? She bears superficial resemblance to a different digital anomaly but denies any relation. Perhaps it's akin to a portion of code being copied and suppressed into a different, medical professional shaped folder? She is not particularly strong, a laughing stock compared to a certain AI, but deserving of her profession as a Nurse at the very least.

(Come on now as if this was a debate~. You know you want to pick me, your ever reliable and alluring Kouhai <3. I may be nerfed into the ground in this example the Jump Author made purely because he needed someone for the 'Hot Nurse Niche' but you know what is good for you dont you~?)



Exiled Paladin (200): An Astolfo who is an amazon in size and undeniable female!? There is a LOT wrong with everything this Servant is supposed to be and what anyone familiar with the Paladins of Charlemagne would expect. Not to mention that she is a fair bit weaker than Astolfo proper. She (it's not difficult to figure out their gender now) claims to have been cursed after wronging her previous Master in some way. After figuring out some context clues it seems to be about a different Chaldean Master from another timeline who got fed up with them and a powerful Magus who was sympathetic to their plight? Whatever Astolfo used to do it appears she feels genuine remorse for it nowadays and doesnt seek to have it be lifted as some form of penance. In fact she has started to enjoy being a woman, as one might expect from how Astolfo deals with a sudden shift like this. Her lust seems unquenched as ever but she is unable to even act on it without her Masters explicit permission.

As a Lancer now she thinks it's fair to help you and she is proving to be rather reliable. You can however notice her gaze linger for a longer on any fellow female servants before quietly mourning ‘lacking equipment’.



Void Chasing Tourist (200): Miyamoto Musashi was a genius with the blade and thanks to their Mystic Eyes capable of even reaching the Void. The Musashi of another world would be a recurrent ally of Chaldea, her Heavenly Eyes letting her sword skills transcend to a different level entirely. But she isn't the only Void Walker as this Musashi can attest to. She has skills with the blade that rivals Sasaki but her version of the Heavenly Eyes is much more flawed. Instead of being able to make an outcome guaranteed to happen its making an outcome guaranteed for her, namely that she will eventually end up in another world in the middle of 'carnal delights'.

An expert Saber Servant, she arguably became much better with a different kind of sword after all her adventures. Be it in Oni Caves or making some money as a lady of the night with her curvy body. She takes to her condition very well, perhaps a little too much, resembling a tourist who went to another country just to get laid. Sometimes a Master may wonder if her world cast her out for being too slutty. Now that she is here, constantly drawn back to all the lewd shenanigans of this earth, to say she is a fan would be an understatement. You will help her reach the 'Void' won't you?



Heroine of Justice (400): To what lengths would you go to deliver Justice and be a Hero? On an unrelated note, how would you react to your past self? This woman would answer as follows: ‘too far’ and ‘kill her with swords’. In a pursuit of her dream she made a pact with the world to become a Counterguardian, nowadays regretting it because of how much blood she had to shed. Still being a Counterguardian also makes her a Servant and after realizing she can have an out of her eternal duty with you, she is practically throwing herself at you. An Archer who can make Swords fly, she is also a capable cook and you’d be hard pressed to find a more reliable Servant in a pinch.



Average Goddess (400): Mages and their experiments. Always tinkering and probably flipping the bird towards any established rule or guideline. A certain expert on Gem based Magecraft is not too different, one day having decided to try an experimental ritual to gain an increase in her power. Apparently to show up a blonde finnish noble. It actually worked decently well as she could get the attention and curiosity of deities she was shockingly compatible with. The result is this version of Rin, a star at the Clock Tower who reinforces her astounding magic with mystery from ancient Mesopotamia. Unlike the Pseudoservant version of her, this Rin as a Caster Servant is almost entirely unaffected by the power infused in her, though as a result is also far weaker. The sliver of Authorities she commands from a certain pair of sisters are a far cry from a true deity but useful all the same.



Draconic Saint and Steed (400): Jeanne D'arc is a Servant believed to be too pure to have a genuine Alter version of herself. Jalter is the result of many convoluted events, though among infinite possibilities there are bound to be deviances to the norm. This is a Jeanne who most resembles Jeanne Alter of the Orlean's Singularity, having begged and pleaded for mercy as she was to be burned at the stake. Surprisingly rescue came in the form of a young dragon, weaker than most of its kin but more than strong enough to save her. Years ago, Jeanne had saved the weak thing as it lay in some swamps. Unknown to her this earned her an eternally loyal draconic protector. After having saved her, the adorable dragon took her traveling across the world and away from her planned demise. Now the two have been immortalized as a Rider Servant duo and something about you seems to interest the both of them.





Terror of London (400): Jack the Rippers true identity is a mystery for the ages. A mystery that even influences their existence in the Throne of Heroes. One version represents the Wraiths of children. Another is the sheer madness the true killer caused. Perhaps there is one version of the Ripper for every theory about the killer just to account for all humanity came up with to explain the terror. This adult woman in the prime of her life seems to be somewhere between the extremes of the Assassin and the Berserker. As an Avenger she claims to have longed for love her whole life, always lacking a mother or father and forced to be a prostitute to survive and hope to experience some semblance of affection. Eventually becoming consumed with wrath, she butchered prostitutes she believed found love in their profession. Love she was denied and after becoming a 'being from hell' for all of London she doesn't think she deserves too anymore.

Now a Master summoned her specifically? The mere thought managed to pierce through her jaded heart. Expect a Servant who clings to you at all times, jealousy hoarding her chance at true love. Ask and she would even be eager to be your mommy or call you mommy/daddy, as well as use the skills she learned in her former life. Both to slice open your foes and bring you to bed. Just be careful not to neglect her. Otherwise you have London's deadliest Yandere to deal with.



Captive Corsairs (400): Anne Bonny and Mary Read are two of the most famous Pirates in history, the only true pirates defending the Calico Jack. Unfortunately it was not enough and they would be imprisoned, Mary dying from sickness in captivity and Anne freed thanks to her fathers influence and proceeding to life a quiet live. An ending these versions avoided. Anne did all she could to keep her beloved partner safe and salvation came not in the form of her father but a Privateer she seduced after the night of their defeat. They never did reach the Prison, instead their deaths being faked and spending many years as the 'private prisoners' of the Privateer who bested them. A fate they were happy to embrace if it meant not being separated or never again going on the sea.

As a two in one Rider Servant Anne and Mary think fondly back to their days as captives. Though they are very strong and capable pirates, perhaps a bit more so than their PHH versions thanks to more experience, they wear their collars and shackles with pride. Perhaps the real divergence in their history was a kink for being defeated they chose to embrace fully. They see their Master as their prized treasure and more importantly want to be their most valuable treasure. They are also very into roleplaying, particularly one 'offering themselves up' to protect the other as they are 'forced to watch' and 'comfort each other' afterwards. Please indulge them, otherwise they will react with kicked puppy levels of disappointment.



Voyager of the Unknown (400): Queen Elizabeth… pardon me Francis Drake was a legend of the seas. Indulging her vices and enjoying every day to such a point her crew got swept up and couldn't even imagine the incredibly busty bombshell as anything but the greatest of men. It seems this version of Francis had a particularly unique journey, discovering the secrets of a ocean god and being a pain in their side. No it was not Poseidon, not this time. Instead it was the ruins of far more ancient gods in a sunken city. It was this versions favorite adventure and the one that most defined her as she blasted and sealed that Tomb for another couple eons. But not without taking a small souvenir from R'lyeh. She is perhaps one of the most human Foreigner Servants you can imagine and with uncanny luck, skill and means to punch out of her weight class. And if that isn't enough she is willing to slip into something more ‘comfortable’ and shed her more unique clothing. Which should be her Masters sign to get out there as her clothes are in truth repurposed weaker Cthulhi and Eldritch Spawnlings. She enjoys the feeling of them and may have developed a not so subtle fetish based around their embrace, imdulging at all times beneath her clothing.



Accomplice Countess (400): Even the dreams/nightmares of Chaldea's Master are rather eventful, requiring a certain Count to constantly clean up and defend their mind. You have a similar servant who has made this task their duty. They are deceptively powerful, able to absolutely protect your mind as good as any Dream Guardian at Chaldea and wielding destructive flames. Unlike Dantes, this Avenger instead of being powered by hatred seems to be powered by love, by itself an Oxymoron. Something they are happy to show you as they have the tendency to give you arousing wet dreams whenever they aren't fighting. Sleep well.



Resting Pendragon (400): Until a young Hero came into her life, the King of Knights wished for nothing more than for someone else to claim her Throne. She hoped that someone else could do a better job than her, who blames herself for the demise of Britain. There are already plenty of other Saberfaces possible so it's not unlikely she got her wish somewhere out there. This version of Artoria Pendragon has never taken up the Holy Sword. In a strange twist of fate, it was her sister Morgan who inherited the Throne and faced off against Vortigern, eventually ruling Britain. That being said, Artoria was not able to avoid battle entirely, instead becoming one of Morgan's most trusted Knights. When Vortigern fell he imbued what he could of Britains curse into Morgan's sister, hoping for her to end Morgan's age.

Instead of fighting her however, this dark version of Artoria resisted the darkness and decided to isolate herself and let Britain and Morgan decide their own fate, spending her days leisuring on Britain's coasts. She is far weaker than her Kingly counterpart, without Avalon or Excalibur, but still a formidable swordswoman with a draconic core and affinity for curses due to Vortigern's Curse. Though the only way that darkness seems to manifest is in a certain… sultriness.

Compared to the normal Artoria's robotic like personality, this Artoria is calm and reserved, though shamelessly indulging in all kinds of pleasures without a burden holding her down. This Ruler is more than happy to help others enjoy themselves as well, inviting you with an alluring smile to spend time with her.



Black Demon Bunny (400): Tam Lin Gawain, also known by Barghest, is one of the most formidable Knights of Faerie Britain, yet also one of its Calamities meant to destroy it. A lesser known fact is that the Britain of PHH also had some Calamities to contend with. It seems in at least one timeline Barghest not only existed but was also destined to become a Calamity, though a much different one. The Rabbit of Caerbannog. Go ahead just underestimate the bunny girl who was a major obstacle on the Quest for the Holy Grail and could butcher entire squadrons of Knights.

Some things never change however and Barghest not only admired the Knights of the Round Table but tried her hardest to resist becoming a true monster while also wanting to be loved and ringing with the desire to devour. A strategy she used was to turn to gambling, in response to the idea that the Round Table was equal and thinking Gambling was as well. If someone won against her in a game they could do whatever they wanted with her. If not she would do the same but... usually this would still end in her eating them. The latter happened more often as she was unaware of her A+ Luck Stat. All these different aspects lead to a powerful, Casino themed Berserker Servant who hopes you being her Master might be the opportunity she has long been looking for. She is as strong as any good Knight and in times of crisis can even use the very thing that killed her, the Holy Hand Grenade.



Fairy Queen (400): Oberon is a much more ancient figure than some may think. Titania, the one woman who could love the Kink of the Faeries, was however made up entirely by Shakespeare. The Oberon of Fae Britain has a few choice words for his author on that topic, craving a woman who cant exist. So… who is this Alter Ego Servant?

She is very much weaker than Oberon but still is a decently strong Fae. Her resemblance to Oberon is also… startling. Visually at least. Is she an altered version of Oberon? The actual Titania? A fusion of sorts? The story of a Midsummer Nights dream made manifest? Good luck getting any sort of answer from this Mercurial woman. The only real constant seems to be the desire to accept a partner utterly with all their eccentricities.



Living Story (400): Stories have power. There is no Servant who should know this as well as Scheherazade. Saving herself over and over again with her storytelling alone against a mad King is a feat as worthy of legend as many other Heroes. In fact it seemed to have empowered this version of Scheherazade a fair bit more than her Caster Counterpart. She herself has become a Djinn out of her stories, able to weave tales into reality and casting many spells just by describing their effects as happening like a story. Though she is not truly all powerful she concedes, many heroic spirits above her. Still as an Alter Ego, she is shockingly good at both casting spells and doing battle.

Getting to know her would eventually reveal the truth. Despite stalling for 1001 Nights she was murdered by the King only for the passing God Anansi, African God of Stories, to be outraged and grant her some of his Authority to escape and take the Throne by force. She embodies the Arabian Nights themselves now and is determined to do her part in bringing about Happy Endings.



Splendorous Eternal City (400): Tenochtitlan was once the Capital of the Aztecs and so great in its glory that even Hernán Cortés considered it without peer. Its destruction should be grieved by more than just the Spirit of the City itself. However there is one timeline where the city's downfall never was this absolute. The Aztec Empire still fell but relations between the Spanish and local other tribes was more healthy, with the City remaining a Capital even hundreds of years later. Over the course of history it lost most of its political and military power, as well as spiritual power as the unique leylines of its lake became rarer, the planet itself revolting against the location becoming so attuned to human civilization. Still, it exists in all its beauty with flourishing tourism and red light districts.

These same qualities were adopted by the elemental of the city. As a Ruler Servant, Tenochtitlan is firm in wanting her City to be rich, prosperous and just, but also an open hub for all who seek refuge or entertainment. Its wealth translated into a Golden Rule and her 'curves', representing its opulence and she has adapted some qualities from a certain infamous secret Golden City. While money is important to her however, urban safety for all 'in her', be it tourists or locals, far more so. She is big on cultural exchange and loves discovering new ones. This also has given way for a somewhat questionable fetish: being 'conquered', specifically by a different 'culture'. When asked why she has it she usually ends up going on a rant about Moctezuma II. It seems Tenochtitlan is using kink to vent her frustrations about his choices that led to the Empires destruction and almost her own so its less about her getting off on the idea of her culture and people being less and more posthumously spitting on Moctezumas grave one more time.



0.01 % of the Stars (400): A little history lesson for you. The Gods of South America have a little more complicated origin than most other divinities. The Meteor that killed the dinosaurs brought with itself a set of microorganisms. Eventually dubbed the Divine Filament, they empowered the land and lifeforms before finally running out of energy and entrusting humanity with their wish to return to the stars. A small fraction of these microorganisms seem to have survived however, like a miniscule amount of bacteria can survive disinfectant. Taking the shape and name of two of the most renowned Goddesses they helped bring forth, Quetzalcoatl and Kukulkan, they are a dual Servant of the Moon Cancer class of all things. Dressed in Swimsuits they simply enjoy traveling the lands of humanity, occasionally using their Authorities to test them and see if they can return to the stars. They are not as strong as two Goddesses however. The proper Quetzalcoatl of PHH is very much their superior given how much they run on fumes and they seem to require perfect synergy to use their Authorities. Perhaps this represents some sort of symbiosis?



Brat of Avalon (800): Now look who came here to visit you. A Lady as cute as she is hot, who finds everything about you just too entertaining. She decided to come by and pay you a visit, enjoying the story you provide as entertainment. While doing that she is also fond of bullying you in her own way. When it comes to helping you against things don't expect much however as she will act weak and uninterested, maybe, occasionally, sometimes throwing a somewhat helpful spell your way if you begged nicely.

That does not mean she is weak however. In fact she is deceptively capable as a powerful Succubus. She even can qualify as a Caster Grand Servant… though pointedly simply ignores any such Orders by the Counterforce.

It should also be worth noting that if you ever happened to get sick of her bullying and brattiness and would want to ‘punish her’... well she would keep smirking as if she planned it all along. Do with that information as you will. Freaking brat.



Mahatma's Mistress (800): The Mages Association can be so shortsighted and oblivious to the truths of this world. There are so many ways to interpret the same phenomena. One lady who knows that very well is Helena Blavatsky. She was supposed to die in the Himalaya's due to a Sealing Order by the Clock Tower. Supposed to as the Caster Servant standing in front of you clearly didnt suffer such a fate and is at best amused by the notion. This Helena lead the Theosophic Society for many years, building it up into a true rival to the ways of Britain and China before joining the Throne of Heroes. Her magical ability and knowledge is so great she is in every bit the peer to the Mage of Flowers or a Xian, potentially even applying for Grand Caster, down to having a minor form of clairvoyance. Perhaps that clairvoyance was what allowed her to survive.

The issues of self worth and despair at any accusations of being a charlatan you might expect are also very much gone with this version of Helena. It seems her success also boosted her confidence, perhaps translating into why she chooses to appear so much more 'mature'. She is confidant, playful and is surprisingly well versed in how to get even the most misbehaving, furious and 'naughty' boys to behave.



Grailed Oyakodon (800): Ilya, the Homunculus and living Vessel for the Holy Grail, won the War in one timeline. But what did she do with the Corrupted thing? Well... not much. Not when she through the sheer power found someone she yearned for far more than the Einzberns did True Magic: her mother. After a tearful reunion and quite the complicated series of events relating to the blackness inside of it, Ilya finally managed to make one wish. To grow up with her mother and never again be separated. A connection Ilya managed to keep even after her natural death when they both joined the Throne of Heroes. Well more Irisviel dragged her into it.

The two Servants making up one Caster Servants Saint Graph is the result, the Mother and Daughter pair having an incredible amount of power that matches that of a Holy Grail. Which is to be expected given they both were destined to hold its power. The curses that infected it only manifest in the dark energies either can wield. And occasionally in their personalities. Ilya is a bit more sadistic than she should be and Irisviel a bit more 'angry' at her late husband, while also wanting the family she has left to be happy at any costs. Expect the mother to try and help her daughter reach some real bliss that doesnt end as tragically as her own romance.




Daughter of the Mountain (800): The Sect of the Hashshashin immortalized themselves through their mastery of death. So great were they that they became the etymological root for the word Assassin itself. Though so secretive that none but their leaders truly could become Heroic Spirits, their reputation is still prevalent.

This Assassin Class Servant seems to be an embodiment of the Hashshashin legend itself. It would not be wrong to say that she IS the order, powerful yet limited and combining the best and worst of them in once. She can summon the skills of any assassin, even those the world doesnt remember, to be used by her. While she can switch between what she wields at any time, it takes an exertion of magical energy to actually switch and the more powerful the Noble Phantasm and skills she copies the more exhausting it is for her, her body mutilating to represent the sacrifices the past leaders had to do to gain their techniques. Copying the Zabaniya of the Cursed Arm is easy. Azrael of the First Hassan? Doable but she would collapse if using it for too long and have to endure agony. The agony part she doesnt seem to mind though, somewhat of a masochist perhaps.

At its core she desires but one thing. To make use of her skills. A Master who gives her this opportunity will find a potent tool and their enemies will meet death in all its countless facetes.



Treacherous Queen (800): Mordred Pendragon has to be among the most infamous rebels in history, though her fame is ultimately linked to her loss. This version of Mordred is much different. Instead of wielding Clarent, she stole Rhongomyniad and at Camlann was victorious over her hated father. Victory tasted rather bitter however, as she ultimately couldn't stop the fading of mystery or preserve Camelot. With many regrets she quietly faded away into the background, wandering the Earth in search of purpose.

Now she has heard your call and this may just be a cause she is willing to dedicate herself to. Being a Queen didn't work out as well as she had hoped... maybe helping you could instead. This Lancer has unlocked the incredible power of the Lance, making her a valuable asset.



Avenging Queen (800): The Queen of Celts Boudica you'd normally find is hiding a deep darkness underneath that loving and motherly exterior. She actively holds back her fury in an effort to be better than the rampaging woman who slaughtered indiscriminately in her quest for vengeance. This is far from the case with this version. This Boudica is not only not hiding her most dark self, she comes from a timeline where she was victorious, Rome itself burned to ashes by her hand and its people slaughtered. The result of which is a Avenger Servant who is far beyond the Rider Boudica. She is a conceptual demise to all things Roman, making Roman Servants no matter their strength, Imperial Privilege or even divinity helpless against her. She also has considerably similar advantages against civilizations and humans as a result of her achievement.

Personality wise she is intense and dominant. But to her friends she can still show some sparks of her caring nature, with a certain seductive edge.



Single Dragon Slayer (800): Kriemhild is well known as one of the most vengeful women in history. The death of her husband Siegfried made her go on a rampage, seeing her ally with even Attila the Hun. So it may come as a surprise that this Kriemhild never even heard of Siegfried. Instead, somehow, she was the one who wielded Balmung against a Dragon and went around the lands, adventuring to have a change of pace from her life as a Princess. She too bathed in his blood, though a leaf covered the spot right above her heart and gained some draconic traits. She continued to travel the world to find purpose and died ultimately alone but happy with her adventures.

Now as a Saber Servant she sees an opportunity to have some of that domestic bliss she never got to have. She is quite attached to you and wants to have a happy life with her Master.

...Do not hurt her heart. Do not get yourself killed. This is still Kriemhild and the fallout of denying her love and affection so cruelly would be cataclysmic.



Motherly Samurai (800): The Babylon Singularity posed many dangers to the Human Order, being the first time Chaldea was face to face with a Beast. The King of Uruk needed powerful allies and Ushiwakamaru was among the ones answering the call. She would be corrupted by Tiamats Sea of Life and become an enemy of Chaldea working with her mother. This Berserker Servant is a Ushiwakamaru very similar to that one, corrupted by the Sea of Life in appareance and powers. However she is more than just a pawn for Tiamat. Through enormous amounts of willpower and perhaps inheriting some 'quirks' of her Ancestor Minamoto no Raikou, she is in control of herself as her own 'mother'. Alongside her many legends she can use s Noble Phantasm, she is now also capable of copying herself by using magical energy, though hitting a limit without the endless reserves of the Sea of Life. She can manage up to six at all times, one for each individual secret technique of the Wandering Tales of Shana-oh and employ them all at once. Combined with a decent boost to her stats and power and the fact she will survive as long as one clone does makes her a formidable ally. And a doting one. Rest easy Master and let your mother take care of things.



All the Magical Girl's Evils (800): In the infinite timelines, the same individuals can have vastly different lives. Take Illya of the Einzbern family for example. Could you ever imagine her as a magical girl? Well she is one, or could be one, in certain timelines. There was a whole thing where she had become Pandora's friend. This Magical Girl in front of you must have had a more 'unique' experience during that adventure however. Now a young adult in the prime of her life, her body is imbued with all the evils Pandora's Box has contained (and maybe fused with Pandora as well similar to a Demi-Servant). Illya, despite her new darker aesthetics, is however every bit a Heroine of Justice and a true Magical Girl and uses her abilities to make the world a better place. Its just that the means the Ruler Servant uses to do so also involve corrupted mud and torture instruments. At least it only comes out when she actually transforms into her magical girl form. She is not alone either, as her friends Chloe and Miyu have become summons fused to her Saint Graph. Though one might consider them oddly... 'Submissive' to Illya's whims.





Ooku's Lovely Maidens (800): Mata Hari and Scheherazade are two Servants who are more on the weaker end of things. Most they are known for is their seductiveness and their abilities in the bedroom. However this exact set of abilities is why the Beast Kama used them for her Ooku. This dual Servant consisting of the two of them must have been involved in a similar situation. Though... it certainly must have gone differently. Maybe Lady Kasuga fused in part with the both of them and there was a dispute between them and Kama over who had more control over the Ooku? In any case Kama seems gone and instead... these two lovely women are here. You'd be hard pressed to find ladies who are more enchanting just by their appearance and their magical reserves are vast. The Ooku itself can be created by them as well, in the form of a Reality Marble that offers all kinds of worldly delights and is difficult to traverse without losing oneself completely. They have an incredibly close bond as a result of sharing two halves of Kasuga and their shared experiences, that seems more than platonic and would be happy to name you their Tokugawa.



Starchasing Pilot (800): Not every timeline in the Nasuverse leads to Chaldea. And in these timelines Ritsuka Fujimaru never does end up as the Last Master of Humanity. Perhaps some of them simply continue living a normal life. This Ritsuka is not one of them. Her world is quite drastically different from most, something out of a Mecha Anime like Evangelion where humanity had to band together to fight foreign invaders. She was one of the Pilots, the Mecha she commanded based on the Aletheia body of the God Ares, most likely being the War Gods shell repurposed and upgraded by human Mages and Scientists. She became as good a Pilot as she was a Master in a different timeline, leading the final charge against the alien lifeforms. In fact, she won, though at the cost of her own life.

Her heroism was not forgotten by the Throne as she became summonable in Chaldea. She is very confused about finding any other versions of herself but doesnt let that keep her down. Having some of the iconic Type-Moon Main Character charm, endless willpower and a kind heart, makes this Ruler a force to be reckoned with. She is weak physically, no Gun God or Lostbelt King in terms of power and on the level of a normal human. Her Noble Phantasm however, the very Mecha with which she battled threats to humanity with, allows her to stand up to a lot and have a good chance of winning. You might be amused to hear that the Team that built it named her Mech 'Galahad'.



Peaceful Mahabharata Lovers (800): The rivalry between Karna and Arjuna is one of the most legendary in all of history. Starting when they trained under the same Master in their youth and always showing each other up. The world where these two came from however had their passion evolve in a different manner as Arjuna grew so frustrated at there being someone this strong of lower standing that she decided she had to have her. Karna, ever the Heroine of Charity, didnt say no and so the most powerful couple in all of India was born. A union that would do a lot in deescalating one of the biggest conflicts in Indias history as well and eventually be immortalized in the Throne. Though the pair of them seem to be a bit weaker than they should be. This duo of Sabers (who mainly rely on martial arts instead of swords) could probably match the Karna or Arjuna of PHH respectively but not do so individually.

Their dynamic as a Servant with their Master is a bit complicated. Mainly because of Arjuna who can both be incredibly jealous towards anyone who gets her girlfriends ever so easily given attention and aid but also insist they admire Karna. Karna for her part keeps her girlfriend from being too Yandere, mostly, at least but do be careful. But for a decent romantic there surely is still room left in their union.



Red Succubus (800): Ishtar, the red devil of Venus, is infamous for stealing the authorities and powers of other divinities. Though it might be a surprise to see her so blatantly demonic. One day she encountered another rather infamous figure of Mesopotamia, the first woman and she-devil herself Lilith. It isn't clear who challenged the other first in regards to who truly knew their way around love, but the two ladies had a competition to settle the score. After a hard fought 'battle' Ishtar won and absorbed Lilith's powers. As should be expected of someone who is both the mother of all Succubus and the Goddess of Lust, she is perhaps the best lay you could imagine. Something she is proud of, being a fair bit more hedonistic than the normal Ishtar, perhaps as a result of her new abilities affecting her personality slightly. The Berserker Servant is quite easily getting infatuated with her Master, even promising to destroy her Spirit Core should they ever die, a promise she may actually be serious about.

When asked what happened to Lilith herself, Ishtar would simply laugh and say they 'stayed in touch' before hinting that she has a very weak 'private' and 'properly secured' Noble Phantasm Summon hidden in her Saint Graph. When she feels in the mood she might just allow her some temporary freedom to visit their shared Masters dreams. More than just power was on the line during their challenge though Lilith takes her defeat rather enthusiastically and with grace.





Never Resting Pharaoh (800): The last Pharaoh of the Sixth Dynasty, Nitocris committed her life to avenge her brothers. Drowning the treacherous man who tried to besmirch the status of a Pharaoh and have her become nothing but a puppet, it is said she killed herself without making any preparations to join her brothers in eternal paradise. This Rider Class Servant version of Nitocris isnt entirely sharing that story however. She achieved her revenge but someone still loyal to the divine right of the Pharaoh's refused to deny her the mummification ceremony, doing it on her and laying her to rest so she may do her final journey. Something that Nitocris even in death was entirely unwilling to do.

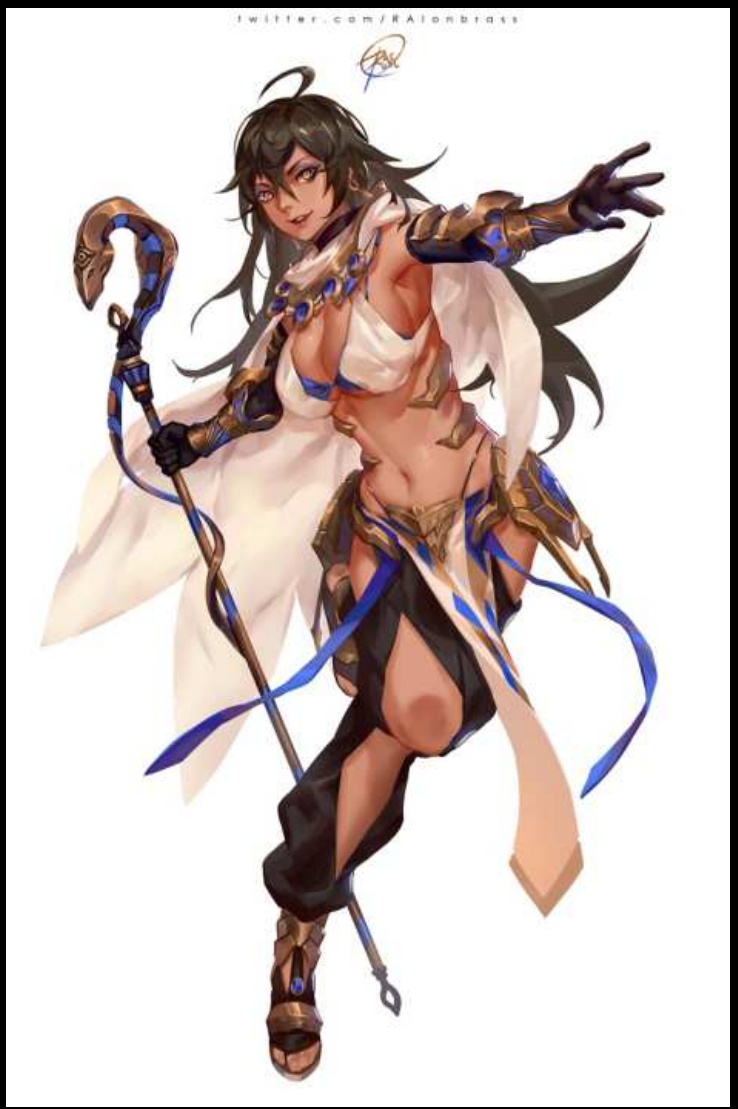
Instead her Saint Graph continued to shift till the name Nitocris became synonymous with 'an existence that endlessly traverses the underworld'. She has all the powers of her Caster Self and commands the Solar Barque Mesektet, much like Ozymandias. Her own version does not represent Ra as much as it embodies his journey through the underworld every night and Authorities and Techniques of the Egyptian Underworld have become tightly interwoven with her, on top of her connection to Horus. On and around the Barque, filled with potent weaponry, it is like being within the Underworld. It is Manned by the enslaved spirits of the traitors she killed, eternally punished to truly serve her.

Nitocris sees this power she has as a Servant, rivaling that of Ozymandias and some Underworld Gods, but does not think herself worthy of it. She still thinks of herself as unworthy of paradise, stuck wearing the bandages that are supposed to grant her mortal shell rest. Perhaps with her new 'allied partner' she can find some peace?



Queen of Despair (800): Ozymandias, or Ramesses II, has built many things that even the mightiest would despair at to witness. Yet there were even limits to him, the limits of his body and the plagues sent his way teaching him a valuable lesson. For this incarnation of the greatest of Pharaoh's a revelation came however. A higher power, though unlike the one that contacted Moses, this 'Black Pharaoh' was far more malevolent. Many a battle followed, miraculously ending with the vile God at least having become bored and left Egypt alone. But not without something the Pharaoh could use for herself.

This Foreigner Servant is powerful indeed, summoning twisted, serpentine, eldritch creatures in battle instead of Egypts architectural marvels. Though one does not need to worry about her mental state. She is a Pharaoh, King of Kings and her mind is her own.



Queen of Uruk (800): Among all inscripted into the Throne of Heroes, Gilgamesh is among the most infamous and powerful. Enkidu was created just to ensure Uruk's King wouldn't turn on them. Her Epic went somewhat differently. She still fought Enkidu to a draw but her relationship with her only friend became far more... intimate. Turns out being literally bound by the chains of Heaven got something in her going. The strongest Heroic Spirit has an intense fetish for slavery and BDSM, secretly wanting to be brought to her knees by someone she respects. Having her as a Servant will be a back and forth of forcing you to improve yourself and be the greatest human you can be and seeing the hidden side of her that would be the reward you get for becoming worthy of her 'friendship'.

She is a Saber who wields Ea primarily in combination with Enkidu, reasoning that she should treat every fight like the greatest it could be in contrast to her Archer counterpart.



Supreme Goddess of Heaven (1600/Requires Cosmos in the Lostbelt): Ishtar is a Goddess both feared and respected. A Red Devil of Venus who made stealing the authorities of lesser Gods her hobby. However in spite of that she is still the Patron Deity of Uruk and one of the greatest divinities. This version of Ishtar is similar, though with power far exceeding the normal. Her journey to the underworld ended with her taking the Throne and power for herself.. Following that she claimed the authorities of all Gods of Babylon and rules as the only Goddess, unparalleled by any under the Sun and with Absolute Authority over Divinity itself, able to grant and steal it. That power also gave the divine Berserker perspective, not even bothering seducing the likes of Gilgamesh and finding it beneath her. Instead being… surprisingly something of a workaholic to ensure the world doesn't need any Goddess besides her. A somewhat monotone work that has left her rather bored.

But these Lostbelts and the Incineration of Humanity? Well that is actually interesting! And look at you who summoned her. This whole adventure promises to be the most fun she had in ages.

Revere her. Respect her. And she will happily show you the true extent of her power.



Subjugated Prey of Twilight (1600/Requires Cosmos in the Lostbelt):
Koyanskaya is a complicated creature, stylizing herself after Daji and coming about as a result of all the dead animals from the Tunguska Event. The vengeful Spirit with ambitions to become Beast IV is a sadist through and through and her views on humanity can switch between wanting to make them all utterly reliant on her, too loving to torment and kill them. Which is why this Koyanskaya is all the more surprising to see. She has incredible power, having reached the kind of might she hoped to achieve over the events of the Lostbelts and then some. She is a Goddess of Beasts, having her own Reality Marble with all kinds of powerful Phantasmals to summon and copy the powers of, as well as seemingly infinite firearms that pose a threat to even the strongest humans. Raining down meteors is as easy as breathing for her. The power however is not what should shock you with this one. It's the fact that she is a hopeless masochist.

The moment she saw you, this Pretender wanted nothing more than to be your little pet. An attack bunny/fox/whatever animal you want her to be, who will maul your enemies before begging you to punish her. Koyanskaya is very serious about this too, reacting with the disappointment of a kicked puppy if you're not rough enough to her, sometimes claiming it is a contractual obligation. It's like a switch got flipped, making her fully embrace being the perfect ‘prey’, even willing to create entire races of beast-woman that cater to your fetishes from the data on phantasmals she has.

Koyanskaya refuses to say anything about her past or why she is this way but you can at least be certain that she is quite honest. Now where do you keep your BDSM Gear? She needs to know that.



All Conquering Demon King (1600/Requires Cosmos in the Lostbelt): Nobunaga was the kind of genius to war that the likes of Tesla and Edison were to science, assimilating western inventions and tactics and wielding an immense technological and economic advantage. The unification of the country was within her reach, campaign only coming to an end thanks to Akechi Mitsuhide at the temple of Honnō-ji due to the laters insane love for her and jealousy that she praised someone else. Not with this incarnation. With the sacrifice of Akechi and after a long series of complicated rituals including a tainted Holy Grail and the way she was perceived for her atrocities, the true Demon King was born. Ageless and wielding immense power against all things divine and holding mystery, she did not just unite Japan. She did not just unite Asia. She united the entire world underneath her banner.

Nobunaga wields transcendent knowledge of the arts of war, combined with a powerful Saint Graph that could make her something akin to a Grand Archer... or perhaps 'Gunner'. Even after the complete conquest of the Planet she was not quite satisfied. Even now she prepares, hoping for some kind of battle that could make her unite even greater regions, perhaps through an Alien Invader.

Realizing just where she is, who you are and what kind of wars are on the horizon, the Demon King is practically salivating at all that is to come. And if there is one thing you can be sure of then it is that she will cum as well. Winning battles has its way of making her horny you see and you'd do your favorite General a solid wont you?



Destructive Cosmic Love Reborn (1600/Requires Cosmos in the Lostbelt): When the Gods asked Kama to shoot an arrow at Shiva for the God of Destruction was lost in meditation, it brought with itself severe consequences for the God of Love. Kama was incinerated and the flames would never stop burning her for they were the destruction meant to end the universe. It gave Kama understandably a lot of grief when it concerns her fellow Gods and a lot of hatred for them. This Kama however seemed to have gotten some sort of closure about the whole thing. How? Simple. She killed Shiva. The flames that burned her listen to her completely as she absorbed the authority that commanded them. There was quite a bit of Chaos in the Indian Pantheon after that… but it eventually ended with one thing: Kama as the acknowledged Goddess of Destruction and Love, rather content being one of the unquestionable supreme Gods.

Now she was summoned as a Servant and incineration of humanity? Bleaching of Earth? Have you considered burning them to death? It worked for her. You probably wouldn't expect a Ruler to be this outspoken in favour of bloody revenge but her it genuinely gave peace and she is without a wish now. She presents herself as a lovely, encouraging and seductive Goddess and seems very interested in fostering your growth. Or perhaps ‘creating’ it. Seems her new authority gave her some new perspectives.



 **Thunderbringer After the Dawn (1600/Requires Cosmos in the Lostbelt):** If the common Mage is a Star in the Nightsky, then Kirschtaria Wodime was like the brightest Star Sirius itself. In both ideals and power there were few rivals to the leader of the Crypters. This same is true now for this Alter Ego Servant, a unique case in many ways. She is a Pseudo-Servant, the Lostbelt King of Olympus Zeus himself fueling her Saint Graph, the only human he ever called a friend. Unlike with most cases, it is Kirschtaria who is in full control of her body and mind with Zeus's terrifying power merely supplementing her own.

She hails from a similar yet different timeline where things happened very similar to the Events of the Lostbelts, with one critical key difference. Her plan to uplift humanity worked. Where she miscalculated however was in thinking godlike power would allow humanity to move past all their vices. Indeed too many were like Beryl, simply pieces of shit, which lead to the death of Chaldea and the destruction of the Planet. Kirschtaria's new status as a Servant seems to be a penance forced upon her by the Counterforce, a punishment for her part in the armageddon. A punishment Kirschtaria has accepted. Despite how her dream collapsed, she has not actually given up on it however. In fact she feels in a strange way humbled but also vindicated. If there are infinite timelines and hers had humanity ascend but fall to vice, there have to be more where she succeeded and humanity became unquestionably good. Her new purpose is to ensure these timelines can flourish where her's failed.

And the new Master she has? You? Few Servants would be as enthusiastic about following you on your journey if they learned about your nature as a Jumper and she would be happy to bring about a brighter future for humanity in whatever worlds you visit. As for this timeline you two are currently in? Well… she is fully intend on protecting humanity but it might get awkward and she herself feel immense guilt/doubt to fight with Chaldea if you made your way to Olympus so watch out for that.

There are two more problems her Master might need to deal with. One is her newfound Libido, courtesy of Zeus's lingering influence. Another would be encountering anyone named Beckman. That one name manages to cause genuine foam at the mouth hatred in her.



Future Heroine of Avalon (1600/Requires Cosmos in the Lostbelt): Once upon a time a boy who wanted to be a Hero met a woman who despaired over her Kingdom's fate. The importance of that fateful meeting and all that it led to can't possibly be understated. There are many ways their journey could have ended, both good and bad. But this version of the Queen comes from a very special timeline, winning the Grail yet without her Master and finding it in her heart to be inspired again and become the Hero he dreamed of. Her wish for the Grail? To incarnate, wielding all the power she could have, be it from the Lance or other versions of herself and be a pillar of the term ‘Hero’.

Now the Superheroine Avalon Girl has arrived in front of you. She led her original timeline into an Age of Heroism, almost reaching that Ever Distant Utopia she was doomed to miss originally. Curiously her Class is, of all things, Foreigner. Maybe some influence from a fictional character people usually associate with Heroism on her Saint Graph?

She finds the idea of once again serving a Master… not unpleasant but still awkward in many ways. She moved on from that heartbreak but to love again? To risk all the pain and gain such a weakness? Could it be worth it?



Drawbacks

If you want more points than feel free to take a look at this section. There is no drawback limit so you may take as many as you want. Just be careful. Overconfidence rarely ends well and many times the points are simply not worth it.

Supplement (+0): Do you want to make a different stay a little more spicy? You may use this Jump as a supplement to any other Fate related Jump. This will not make any **Drawbacks** or **Scenarios** easier and the **Tone** will still dictate the overall experience. CP can only be spend on their respective Jumps so you can't simply use this to have an additional **1000 CP** in a different Jump. Non Fate Grand Order Jumps require you to take **Another Fate** as well. Drawbacks with **Tone Modifier: Dark** can be selected by those who took other Tones but will be no less severe in practice.

Crossover (+0): The Nasuverse is vast and Chaldea is sure to find out just how vast, various elements and stories being ones Chaldea visited or partook in. You may choose any Fate property to be included in the Jump, perhaps taking the form of a temporary singularity to resolve or just an event that is visited.

Grand Gacha Order (+0): In terms of Waifu and Husbando themed, luck based games, it's hard to think of FGO as anything but one of the most popular and successful. That being said, there are plenty of other Gacha worlds with their own lovely summonable ladies. This allows you to at least for a brief period of time discover and travel to these worlds, making them crossover with the story of Fate Grand Order. This will most likely be in the form of Event Singularities. Maybe somewhere in the middle of the Ocean the Sirens of Azur Lane ended up creating a Singularity. Or something happened to the Archons of Genshin Impact and Teyvat suddenly becomes something that needs help. This is very much a toggle and not mandatory whatsoever. Even if the event happens you could simply sit it out, them unlikely to threaten the actual human order. That being said the Master of Chaldea is ever altruistic and filled with the desire to help so they most likely will join in. This will not make any **Drawbacks** or **Scenarios** easier and the **Tone** will still dictate the overall experience.

True Gender Equality (+0): Fate Grand Order is famous for its supply of exquisite ladies and handsome men. It is hard to deny though that the female population tends to be more focused on in all things lewd. Especially when it comes to unfortunate things in Darker Tones. Seems unfair doesn't it? By selecting this Toggle you can instead make it so males are the more 'prominent' party, switching roles around subtly. Do not expect this to make any Drawbacks or Scenarios easier however. They will be as difficult as they would normally be.

Private Folder (+0): If you happen to have any 'favorite' interpretations of the Fate characters being lewded you may choose this. It allows you to make sure a selection

of any of your favorite artists and their works to be featured in this Jump. This will not make any **Drawbacks** or **Scenarios** easier and the **Tone** will still dictate the overall experience.

-Another Fate (200/Incompatible with Cosmos in the Lostbelts): Not interested in the Grand Order and beyond after all? Than this seems like the wrong Jump to take. Alas you can opt to instead use this Jump for any different Fate story to lewd. This will cost you **200 CP** as that would make things a lot less dangerous for you. This will also not lessen the difficulty of any **Drawbacks** or **Scenarios** and the **Tone** will triumph over all in regards to what the setting will be like.

Self-Insert (+0): In case your uninterested in sharing the spotlight you may choose to replace Ritsuka and take his place as the Last Master of Chaldea. This makes it so your normal first Servant is defaulted into being Mash Kyrielight and that you **forfeit your regular Stipend on Companions as a Master**. Optionally if you have the **Servant** Origin or purchased **Demi-Servant** for 400 CP you may replace Mash herself, becoming a Demi-Servant partnered with Galahad contracted to Ritsuka instead.

Last Chaldean/s (+0/Incompatible with Self-Insert): Are they a boy or a girl? Not the franchise that made this question infamous but its relevant all the same. You can freely decide if the Last Master of Chaldea is a male or female version of Ritsuka. If you wish you can even elect to have a male and female version of them present. Their relationship to each other is also up to you, if they are related or maybe a couple.

-Gudao/Gudako (+100/+200): This would be an actual drawback based on the above. There are many ‘interpretations’ of the Main Character of Fate Grand Order but the ones of this Jump are now influenced by this Jumps nature. They already would be normally but now it's taken to an even higher degree and they became the worst and most detrimental hentai versions of themselves. Gudao may just be a cuck who can't even speak to a female servant while Gudako is a shameless pervert who will molest anything she finds hot in reach. Or vice versa. Or maybe just one of these traits being possessed by the sole Master present. Their still capable Masters beyond that at least, even if their antics or suffering is something you often end up involved in.

For **+200 CP** however? They are completely and utterly hopeless. A legitimate embarrassment. Oh also if Chaldea fails in any of their missions you fail the Jump. Best of luck.

Cosmos in the Lostbelt (+500/+1000): Usually you could leave the Jump after the mess with Goetia is dealt with, maybe after the Remnant Order. Now however you are stuck here for a little bit longer, right up to the end of the Lostbelt Arc. For an

additional **+500 CP** you will then also still have to get through the Ordeal Call. **Selecting this allows you to purchase the 1600 CP Options where applicable.**

Pruning Rejection (200/Requires Cosmos in the Lostbelt): A special deal from your benefactor. When you prune a Lostbelt, you can use the energy of its Fantasy Tree to reset it to the point in time before a Crypter appears. This will furthermore allow you to make the Lostbelts its own unique timeline, now no longer subjectable to the Pruning Phenomenon and separate from Proper Human History. Of course if you hate a Lostbelt in particular you can choose to let it disappear anyway or decide the actions you committed in a Lostbelt still remain after separation (for example if you killed Zeus he would still be dead if you choose to preserve the Atlantis Lostbelt).

Into the Fire (+100): Remember that bit about you starting your Jump away from the explosion? Well that is no longer the case. Pro is you survived. Contra is that you are dropped just like Ritsuka, Mash and Olga into Fuyuki and need to deal with it and complete the Singularity F.

Conceptual Weakness (Requires and Discounts for Servants/Demiservant/Waifu/Husbando/+200): Maybe you want to be a strong Servant but don't have the Points to spare? Then how about you take this option, though keep in mind this will make things a little more risk filled for you. Especially in a place such as this. Your legend now includes some kind of severe weakness or limitation. Maybe you are particularly vulnerable to Goblins or can not bring yourself to harm a man or are doomed to kill someone once you are falling for them. This weakness will follow you around like a Shadow for your time here and it is all but guaranteed that you need to deal with it. The shape or form in which you can encounter it will be potentially 'only' dangerous to your life but could also take lewd forms. In return you can Discount any level of the Servant option by half (**1600 CP** becoming **800 CP**, **800 CP** becoming **400 CP** etc.). Those who took the **Free** option instead gain **+200 CP**. You can choose to purchase this for any Servant you buy with the **Waifu/Husbando or Demiservant** option to Discount their price. Using this on a **100 CP** Servant makes them **Free** instead.

For an additional **+200 CP** you and all your allies will forget having a Conceptual Weakness until after the first time you have been impacted by it.

Before you ask, you can not purchase any sort of **Conceptual Advantage** that would negate this drawback. Nice try.

Collared Phantasmal (Requires and Discounts Phantasmal/+200): Your mighty form and state does not mean you are guaranteed to be free. Unlike **My Masters Sword** this drawback is tailor suited for Phantasmals and much more severe. You have a singular Master or Mistress who has certain beliefs or personality traits that drive you mad. It is utterly impossible to disobey your Master or Mistress, you will execute any

order they give them as they want them done. It is like your being and body have been conceptually claimed and tamed by them, more their Noble Phantasm than anything else. Your own desires are irrelevant and of no importance for your owner. What does matter is your power. Phantasmals of higher rank will be seen as more valuable and pretty much always in use. Weaker grunts and mooks? They will be allowed much more leeway and may even be ignored for long periods of time. In return the Phantasmal Origin will be discounted for you by half, **800 CP** becoming **400 CP** for example with **100 CP** becoming **Free**. Phantasmals of the **Free** Rank instead gain **+200 CP**.

Plot Bound (+100): No this drawback has nothing to do with Bondage. Instead you will simply be forced to participate in the coming events. There is no way to wriggle out of it you will have to be present for the various Singularities, and if Cosmos in the Lostbelt taken also the Lostbelts and Ordeal Call's. No hiding away allowed.

Dirty Mind (+100): Can't say I'd fault you given what this Jump is about. You are just utterly consumed by your libido, thinking in every moment of your spare time about sex with this and these servants. You're not having your morality influenced and you can still focus on active threats but outside of it you might as well be called the Grand Pervert.

Load Bearing (+100): You wouldn't expect anyone to be in pain from certain 'sizes' in a porn Jump would you? Think again. You have to deal with the realistic consequences of your curves and length, like say constant back pain from carrying boobs the size of melons around. Even if you lack the size for some reason and still take this drawback you still have to deal with the consequences.

Body Issues (+100): It is not exactly rare for Servants to have issues with how they materialized. Mordred and Caenis have a few problems with their gender. Beyond that the Hessian part Hessian Lobo is not too happy with not having a head. Or maybe some Servants just don't like how small or big they are. Whatever is the case you have a similar problem with your body. For the duration of this Jump you will simply never be content with the way you are and look and nothing is able to adjust your body in the way you want it to.

Mook Waves (+100): You didn't expect to only be able to focus on the big players did you? No. No matter what you do or where you go expect a few waves of enemies that need to be dealt with, even over the course of a mission an influx of these random encounters. They are nothing to speak home about and very much on the weaker end but a constant annoyance. Taking this drawback at **Dark** will not change anything… but it is advised against picking certain other drawbacks.

Merchandise Link (+100): You are a real fan favorite aren't you? There is some merch centred around you out there in circulation. Why is this a drawback? After all it

must be nice to be wanted by so many! Well… not all this Merch is of the safe for work kind. Some toys or sex dolls of you are in circulation as well. Occasionally when you least expect it your sensations will link with these toys. This is going to be highly 'distracting' at the best of times. I suppose it could be seen as a compliment?

Numb to Pleasure (+100/Can not be taken with Hypersensitive): You have a much harder time actually enjoying the pleasures of the flesh. Its not like your any less horny, just that you are much harder to excite and not as able to get into things. What for some would be a perfect night would get you barely hard.

Hypersensitive (+100/Can not be taken with Numb to Pleasure): You certainly will not be hard to get off now. Even a simple kiss to your neck leaves you a horny mess and simply fondling a sensitive part of you once will leave you seeing stars. However this increases your sensitivity to any feeling, making pain all the more intense as well and even small cuts feel debilitating.

Useless Jumper (+100): What kind of slander is this? You regularly will have to deal with other people considering you a failure, any mistake on your part pointed out and regularly brought up, even if it wasn't your fault. You could be the only reason Chaldea even started to make progress in a Singularity and still be called useless regularly. At least this isnt anything more severe than mocking and when the chips are down you will still be called to save the world.

Praise Kink (+100/+300): Who doesn't want to be praised? Huyan Zhuo certainly wants to. Needs to even. Thanks to the specific circumstances of her manifestation her sense of self-esteem is highly unstable. Much like her you need to be praised. Going too long without it will see your self-esteem plummet and affect your performance.

For **+300 CP** it's not just that you need to be praised. Insulting you is an incredibly viable way to attack you. Insults, the more harsh they are, will gnaw on your self-esteem and weaken you the more hurt you are.

-Tone Modifier: Dark (+200): Now just about every enemy you make will feel compelled to throw the most humiliating and derogatory insults they can at you. Not only that but you're even more sensitive to being insulted, treating even the opinion of a random mage or phantasmal as just as valid as your closest lovers and friends. Recovery will be even more difficult and you lose even more of your power in the process. Better avoid any particularly rough criminals, bandits or goblins unless you want to spend a long time on end sobbing and weak.

No means Yes (+100): Obviously this is NOT how it should be. No means no. Except when you are concerned. Basically you can no longer turn down any sexual request. That scrawny nerd asks you out for a date hoping for a blowjob? You will suck his

dick. That gang wants to show you a good time? Well you're at least going to have to participate in the show. Do note there are conditions to this. You can not be made to do this in the middle of a battle when there are actual stakes. You also can not be made to do things that would harm you severely, let alone kill you and anything illegal is also off the table. Beyond that however, you are likely to get around. At least no one will catch on that you are drawback contracted to be a prostitute.

-Tone Modifier: Dark (+300): What was stated above? That this can't be made in the middle of a battle or to make you do dangerous stuff? That is not the case anymore. Anything that isnt blatant suicide is on the table as long as it is sexual in nature. You are better REALLY careful about no one finding out you can't say no. Given the lewd nature of this Jump you could have a lot of people proposition you anyway, even if its just for kinks no one else would try with them. There is a reason this gives so many extra points.

Blue Balled (+100): Why will the Servant you want to summon above all else just not come!? And what is with all these teasing remarks that go nowhere? Frustration is a constant companion for you in this Jump, what you want the most always seeming a bit out of reach. It's not impossible, just your luck is taking a nosedive when it comes to the object of your desire.

S and M (+100): Now what are you more leaning towards? Being the one holding the whip or being the one whipped? Pick one choice between sadist or masochist. You find yourself leaning far more towards that direction, even to a sometimes shocking degree. Speaking like a dominatrix about to start a session and lean towards inflicting more pain than simply defeating some weak mob or calling the bad girl of the singularity mommy as you can't help but want to be hit by her. This does not overwrite anything about your morals or personality. You just have a lot more urges you need to get the hang off and live through healthily. Optionally you can opt to be both, in this case being a just as hardcore switch.

-Tone Modifier: Dark (+200): A willing sub can be a dangerous thing for herself. Something about your masochistic nature attracts those who prey on it and you find yourself a bit weaker against them, all the more tempted to indulge in the pain they are about to bring down on you. A sadist might actually have it worse as your stuck up attitude makes others want to bring you down and punish you and you find yourself outraged at the notion... this same thing weakening you just as much as you are distracted by your emotions and making your fight back more entertaining for your assailants. This weakening is not to a degree that you can't actually win... but the enticing or embarrassing notion of defeat remains on your mind.

Incompatible Kinks (+100/+200): It is always unfortunate if your desires doesn't match your partners. For the duration of your Jump there is a 50% chance that your

partners have a very different idea of fun, the kind that will either be a limit for you or just not enjoyable.

For **+200 CP** instead you will find yourself regularly in situations where you have to deal with a kink you dont like at best and actively hate at worst.

Cloth Malfunction (+100/+200):...Okay losing one or the other piece of clothing in a battle is to be expected. Especially since it's a convenient excuse to catch a glimpse but this is ridiculous. Your clothing may as well be made of tissue paper, any attack you suffer stripping you of more and more and exposing you. Alternatively this Drawback can take another form, at the very least not actually stripping you of anything constantly. In that case you'll simply be forced to wear the most scantily clad lingerie imaginable, anything you wear transforming into skimpy variants of itself. If you want to deal with both, stripper-like clothing that is quick to leave you naked, you can pick this Drawback for **+200 CP**.

-Tone Modifier: Dark (+200): I hope you don't rely too much on enchanted armor or high-tech suits. Any special clothing you happen to possess inexplicably can be turned against you and is very vulnerable to manipulation by opposing parties with plans with your body. Anything from a useful blessing becoming a just as severe curse to your own clothing becoming a straightjacket is on the table. Frankly just running around naked might be your best bet but even then expect that to cause its own problems.

Tiny Dick/Flat Chested (+100): There is nothing wrong with being a bit lacking in inches in certain areas you know? Depending on your gender you are either having a very tiny penis as a man or have no curves whatsoever as a woman. This doesn’t mean you cant have sex or pleasure anyone however. It's how you use it.

-Tone Modifier: Dark (+100): A word of warning, if you selected **Tiny Dick/Flat Chested**, at this Tone you get **+200** CP instead but in return the world really punishes you for it. Any ‘relation’ will start with you being laughed at for lacking size and misfortune based around your small size seems to follow you around.

My Masters Sword (+100/+200/Incompatible with Phantasmal): It should be expected that in a world with individuals named ‘Masters’ and magical ways to force your will on another this kind of drawback would exist. Choose one individual of this Jump. You are officially considered to belong to ‘them’ both by the individuals around you and your ‘Master’. You feel a natural compulsion to obey them but there will be something about them that puts you off so you are not likely to be perfectly content in this new arrangement. The nature of this ‘relationship’ depends on your Origin. For a Master or Magus this could be obedience to a ‘Senpai’ or higher ranking official at Chaldea. Servants will have this applied to their Master.

For **+200 CP** instead your Master is not just mildly unpleasant but someone you actively dislike. They will routinely order you to do things you wouldn't be happy with either and the compulsion to obey them is stronger, though still not stronger than your survival instinct so at least you are guaranteed to not kill yourself at their behest.

No matter the rank at which you take this you will be unable to get rid of them. Though there are opportunities to try and make them a better person. Until the final stages of your Jump you will still have to deal with them. By default this will be Babylon Singularity/Temple of Time, at **Cosmos in the Lostbelt** it will be until the last days of the British Lostbelt or the second to last Ordeal Call.

If you like you can take your Master as a free companion.

-Tone Modifier: Dark (+200/Requires My Masters Sword for +200 CP): Okay now your superior is more akin to a full blown hentai villain. Expect to be actively repulsed by them at any opportunity and to have to do some very bad stuff. Even worse due to the nature of your ownership you will feel a heat in you that only they can fulfill. They at least can't order you to die or surrender your chain to them still.

Goblin Interlude (+100): Ugh what little Green Pests. And how annoyingly common in all things not safe for work too. Regularly you will encounter Tribes of these foul creatures, roughly once a month at least. You can take a wild guess what their goal is to any of the female variety. Man are instead simply seen as things to kill or prisoners to take and show off to.

-Tone Modifier: Dark (+200): Due to the added narrative risk involved with this option, you will receive an additional **+200 CP** if you enter the Jump on the **Dark** Tone. They will be receiving a strong boost to their strength, intelligence and luck as long as it concerns the violation of you. This Bonus will also only be given to you once, not once for every Phantasmal if **Stronger Phantasmal** is taken multiple times.

-Stronger Phantasmal (+200/+300): On the other hand Goblins aren’t the only things with a sex drive. Instead of the weak Greenskins you now have a considerably more powerful Phantasmal to deal with at the same rates. By default it’s the Goblin Horde or a comparable Phantasmal. For **+200 CP** it is something like an Oni Tribe. For **+300 CP** it is more akin to a Dragon Horde.

You can choose to take this drawback up to three times, one for each option of Phantasmal.

-Goblin Event (+300): And now this is beyond a simple annoyance or potentially very dangerous risk. During your time here a Singularity will be created by a Goblin Tribe gaining a Holy Grail, whose wish is specifically tailored to growing their Tribe the only way they know how. The Goblins are now far more powerful, each one capable of giving a **400 CP** Servant a decent fight with a rare few capable of fighting and beating

800 CP Servants with raw power alone. Female Servants are especially vulnerable, conceptually so due to the Singularities nature. You will have to resolve this Singularity before your time in this Jump is up.

You can only select this event once, one time for any of the listed options.

Blackmailed (+100/+200/+300):...How did you even get in this situation? Someone knows something you don't want anybody to know. The severity of this secret scaling with how much this drawback is worth. At **+100 CP** it may only be an embarrassing event in your past, at **+200 CP** it is something more severe that could earn you the ire or disgust of many others and at **+300 CP** it is an extreme secret that could ruin your stay in the Jump. The more severe this drawback is the more power it holds over you and the more you will feel compelled to do as they say. Even if whoever has your Blackmail were to be killed someone else will find out about it and use it against you the following week. It should also be noted that you will feel weaker against your Blackmailer, essentially as if you feel down a whole rank as a Servant.

-Tone Modifier: Dark (+100): At the **Dark** Tone the Blackmail actively makes it so you are completely unable to defy them, left as helpless as a normal human against them. There is practically nothing they can not make you do short of ordering you to die or taking your chain, otherwise the Blackmail functioning as a Command Spell. You will even be compelled to actively protect them, even standing against your real Master if ordered.

Battle Casualties (+100): Not everyone can escape a battle unscathed. Even Servants can get truly mangled in between all the combat. You have now a mark from such an event. You have lost one of your limbs. This drawback can be taken up to four times for a maximum of **+400 CP**, each one losing you one more limb. You can however find an alternative to replace them, though only with options available within this world and it will require maintenance.

-Tone Modifier: Dark (+100): The Limb you lost is for the duration of the Jump permanently gone at **Dark**. You will only get it back once you can make your choice. This Bonus will also only be given to you once, not once for every Limb.

Amnesia (+100/+200): You have forgotten everything you know about Fate and the Nasuverse. For +200 CP you also have forgotten everything else, from who you are to your past Jumps.

-Tone Modifier: Dark (+200/Requires Amnesia for +200 CP): Someone took advantage of your amnesia. They introduced themselves as someone you cared about and loved and meticulously shaped your ego into their perfect ‘waifu’. You will be happy about it too! Even as some inner core of your being is left to helplessly watch. At least you can be sure they will not want you to die.

Hospitality (+100/+200): When you're out in some corner of a Singularity, you will eventually have to deal with the various inhabitants of it. Sometimes its working with them that can make the difference between failure and success. When it concerns you however the inhabitants of a Singularity/Lostbelt are very much at odds with you. At **+100 CP** they will simply have an innate dislike of you, though its not impossible to fix. At **+200 CP** they will actively hate you and will at default be antagonistic. Expect at least a few fights due to misunderstandings.

-Tone Modifier: Dark (+200): The Fairies of Lostbelt Britain are a very frustrating folk. Their supposed 'innocence' can make them do horrible things. Just ask Morgan or Baobhan Sith. And now it feels like everyone who is from a Singularity or Lostbelt will, when it is you, act like them. They will want to abuse you, want you to help them in every little thing, until you are broken and no more fun to play with. Even worse, you will always try again to please them.

Pay Pig (+100/+200/+300): How much money has been wasted in the attempt to get what you want? Gacha players know this pain and it is one you share as you regularly find yourself having to spend large sums to make any progress, be it on a mission, to recruit an ally or any other number of reasons. Hopefully you have a large inheritance stored away or a way to make a lot of money frequently because otherwise you might end up poor.

For an additional **+100 CP** you are very bad at managing money at all, comparable to Kirei Kotomine or a Gambling addict. For another **+100 CP** you are basically guaranteed to always be poor and bey exorbitant sums for way too much with even fiat backed money makers not helping.

-Tone Modifier: Dark (+200): You might wonder how this Drawback could be worse. Well frankly put the people in your life are now downright leeches. You are made to pay for fine dining and expensive gifts without even getting a modicum of respect in return. Worse you feel a shameful kind of arousal till eventually you can only get any kind of pleasure if you fund someone elses lavish lifestyle. Those with romantic interests will have it even worse, requiring unreasonable sums to even be able to speak with them. The ways you have to make money are now also guaranteed to be difficult, back breaking, humiliating or all three at once.

Horny Jail (+100/+200/+300/+400): Actions have consequences. In Chaldea's case pruning the Lostbelts had consequences and leading to the Ordeal Call. In your case? In this Jump? Well you have to suffer something else to make up for all the 'fun' you had. At the end of the Jump before you are allowed to move on you will go 'Link Close', essentially put on ice. You will still be conscious however, essentially transferred into a prison cell where you remain restrained and reduced in power in such a way that you can not escape. For every time you climaxed you will be forced to remain in this cell for one hour. If you selected this drawback for **+200 CP** it will be

for one day every orgasm, for **+300 CP** one month and for **+400 CP** one year. You will not die of old age but any abilities that would let you shrug of this kind of isolation are deactivated for the duration of your stay. You simply have to sit your sentence out. Don't think being in chastity will lessen the effect of this drawback. The counter will simply take into account all the times you would have cum instead.

-Prison Duty (Free): Your Cell is innately far away from anywhere someone could find you but occasionally that will not be the case. A random person who desires pleasure will find themselves in your cell. You can in fact refuse but choosing to serve them lowers your sentence by one orgasm for every client you please. Though you can't do more than one in a day.

-Extended Stay (+200): There is a small complication added to your sentence now. You will serve it restrained in your cell. That alone would not be a big problem if it wasn't for certain ‘accessories’ added that are constantly stimulating you. If you climax during your stay the time will be added to your sentence.

Masochistic Constitution (+100/+200/+300+400/+600/+800): Some skills Servants have are of the questionable variety. What good is there in being targeted more often? Well a Tank might see it as a good thing if it helps in being a guardian for others. In any case you are now going to be targeted more in any conflict you are involved in, enemies just feel compelled to hurt you above most others.

For **+200 CP** this is instead the Masochistic Spiritualist Constitution. Choose one type of being like say a demon. You will encounter this type of being regularly in this jump, suffering pain in the process akin to how Caren copies the afflictions of demonic possession onto herself if there is one happening near her. This also makes you a radar for that type of being. After this Jump you are free to keep this drawback as a toggleable Perk.

For **+300 CP** this is just both drawbacks at the same time.

For **+400 CP** this is an entirely different story. Instead of detecting others or being targeted more often you downright copy any injuries others suffer to yourself. You feel their pain as if it was your own. At least this is only Phantom Pain and you don't literally suffer all the same effects.

That will happen at **+600 CP** where seeing someone whipped will lead to whip marks on your body. Seeing someone lose their arm will result in losing yours. Only seeing Death will not end in your own death, but you will have to endure the agony still.

For **+800 CP** this is simply the effects of all drawback tiers combined. Meaning you will be targeted in battle more often, have one type of being that you will feel pain

from when they're around and who you are forced to encounter regularly and feel and suffer the pain of any injury you perceive.

…Who hurt you?

-Tone Modifier: Dark (+200): Perhaps you have become a little too used to pain. The more pain you suffer as a result of this drawback, the more you become addicted to it. If your not careful you will end up destroying yourself just to feel ore of the delightful agony.

Under Lock and Key (+200): No time to waste with horniness. At least some of your allies, or perhaps just a single one, didn't want to risk you getting distracted and as such made sure to equip you with a Chastity device of some sort. Even worse it functions similarly as if you had purchased **Sexual Resistance EX** and given them the Key, as well as making any teasing or arousing situations dozens of times worse for you, as well as any drawbacks related to such. Your Keyholder seems to be rather fond of seeing you squirm too and will refuse to unlock you for anything but brief rewards after a Singularity or Lostbelt clear, upon which the device will be put back on. It is advised you do not take this drawback alongside **Tiny Dick/Flat Chested** or **NTR Target**. I shouldn't need to explain why.

Censored (+200): This just defeats the whole point of the Jump! Frankly, everything is censored now. A woman could flash you her bare chest and you'd see nothing but a black void where breasts are supposed to be and anything intimate will simply see everything 'fade to black'. Even masturbation just isn't possible. You will still suffer any 'bad' sexual encounters if you end up in them but even then it's like a cut movie, still leaving you with all the pain.

Farming Duties (+200): With hundreds of servants running around, obviously you need plenty of materials to support them and Chaldea itself. You better get used to gathering them. Any ressource you use will run out a lot faster, requiring regular, daily battles to replenish what you need.

Risk to your life (+200): You're a coward at heart. When put into extreme situations, you feel compelled to do whatever it takes to be left alone again and will have regular thoughts of simply surrendering, even if it were merely some armed thugs. You will not be forced to and can grow to face your fears but you will always be a nervous wreck and think of doing whatever it takes to ensure your survival. Given the environment you will find yourself in I hope you're ready to face your fears.

Mana Sink (+200): At least you have an excuse for really engaging in this Jumps lewd themes. Your Powers now drain a lot more of your own reserves. Even if you are a non servant or don't have any supernatural powers you're far quicker to become fatigued. The only thing that can counteract this is regular and at least daily

Mana Transfers of the sexual variety, maybe even more common if you were to overexert yourself.

Brat (+200): Chaldea wins a lot of times not just because of their servants, willpower, planning or luck, but because their opponents don't take them seriously. You have a similar issue, being simply far too convinced of your own superiority. You will actively hold back your full power. Before you realize you actually need to go all out it could very well be too late already.

Naivety (+200/Requires Master): Idealism is something that can often be mistaken for naivety but you are very much a fool at heart. You're not stupid but you do lack a certain kind of realism. You would think everyone can be reasoned with and that violence can always be avoided.

Magus Mindset (+200/Requires Magus): If you were to shoot a random Magus there is a good chance you did the world a favour. Their thinking can tend towards the selfish and many of them would be happy to sacrifice someone else for even a small benefit. Your mind is very similar to such Magus. Don't misunderstand, your morality is not impeded. It's just that you are now having many intrusive thoughts to simply be the most selfish you can be. Following up on these thoughts will see you alienated and scorned and there is going to be a slight bit of consciousness in you that will feel ashamed for following through.

Obedience By Force (+200/Requires Servant): Command Spells are very effective tools to keep histories greatest in line. That being said, they are not perfect. When they go against a Servant's own desires they are more prone to be able to resist them and some Servants like Spartacus are very unlikely to be so easily ordered around. As for you? Command Spells and similar things are now more effective on you, much harder to resist at all. Someone with a good Master shouldn't be too worried though right?

Phantasmal Instincts (+200/Requires Phantasmal): Many Phantasmals are very resistant to change, driven by their nature like Computers who can not go against their directive. Gods and Goddesses, Dragons and Giants but even lowly Goblins. You have some kind of compulsion or personality trait that is going to influence your stay in this world quite severely. A Goblin might be hindered in their intelligence while still being obsessed with breeding. A Demon might be so utterly removed from humanity point of view they think limited lifespans as a whole are horrific. This will give you trouble one way or another.

Monogamy (+200/Requires Master Origin/Incompatible with Servantless): Quantity is a Quality all of its own, with many a Servant aiding Chaldea against the various threats. But you didn't seem to agree. You only have one Servant to rely on and making any contracts or giving Servants that arent your single contracted one orders

will backfire spectacularly. On top of that they seem to be about as desired by the people around you, ally and enemy alike, as Saber in the Fate/Stay Night Grail War.

Yandere Club (+200): Chaldea is filled to the brim with stalkers. Kiyohime being the poster girl but no less intense with her ‘affections’. Now you have your own group of obsessed to deal with. This may sound fun on paper but things can get very quickly violent between them and others and even inside of the group with there being no guarantee you won't be involved in the crossfire.

At the very least if you somehow survived and handled the mess properly you can take these Yanderes along as companions, all of them only taking up a single companion slot.

-Tone Modifier: Dark (+100): This drawback gives **+300 CP** in full on the **Dark** Tone but in return the Yandere’s no longer care as much about your well being. Eating you so you can always be with them, locking you away in a cage or keeping you as an amputated boytoy are very likely to be appealing prospects for them.

Servant in Distress (+200): Something about you just screams ‘kidnap me’ to the various unsavory individuals around. Expect at least one attempt to kidnap you in every second battle. Take a wild guess what they will plan on doing with you. You will be rescued within the span of the following days if you can not free yourself.

-Tone Modifier: Dark (+200): Any attempts to kidnap you are now boosted, making even faceless mobs an active threat to a Goddess and making her just as vulnerable as a normal woman to chloroform for example. You will also no longer be able to free yourself once kidnapped, having to rely on the help of others.

Jekyll and Hyde (+200): Is there a part of you, you don't like others to see? Maybe it's another personality, some experiment gone wrong or your Saint Graph has become fused with something else but you have a second being within you. They have their own desires that go contrary to your own and don't want to keep being locked up. It's not impossible to make peace with them however. Alternatively this being could also simply be a Doppelgänger of yourself, maybe another version of your Servant self who feels slighted by your existence like Emiya does with Shirou. Still not impossible to make peace with them however.

-Tone Modifier: Dark (+200): Forget what I said about making peace, your other, whatever shape they take, not only hates you but wants to take over as you. Best be careful if you don't want to end up replaced. By a different personality or a doppelgänger.

Wet Nightmares (+200): The mind is a scary place. Just ask the Count of Monte Cristo. They have been stuck cleaning Ritsuka’s brain for a while now and it's a job that doesn't get better. Let alone the Singularities that dreaming can lead the Master

too. It seems you have a similar problem. Mainly you are plagued with a series of neverending and severe nightmares of the sexual kind. They are incredibly realistic and you will be forced to endure and avoid whatever kinky horror you get stuck in. At least they will only last for as long as you dream and once you wake up it will be as if they never happened. Dont think not needing to sleep will get you out of this. If you don't sleep at least once a week you will end up hallucinating similar things in real life that will be all the more severe.

-Tone Modifier: Dark (+200): Okay new problem. Anything that happens to you in your Nightmares now happens to your body in the real world as well. You better become really good at managing your night terrors.

Bloodline Woe's (+200/+300/+500): Camelots downfall can be traced back to Morgan and her usage of Artoria's... DNA. The greatest Kingdom of Britain's entire history destroyed just like that. Morgan must have figured the best weapon would come from Artoria herself and now someone out there thinks the same is true for you. They want your children to accomplish whatever goals they have, either in the form of you inseminating them or their henchwoman or by breeding you. Ideally repeatedly. Anything you have that prevents such a thing will be able to be bypassed by them with enough time and when they get a kid or two it will not only greatly aid them but screw you and your allies' plans over severely. Depending on the level at which you take this the strength of whoever is after your Genes is similarly affected. For **+200 CP** it could be something akin to a Tribe of Phantasmals that while impressive on their own can be overcome, even if they have a shocking amount of luck. For **+300 CP** it will be more something on the level of a true conqueror like PHH Morgan in all her glory and power. At least not her Lostbelt Counterpart that would have been catastrophic. You can purchase both levels for **+500 CP** total.

-Tone Modifier: Dark (+200): Whoever you chose, maybe even both, did manage to get their hands on you. Good news is you managed to escape somehow. Bad news is not before giving them what they wanted. In the case of Phantasmal’s they now have dozens of their spawn enhanced with your bloodline, wielding lesser versions of any genetic traits you have. In the case of a single conqueror they have one singular but very strong child with much potential, able to rival you in time. They will use these new resources as they see fit which is guaranteed to be to your detriment, especially since they want you back after the good job you did. Even worse is that you find yourself hesitating when fighting them in critical moments, perhaps traumatized by the experience, remembering what it felt like or simply hesitating to strike down your kin.

I need a Hero! (+200/+400): There is no lack of people who need help. A certain Japanese sword obsessed young man would run himself ragged for sure. If you ever met him you could bond over this desire as you have a Hero Complex as big as a

Tree of Emptiness. You just have to jump in to help whoever looks like they may need it. For **+400 CP** you will even do so even if its clear the person 'needing help' really just tries to trick you and leave you trapped.

Oblivion Correction (+200/+400): Avengers are a complicated class. The entirety of it is meant to burn and uncover all that is wrong with the world and burn themselves out, akin to living weapons. In part because of their own hatred, deeply burned into their being so they can never forget. This is something you too now have. Any wrong that is dealt to you in this Jump will fill you with hatred, the pain you felt from it the kind you can never forget until you move on. For **+400 CP** this hatred is a lot more intense. Wrongs you suffer in this Jump will stay with you way past this Jump, still making you feel the anger and pain many decades from now. I do hope you can avoid tragedy. If not you will be able to work through it 10 Jumps from now.

-Soul Filled with Hatred (+200/+400/+600/Requires Dark and Oblivion Correction for +400): Now this is too much for even the biggest masochists. The pain and trauma from it will engrave itself into your Soul and Bodymod. As in you will never be free from it, to the day you stop existing. Hopefully the points are worth it. For **+400 CP** you will even forget having taken this drawback and for **+600 CP** you forget having taken it and are guaranteed to be suffering one intense traumatic event.

Lancer Luck (+300/+600): You may not be a Lancer but you certainly share a trait that has become infamous for the class. Your luck is frankly but awful. The kind that makes Cu Chulainn and Karna look lucky by comparison. You will regularly be put into bad situations or suffer misfortune, in return also making other drawbacks worse. Misfortune of the sexual kind could also happen, like becoming stuck in some hole or the other.

At **+600 CP** this becomes full on Murphy's Law. If there is any chance involved, it will end in whatever would be the worst for you. And if you think you accounted for everything? Your bad luck will mess with you even then. Do not even try any of the Scenarios they will fail and who knows how bad things will be for you at **Dark**.

The bigger they are (+300): Power is not the end all be all. Just look at the Beasts or literally everyone who crosses Chaldea's path as an enemy. You are now going to experience the full force of this phenomenon, your own power making fate, probability and the world itself work against you.

The intensity of this drawback entirely depends on your own power. Someone like the Last Master of Chaldea would barely be noticed by this drawback and an underdog in a confrontation would practically be unaffected. It is when you are getting stronger or already are mighty that this will work in full force against you. Even something like the Goddess Rhongomyniad, for all her power, practically would have to be constantly on her toes and reclusive from danger to avoid some unfortunate fate.

-Instant Loss (+300/Requires The bigger they are): On the other hand… maybe just stay out of any sort of conflict. Period. Because trust me it will not end well for you. Anything that could be considered a contest or confrontation, you will lose. Much like and even far worse than the Beast's supposedly being destined to be defeated. It doesn't matter if you have the power of a God or if you could squash ORT like a Bug normally you will lose every single time, even if your opponent would be the most pathetic of humans. It may take a few defeats for you to actually get that message though.

Ideology Battles (+300/+500/+600/+800): In this world just about everyone has a strong opinion on a lot of subjects and complicated ones at that. Fighting someone in Fate means also fighting what they represent and how they view something. It's pretty much a given that you'd encounter someone who is compelled to explain to you their every ideal but now you are regularly forced to also engage with them in such battles. If you can't come up with proper counterarguments you'll find your opponents getting brief boosts to their power even, scaling with just how little resistance you managed to do against their belief.

At **+600 CP** however this is more severe. Those whose ideology you'd most disagree with become the ones who have the most captivating silver tongues and most convincing feeling arguments, to the point a sentient Goblin talking about the inherent 'rightfulness' of sexual assault sounds like a professor when up against a maiden believing in purity and justice. Furthermore others ideology can become infectious on you if not properly debated and defied. The longer you take and the worse you do the more you are affected. Eventually you may just side with the resident big bad convinced of their new view for humanity or a staunch feminist ends up obeying the every desire of a misogynistic neet.

You can choose to receive an additional **+200 CP** for either level of this drawback one more clause. Mainly that the 'debates' are simply put very likely to be unfair. You will get interrupted and punched in the middle of your sentence, find yourself gagged as your opponent goes on and on or even bystanders join in on your opponents side. If your allies have any reason for their faith to be shaken even they may end up arguing against you.

-Tone Modifier: Dark (+200/Requires +600 CP Level Ideology Battles): You know how the effects of drawbacks and the drawbacks themselves are usually lifted at the end of a Jump? Not in this case. The only thing protecting your ideals now is your own debating. Any 'change' you have within you by the end of the Jump becomes attached to your essence and being. If you are particularly unlucky you could go from championing equality and justice to fighting just as fiercely for the most vile subjugators.

Connected Fates (+300/Requires having a Servant/Master): The destiny of a Master and their Servant are tightly interwoven and all lewd misfortune aside the same is true for you. Anything that your Master/Servant suffers is reflected onto you in equal measure. If one surrenders the other does as well. One gets violated and captured? The other as well. One dies? You get the idea.

True Name Reveal (+300): In a normal Grail War keeping the identites of a Servant save is the difference between victory and defeat. When your identity and legend is known this means people will know how to fight you and maybe even defeat you, as well as just what it is you can do. Unfortunately for you someone got the hand on your profile and it is widely available for everyone who cares. Your name as well as all your abilities, resources and weaknesses are now common knowledge. Hopefully you can deal with being put on the spot like that.

Link Lost (+300): Chaldea will assemble many famous heroines and heroes to aid them in this crisis. Many of which will be forced to suffer or sacrifice themselves to win. Of course they are servants and can usually be resummoned at the end of the day but this changes things. Any Servant who is lost in battle (or suffers a Bad End like state at **Dark**) are completely unavailable for the remainder of the Jump. The sole exception to this is the battle against ORT, whose devoured Servants will be returned to the Throne and summonable again upon its defeat. Anything beyond that case? Hope you can keep an eye on your Servants.

Servantless (+400/Requires Master Origin/Incompatible with Monogamy and Self-Insert): Is this really a wise decision? You have no Servant to call upon whatsoever, forfeiting the Stipend Masters get for Companions and waving the requirement of a Master to have a Servant. **This also makes it impossible to take any Servant related Drawbacks or Scenarios.**

A Goddess Scorned (+400): The divine are fickle beings, both in their intentions and actions. Even now they have all kinds of involvement in the Plot, not always for the better. Now there is one divinity that you caught the attention of. They are very powerful and use all they have in their efforts to make you their own. They are at best comparable to Ishtar… without Rin's influence and at worst as condescending as Kama in her Beast form. Should you survive or someone tame them you can at least take them as a companion, now 'tempered' the same way Ishtar is as a Pseudo-Servant. They will function as if **Companion Goddess** was purchased alongside **Core of the Goddess**.

Betrayed (+400): One of your allies, perhaps even your Servant or totally trustworthy buxom secretary, is directly working to betray you. Maybe they have already been dicked down and corrupted by another Master or the like but they are actively hoping to engineer everything in such a way that their new 'true' master or themselves gets all you have and then some. You will forget this drawback and unless you discover

the plot yourself only realize when its already happened, guaranteed to make you hurt and suffer rather fiercely.

NTR Target (+400/+600): Chaldea is in a desperate state so an additional Master should be a good sign right? Well their certainly strong, comparable to someone from Team A even if they fall short of the likes of Wodime. However they also are about as unpleasant as Beryl Gut, with a perverted obsession tainting their actions. They seek what you have, wanting to steal your servants and loved ones for themselves, any they manage to do so no longer being a possible companion. You will also because of circumstances be unable to actually get rid of them until the final stages of your Jump. By default this will be Babylon Singularity/Temple of Time, at **Cosmos in the Lostbelt** it will be until the last days of the British Lostbelt or the second to last Ordeal Call.

For **+600 CP** they are your equal in every way, essentially a scaling enemy.

-Tone Modifier: Dark (+200): They are not just interested in claiming your Servants for themselves anymore. They are after you, wanting to reduce you to a helpless, useless pile of flesh in typical magus fashion. If they succeed they also steal your chain, leaving you until the end of it in whatever cucked miserable state they put you in. Even worse they receive a boost to their luck.

Pathetic Mage (+600/Requires Master Origin): You definitely only came here to fill a quota. Much like the Master of Chaldea your skill at Magecraft is basically non-existent. You can still throw hands and strategize but anything more fantastical you simply can't do, forcing you to rely on your Servants.

Damaged Circuits (+600/Requires Magus Origin): Did you also fall victim to jealousy? Much like Kirschtaria you barely survived an assassination attempt in your past. As a consequence your magical circuits were damaged. You can only use your full power roughly three times. After these three times? You will be completely unable to fight.

True Name Sealed (+600/Requires Servant Origin): You were summoned with a very unstable Spirit Origin. As such you are vastly weaker than you should be, at best comparable to Mash as she was in Singularity F. With time your powers will return, taking proportionally longer depending on how strong you were. A **400 CP** Servant might only recover their full strength by the time of the Camelot Singularity, a **800 CP** Servant takes until the final days of Babylon/Temple of Time. A **1600 CP** Servant will not receive their full power until the Olympus Lostbelt has been conquered.

Crippled Mystery (+600/Requires Phantasmal): You were supposed to be such a great being of Myth and now look at you. No matter what you originally were, your but a shadow of your true self, crippled and debilitated body ailing you and drastically

weakening your combat capabilities. A being like Gugulanna would instead be akin to the tiny pet Gugulanna that Ishtar in her Rider Class carries around.

Failed Summoning (+600): Something went wrong during your insertion into this World. As a result you have nothing but what you purchased here. Any Perks or Items are locked away.

Heaven's Feel (+600): Are you by any chance familiar with Sakura Matou? If you were, you would stay away from this drawback. You have had a Crest Worm implanted into you. The kind ripped straight out of the most depraved and abominable hentai. It will constantly send through you the sensation as if you were violated, alongside incredible amounts of pain. Nothing can remove this Worm from you. Not Chaldea, not Alaya or Gaia, not the Foreign God, nothing from beyond this Jump, nothing. You will only get rid of it the moment you can make your choice. Until then you will have to deal with the mind and soul shattering agony, actively making any drawbacks it can synergize with worse. A final danger to consider is that the Worm will destroy you from the inside, weakening you before killing you. The only way to counteract this is to pleasure someone else, which will return your strength for an hour (non cumulative). Going 24 hours without giving someone else pleasure will kill you.

-Hell's Torment (+800/Requires Dark and Heaven's Feel): Remember that bit about the Worm being gone by you making your choice? That is no longer possible. This Worm will be a part of your Bodymod and essential being. No force anywhere can free you from them, until you cease to exist.

Scenarios

Should you want to spice up your time here even further you can choose to take any of the below Scenarios or even multiple at once. Every Scenario you take and successfully complete gives you **+200 CP** to spend on anything in the Jump but come with their own consequences for failing them. You receive the additional CP at the soonest time the Scenario can be considered completed (in the case of The Hentai Order this means after Part 1 is over).

Scenario's also come with their own punishments for failing them. Punishments can range from Chainfail to permanent drawbacks enforced on you. At **Dark** Scenarios will be even more brutal, offering more severe punishments but even greater rewards. Should you successfully complete the Scenarios the rewards will be numerable. All higher difficulty Tones will receive the rewards of lower difficulty Tones on top of their own. Some Scenarios require you to have selected certain options in the Jump previously, requirements being listed next to the Scenario.

Those who selected lower **Tone** Settings may choose to select a Darker version of the Scenario instead, free of charge but for the duration of the Scenario things will be fitting for the higher difficulty Tone. For example if you selected the **Normal** Tone you can choose to make **Super Summer Sexcapades** of the **Dark** Variety. Success will get you the respective reward but the Scenario will function as if you selected Dark at the start of the Jump.

Where applicable Scenarios can be combined.

The Hentai Order:

Chaldea certainly has a lot of its plate beyond cleaning up after all the sex. I am of course talking about Goetia and the Foreign God. Really they need all the help they can get and how lucky you are here.

Your task is simple. See the plot of Fate Grand Order to its conclusion. If you have taken any level of **Cosmos in the Lostbelt** this will include their separate story arcs as well. The world will be restored, the bleaching reverted and the world be as it was supposed to be.

Failure in this Scenario will simply fail your chain and probably leave you with a sore body.

Success on the other hand gives you what you worked so hard to pull through all of this. **Chaldea** itself, with all its resources. Any staff and even Servants who chose to remain will also come along with it. You can even choose to bring along past Staff who has since passed away like a certain Doctor if he sacrificed himself against Goetia for example. Any tools you gained through this adventure will also be included, like the **Black Barrel** and **Shadow Border/Storm Border**. If you purchased the Items with CP they will not be refunded however, as you had access to them before you were ‘supposed’ to, making this Scenario easier.

A Beastly Fate (Requires Beast Candidate):

The Evils of Humanity. Powerful adversaries from all kinds of origins, ascending due to their twisted love for mankind into their biggest enemy. Goetia, Tiamat and more failed in creating their world for their vision of humanity. And now you try to succeed where they failed.

Your task in this Scenario is to achieve full Beasthood. For that you must gather power and embrace the Sin you choose to make up your being. This can be one of the canonical Sins like Pity or Regression but also an original Sin. Failing to do so will not punish you, simply leading to you losing the Scenario. If you succeed however you can claim the power you gained.

That does not have to be where the Scenario ends however. If you choose to continue on and try to achieve victory over humanity, you will receive the **The bigger they are Drawback for 0 CP**. Chaldea will, backed by the Counterforce and their uncanny Plot Armor and Luck, try to stop you from succeeding in your plans. The outcome of this clash will determine what happens next.

If you are defeated you can keep your power as a Beast but will be considered a **Vanquished Beast** humanity has triumphed over. As such it has become a part of your very nature as a Beast to support humanity and aid them, making you rather submissive to commands from them. In fact your actions seem to make things even better for the race that beat you. Just look at what happened to so many other Beasts and you understand why this is the case.

If you should somehow be Victorious however you can keep **A Beast's World** for yourself on your chain, the Planet and humanity in your image, whatever it may be.

To Tame a Beast:

The Beasts are among the single most dangerous opponents for humanity, each one of them capable of apocalyptic destruction. Their twisted love for mankind makes them an obstacle to be overcome. Chaldea will have to face its fair share of Beasts over the course of this Jump, some of them seemingly taking a direct interest in certain characters like Kama in Ritsuka.

Now you will find out just what it feels like to be on the receiving end of a Beast's love. One Beast of your choice sees you as an integral part of their plans. They know of your abilities and in whatever scheme they are preparing, you will have an important role to play. Of course that plan succeeding also means you fail this Scenario, staying in this world and remaining as whatever fate they had in store for you. Should you be rescued and the Beasts plot still stopped by Chaldea, you will at least be able to continue on your chain.

Should you succeed? The rewards are plentiful. For being no doubt instrumental in the defeat of such a treat you gain the Perk **Allied with Alaya**. Any forces that are concerned with safeguarding humanity will see you as a reliable ally, maybe even sending you reinforcements in one way or another if they are able on whatever mission you currently are on.

Depending on how the Beast fared after her defeat you can also take them along. If you stop them by killing them, they will be reborn as a **Reformed Beast** and their powers are gone for good. If you have however managed to make them stop their schemes without killing them you can take the **Mighty Beast** as a companion with powers intact, though nerfed to the levels of a **800 CP** Servant, but still wielding their **Beast Candidate** Perk with their own unique attributes. They also receive the **Vanquished Beast** Status as described in **A Beastly Fate**.

Growing beyond your Saint Graph (Requires Conceptual Weakness):

Servant's are history made manifest. Ghosts of the past. What they have done when they still walked on the earth and carved their legends follows them into the Throne of Heroes. A Servant who died to poison is far more vulnerable to it for example.

This is an optional Scenario that can be taken by any who took **Conceptual Weakness**. As a result the disadvantage you get from your weakness will become all the more pronounced, increasing in amount of times it comes up and danger to yourself. However it now also only comes to you in lewd forms. A weakness to poison for example takes the form of exposure to weakening aphrodisiacs.

The challenge of this Scenario is to defy your supposed fate. Overcoming your weakness. However this has its own issues, especially depending on what tone you selected. As well as having different rewards and consequences for victory or failure.

At **Light** simply falling victim to your weakness once will fail the Scenario. However you receive no punishment beyond it.

At **Neutral** you will have to avoid ending the Jump in what could be considered a 'Bad End' as a consequence of your weakness. You are allowed to fall victim to it but if you fail to escape from your own power and need to be rescued you will fail the Scenario.

At **Dark** you will also have to avoid ending the Jump in a 'Bad End' but with a twist. Not only will you not be able to be rescued, your rescuers just ending up as other victims if they were to try, but you will grow more and more weaker to your weakness the more time passes. Eventually if you suffer for too long you will get corrupted and completely surrender to it.

Failure in this Scenario will not end your chain. Instead you will have other repercussions.

At **Light** you will suffer no consequence of any sort. You merely miss out on the reward you could have gotten.

At **Neutral** the weakness has become a part of your Servant abilities, following you as a Perk. It will not attach itself to your Bodymods or into situations were you are without your Perks but when you do have them, you will also have this weakness now as a permanent addition.

At **Dark** is the biggest change. The weakness is now a part of your very being, down to your Bodymod. It is impossible to resist or escape it from now on. Even worse you are completely submissive to whoever subjected you to it, surrendering your chain to them with you as their first companion. Only if they were to die would you get your

chain back and mind fixed. Something you are likely heavily inclined to prevent and even than the weakness will still stay with you.

Now… what would you possibly risk any of these consequences for?

If you succeed the Scenario at **Light** you will receive the Perk **Conceptual Advantage** once for whatever weakness you had chosen previously. This now gives you an edge in any future encounter with this issue.

If you succeed the Scenario at **Neutral** you will receive the previous reward alongside **I Resent That Weakness**. Any weakness you normally would have, you don't possess anymore. A Vampire would no longer be weak to the Sun or Holy Crosses, but may still need Blood for their powers to work for example. This is absolute for any form you may have or take in the future and has even become a notable resistance to what usually should be your weakness, though not quite to the same degree as **Conceptual Advantage**.

If you succeed in the Scenario at **Dark** you will receive the greatest amount of rewards. First any of the mentioned rewards for Light and Neutral are now yours as well. Secondly you're completely and entirely **Immune to Corruption**, no matter its source. Every Beast could at once use their full power to corrupt you and you would not budge. If anything, corruption has the exact opposite effect, backlashing on whoever tried to corrupt you.

Broken Collar (Requires Collared Phantasmal):

A great Mystery like yourself is not meant to be bound! You may have picked the drawback but that does not mean it has to remain as part of your nature. While you can slip out of your mandatory obedience by the end of the Jump, this Scenario is for all those who want freedom beforehand.

To succeed you must deal with your Master, the one who uses you as their treasured pet or manservant. Naturally aggravating, this effect is even more pronounced now and their desire to keep you even more bolstered. Even if you were a **Free** Phantasmal you can expect rarely a day to go by without being ordered around. If they had any 'romantic' or 'sexual' desire? That is bolstered as well.

To succeed you must achieve one of three outcomes. One: Get them to free you of their own accord. Two: Defy them for at least a month without fail, perhaps by somehow circumventing the conceptual taming that is part of the drawback or swearing yourself to a different Master. Three: Turn the tables and make it so they want to serve you instead.

Failure in this Scenario will not end your chain. Instead you will have other repercussions.

At **Light** you will suffer no consequence of any sort. You merely miss out on the reward you could have gotten.

At **Neutral** your full power as a Phantasmal is well and truly connected to the idea of serving another. The full power you gained from your Origin will be unavailable to you unless it is in the purpose of aiding and obeying another. You can only get the 'Discounted' version to use as you see fit.

At **Dark** is the biggest repercussion. Your obedience to your Master is ironclad, part of your Bodymod and and impossible to escape for as long as they live. Something you are inclined to protect now. Why of course this means you need to take them with you though you are still the Jumper. They like having a overpowered guard dog. That being said expect at least half of your build to be made by them for you.

Now victory is another matter entirely.

At **Light** you gain a simple reward. A small token and proof of your freedom. The Perk **Conceptual Advantage**, aimed towards a 'Tamer' or 'Slayer' of your kind. Whatever shape your Phantasmal self took, it now has an advantage against those that command or kill them. You can choose to apply this advantage to both but it will be at a lesser rate.

At **Neutral** you gain the Perk **Rebellious Phantasm** on top of the **Light** reward. Any future attempts to bind you without your consent to another or force your loyalty, will without a doubt fail.

At **Dark** you gain instead an even further upgrade to the **Neutral** Reward named **Subverting Phantasm**. Attempts to subjugate you or control you can be reversed at the one who tried, working on them as if you had used it on them.

Also do note that **your Master** can be taken along as a companion no matter the outcome of this Scenario. Only losing at Dark makes taking them along mandatory. Besides depending on how you managed to win your independence, making it so they free you because they love you too much to chain you this way or wanting you to hold the leash, you might want them around.

Don’t stick your dick in crazy:

Being in love, or even just trying to bone, a Servant can have consequences. Potentially lethal ones. Barghest comes to mind, whose purpose will end with her inevitably eating what she loves. Or Salome who will see anyone she loves as John the Baptist and want their head.

With that ominous warning out of the way to the good news first. You have a free Servant now, being quite capable as well and costing anywhere up to 400 CP. You can apply this to a different Servant you bought but will not be refunded any cost. They also now are guaranteed to really love you and you can’t help but love them too.

The problem? Doing the deed or really just embracing the love too much will inevitably end in your brutal death. Even if you should be strong or tough enough to take it, you will die by the hands of your Servant.

Your task is to either outlast this desire for the duration of your Jump or find some way so being with them doesn’t end in your death, even with the Fiat backed lethal coitus. How you do that is up to you, you just have to do it.

Failure in this Scenario will end your chain. You died after all. Though hopefully it was a good death.

Success on the other hand will reward you both with the Servant cured of their condition, now following you on your chain as a companion and you both able to indulge in your desires all you want, but also a special Perk. **Fuck Fate**. No, not literally. Instead you are able to alter any one individual's supposedly irresistible compulsions as long as they give you their consent. For example in the case of Barghest you could change her purpose as ‘Someone who eats what she loves’ to ‘Be a pet dog to what you love’ in case you two are into pet play. Salome could have her insanity to collect skulls be turned into the strong desire to give head instead. Just to name two ways you can use this Perk.

Divine Apotheosis:

Divinities are great beings. Far beyond the reach of most humanity can achieve. The Age of Gods has made the one or other resurgence in the story, however it's still more of an opponent than an opportunity. Chaldea HAS certain Gods on their payroll but they are degraded into much weaker variants. To even be able to be summoned they needed to become Pseudo-Servants or otherwise be made weaker. It's telling how much power they used to wield when one remembers they are some of Chaldea's best weapons even with that handicap.

Still wouldn't it be tempting? To have a proper and true Fleshly God in your corner? Lostbelts like the Atantis one showed how powerful that can be on the battlefield. This scenario's requirement is simple. Aid one God or Goddess of your choice to return to their former glory. How you do that is up to you. Feed them Divine Core's, make them drink from a certain Grail you can get after some Summer Adventures, start a cult in their name etc. There are plenty of ways to become strong in this world. You can find one I am sure. If you are so inclined you can even try and make an originally non-divine Servant reach such a state or a similar one. Maybe you want to take Jeanne and allow her to become a fully realized version of Metatron. Or a Valkyrie a new equal to Brynhildr. Or Altera reach a semblance of her old White Titan self. Or hell maybe you want to give Koyanskaya a hand in becoming a divine spirit and/or Beast. As long as you took something and allowed it to ascend to similar levels of power as a proper fleshly god (or beyond though that is not required to complete the scenario), you will have succeeded.

Failure would not cost you much. Perhaps maybe the wrath of whatever deity you disappointed. Success on the other hand can give you plenty. Obviously the **Divinity**, or similar, now returned to the form they had in the Age of Gods, is very happy and grateful and say the word and they join you on your chain. Beyond that you receive the Perk **Return to the Age of Gods**. Once per Jump you can return one individual back to their Prime, in spite of any issues that prevent that like limitations or injuries. They will be as good as new and you can even decide some aspects of their new 'Prime'. Maybe change their gender or give them larger sizes. They will accept them in return for being back in their best state.

Love Overcomes All (Requires NTR Target):

All this cucking and cheating stuff… so unrealistic and nonsensical. What do you actually have to worry about? Why would some dick be able to break the bond between Master and Servant or two lovers? This Scenario is for if you'd like to test just how strong the connection between the two of you really is.

You are not the one tested here however. Pick one companion who you love and with whom you have a romantic relationship, or at least would want a romantic relationship with. This has to be the 'most fitting' companion if you happen to love multiple people, the one you love most for example.

You both forget about the drawback and the Scenario itself being a factor. They are now the prime target of the rival Master in **NTR Target**. They will use every bit of charisma, manipulation and sexual proficiency available to them in order to steal them away from you. If things get desperate they may even use aphrodisiacs or some form of corruption or mind control, though always with a guarantee that it could be overcome through sufficient willpower. Events will conspire to ensure they're are moments where they will be forced to be together without you present as well. And at **Dark**? They are guaranteed to be more charismatic than you and somehow better in bed.

The Scenario is considered a failure if the object of your love choses your rival over you at the end of the Jump or whenever you get the opportunity to be rid of them. If your companion has purchased the **Sexual Resistance EX** Item this will also take the shape of deciding who they give the Key to.

If the Scenario is a failure you will lose the companion but simply be able to continue your chain without them. As for your companion and the one who stole them? They receive their own chain separately from you. At least you probably will never have to see them again.

That being said on **Dark** your rival still wants your chain specifically, now with the companion they stole actively helping them. You will have to defeat them and your former companion, if not being taken along on their chain in the same state described in the drawback. If you do manage to beat them you get at least the Perk **Payback**. Essentially the Perk makes your techniques and abilities stronger against people who betrayed you and who you put your trust in, equivalent to a purchase of **Conceptual Advantage**.

Should you, or better your companion, succeed however? The rewards may just be worth it. For starters your companion can now be freely imported into any future Jumps if they weren't already able to. You both receive the Perk **Best Girl** symbolizing your love and loyalty. The love the two of you share will also be more intense, feeling

far more powerful and fulfilling than ever before, never waning. The two of you are also roughly twice as strong when you fight together. Has there ever been a better team? As a final note you can also be sure of their loyalty to you, as they are impossible to turn against you by an outside force no matter who or what. It's impossible for anyone else to even be able to look at them naked unless you chose otherwise for some reason. Any attempt to violate this protection, by say trying to force themselves on them, will also be guaranteed to fail.

On **Dark** you both also receive the Perk **Oathkeeper**. This is an immutable, impossible to negate, conceptual loyalty guarantee for any sort of bond with anyone. No outside force, no seduction or charisma or corruption or porn logic, will be able to break the bonds you make once they have been made. The loyalty guaranteeing effects and protections of **Best Girl** apply now to anyone.

Olga Protection Squad (Requires Into the Fire):

Olga is the perhaps single most troubled woman in all of Chaldea which is saying something considering her competition in the form of Servants and human staff. Olga is the original Director of Chaldea, born to a father who couldn't care less for her and betrayed by the one person she thought she could trust, thrown by Lev into CHALDEAS to suffer an infinite death (perhaps infinite violation depending on the Tone of this setting), begging to be saved while tearfully remarking that no one ever cared for her.

It's a miserable fate that was forced upon her and a fate you are tasked with preventing. This Scenario is simple, at least in terms of description, ensure Olga Marie Animusphere survives the events of the Grand Order.

This is by no means as easy as it sounds. To begin, you will have to find a way to bind Olga's soul to an anchor of some sort, allowing her to even return to Chaldea after rayshifting into Fuyuki as a desperate gambit to save her life. Putting her into a homunculus body or similar may be worthwhile. That being said you could potentially save her from the Bomb in the first place, though in that event she would still be send to Fuyuki, making **Into the Fire** mandatory. Once there you will have to contend with Lev Lainur, also known as Flauros and stop him from throwing her into CHALDEAS.

Even if you somehow were to manage that your challenges are not over. Flauros will have spread a desire to see Olga suffer across the various Demon Pillars in charge of the Singularities. Chances are good that you even will have to protect Olga from something akin to her dreams being invaded. It wouldn't be the weirdest thing to happen here. On top of that there are a good amount of mental scars to consider with the Animusphere.

Olga has been screwed over by just about any person in her life. Everything that happened only worsened her issues and insecurities and having to lead Chaldea through the Grand Order even as most of the staff undoubtedly hates her? It is a lot for her to bear and she can use all the help (both in staying safe and leading Chaldea) that she can get.

Being rescued by you made her think she can trust you, in particular with the fact that she herself is really in need of screwing after all the stress and just wanting to feel good for once. And hey you're attractive in her eyes so why not blow off steam together? Actually doing the deed would reveal her to be quite the pent up and kinky woman, who just happens to also fit your tastes. That being said she cares a lot more about you than she lets on and not just because of gratitude.

If you are a Servant you can choose for Olga to be your Master. Despite her somewhat lacking affinity for it and what she may say at times she genuinely wants to

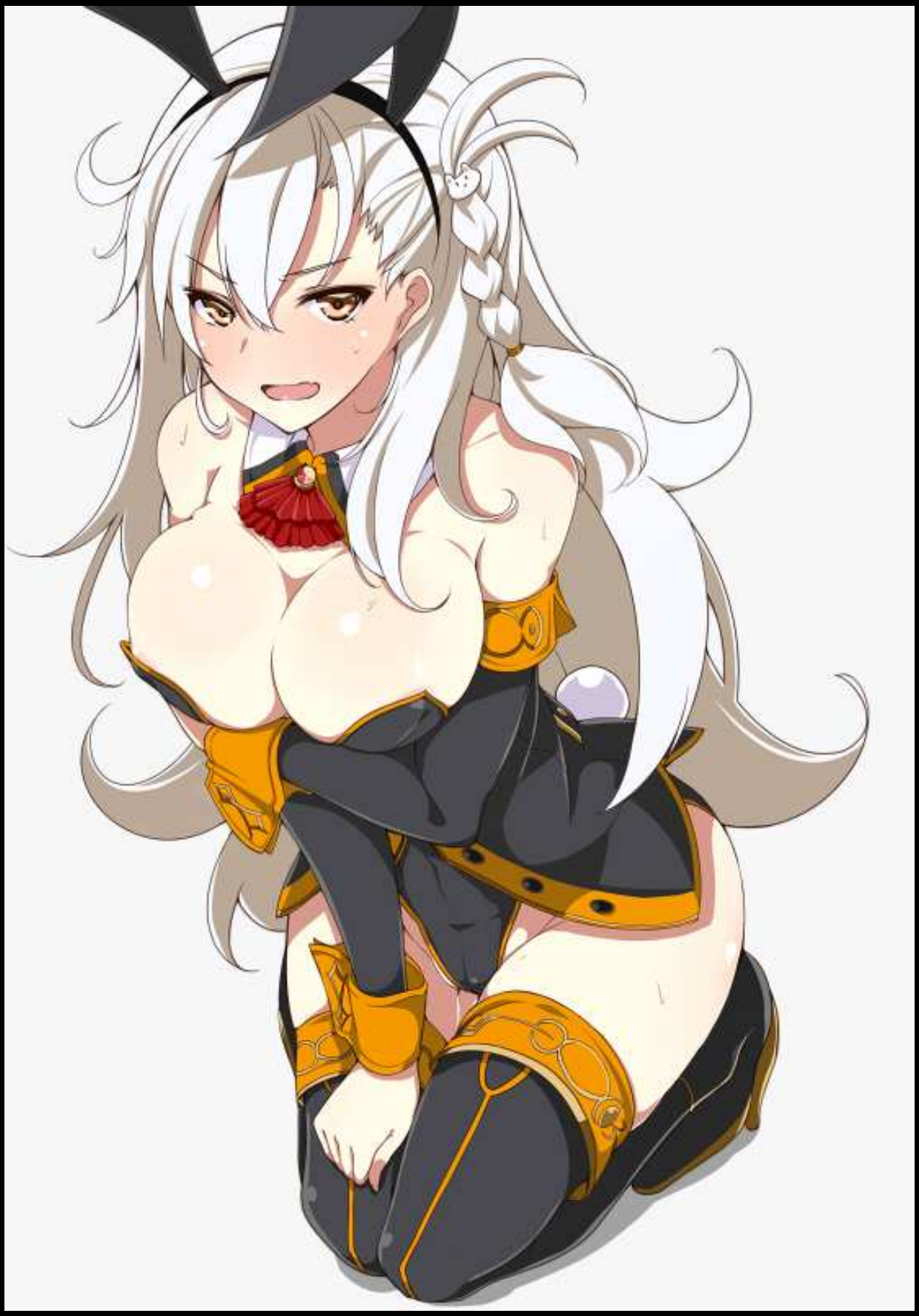
be a good Master to you. She is also not a bad Magus, with high quality Magic Circuits and is skilled in the Animusphere Magecraft and Astromancy. Given how the Animusphere Magecraft works, you would find her to be a particularly powerful ally in the Lostbelts, able to use the rich mana in each of them to fuel her spells. That is if she actually survives the Grand Order without being killed or Bad Ended.

This Scenario will only be finished once Goetia is defeated and Olga still at your side, hopefully with a stable mental state.

Losing the Scenario will not cost you much. You just have to finish the Jump knowing Olga has been fucked over by life one more time and you couldnt prevent it.

Succeed however and **Olga Marie Animusphere** can join your chain as a companion. After finding out the sheer lengths that you went to for her, you can be assured of her love and gratitude and she has never been happier actually having someone who appreciates her. You also receive the Perk **Protection Squad**. Once per Jump you can select one individual from this Jump (that is not yourself or a companion) to benefit from this Perk. They will receive essentially a form of Plot Armor and be guaranteed to survive the events of the Jump, as well as avoiding particularly awful fates. This will not help them achieve their goals but you can rest easy that no matter what, they will survive. The person you used this on can even become an automatic companion at the end of the Jump.

Do note that even if this is taken the Foreign God would still be a thing if you took Cosmos in the Lostbelt. They just so happen to look like each other now. Furthermore Goredolf will still hold the investigation and buy Chaldea. What changes is that she and Goredolf are essentially the co-directors.



Build a Waifu:

Everyone knows the story of Excalibur. A powerful weapon that was forged by six Fairies to protect the world from a grave threat. Well they were supposed to. Some Fairies are just... difficult. Pay a visit to the British Lostbelt and you will understand. That being said you have a teeny tiny problem related to Fairies and one item you possess. The nature of this Item is up to you, it can be anything from a weapon to a piece of armor. It can even be something you acquired in this Jump but it has to be something you would use often.

This Item is now shattered and unusable, left as 7 pieces and scattered throughout the world. Don't worry in its place you have an adorable Fairy of Paradise who just adores you. Really it seems her purpose in life is to love and support you. She can essentially become the Item again but to do so must go on a Pilgrimage. One she will definitely not manage all on her own. You must help her retrieve the broken pieces from within 6 random Singularities/Lostbelts or similar phenomenon. Each piece will be accompanied by a different fairy, though they will be far less fond of you than the Fairy at your side. They are about as lazy, entitled and evil as the worst Fairy of the British Lostbelt and seem to have a purpose related to antagonizing you. They define themselves both by something you could do with the tool you lost and a special kink of some sort and making you squirm just feels so good for them. Their pretty strong to, comparable to higher tier Servants and at **Dark** Tone can end corrupting your Item if they beat you and your Fairy, furthermore having their own potent Fae Domains. When you can best them, your Fairy will absorb the piece of the Item until all six have been gathered.

Failure in this Scenario will see you lose the Item and Fairy in question if you haven't fully assembled it by the time the Jump ends. Though it could also be worse by being defeated by one of the six fairies on **Dark**. They will reforge your Item according to their ideals and kinks as some sort of restraint or accessory that becomes a part of your Bodymod. Through this they claim ownership of you, tagging along as a companion you can not get rid of and making you their slave. You're still the Jumper but they control you. Ungrateful bitches.

Upon success however you regain the Item in full with something extra, sentience. The **Guardian Fairy** is now a loving companion with powers and abilities related to the Item in question, like making things they touch that Item they embody to give only one example. If your Item was something on par with Excalibur or Avalon they would get powered comparable to a **800 CP** Servant though this can also be surpassed depending on what Item you inserted here. The six other Fairies are also now considered a part of herself, essentially clones and bodies she can control as she pleases or you command.

If you succeeded in the Scenario on **Dark** your Guardian Fairy receives an additional Bonus. Her own **Fae Domain**, located inside of the Item and a Paradise akin to Avalon. She can temporarily pull you into this dimension like Excalibur's Sheath to protect you against attacks but also for longer to simply enjoy yourselves in this wonderful land, specifically tailored to her desires. Though given her desire and Purpose is to serve you this Domain is tailored to yours as well. Enjoy the quality time!



Pervert of the Outer Realm:

Ever since that mess in Salem a whole different threat has appeared on Chaldea's Radar. The eldritch Gods, abominations from distant stars in all their mindbreaking, most likely tentacle porn creating, unholy glory. More than a few Servants have some connection to one of these. And it looks like you will be forced to join that list as now an Eldritch God has taken note of you specifically. They think of you as a perfect thing to amuse themselves with and as a result a Singularity has appeared. Not one that seems to threaten Proper Human History but one solely located in your mind.

The Eldritch God has in your mind created a testament to Lovecraftian debauchery. Pits of pleasure to break your perception of pleasure. Bodies so sexy and horrific its impossible to describe them. So, so many tentacles. Somewhere in here is an Avatar of this porn obsessed Eldritch and getting rid of them would send them out, perhaps even kill them but finding them through this land of perversion without falling for it is going to be a whole different challenge.

Now don't worry your not alone in this and this situation is far from hopeless. The Eldritch in question can not use their full power and you have a mighty ally. Having taken note of this strange series of events, a certain someone with a connection to the Gate and the Key.

No it's not the one you're thinking of. Well it is but not like that.

An adult version of Abigail Williams has appeared to aid you. This is a version of Abigail who departed after the events of her own Salem Singularity and has travelled the Cosmos with Carter. She grew fully into her Lovecraftian might and into a beautiful adult woman. Seeing that you're suffering from a bad case of eldritch take over, Abigail is here to help you and protects your mind with her own powers as you two traverse through this realm.

From there on you will make your way to the Avatar and that is where you will be given a choice should you win the fight. Choose to embrace the Eldritch corruption or reject it.

If at any point before your mind is too broken you will fail the Scenario. As a result you will be marked as one of the **Eldritch Gods Apostle**, corrupted into spreading his perversion along on your chain.

If you have resisted the influences completely up to this point however and choose to embrace him you will be rewarded. Abigail will be disgusted and leave but you gain the Perk **Apostle**. On first glance this may sound just like what you get from the fail condition… and in a way it is but your not just a broken toy that they use to corrupt others. Instead you receive a distinct set of eldritch abilities, in line with the Gods own but toned down to be comparable to a 800 CP Servant. The Eldritch God will also let

you keep the Avatar of himself as a companion, only roughly as powerful as Abigail herself.

If you have resisted and decided to reject the Foreign influence, the Avatar will be vanquished and the rewards different. You gain the Perk **Anti-Foreigner** making you immune to mindbreaking eldritch influence. You could look into Nyarlathotep's face while riding Cthulhu's tentacles for days and mentally be no worse for wear. In fact any entity that can be considered a Foreigner is now more vulnerable to yourself, to the point you could probably take the Avatar on alone and win. **Abigail** herself will also follow you on your chain and after seeing all these things in your mind, just maybe she would be interested in trying some of it out.



The Phantasmal Orgy (Requires Goblin Event):

A Holy Grail being in the hands of Phantasmal's is rarely ever a good sign. In case you need that spelled out for you and the drawbacks description wasn't enough of a warning. This Scenario requires you to have taken that drawback in question and adds an additional problem to it. The Singularity is now located inside of your warehouse.

The result of this is obvious, your Warehouse will be barred from you and you must deal with this before your time in this Jump is up if you want control over it back. You can enter the Warehouse still but none of the Items or Properties are available to you. The silver lining is that the Phantasmals don't know how to actually use your stuff, they only know how to make it so you can not use it.

Failure in this Scenario will see your Warehouse become permanently taken over by the Singularity. It is now under the control of the Phantasmal's, including any item in it and now they actually know how to use all you gathered in here. While they will not be able to enter any future Jumps, in order to use anything in your Warehouse you will now have to barter or make deals with the Phantasmals in charge. This also extends to any Warehouse attachments. If you fail at **Dark**? They will in fact be able to enter future Jumps, though at least not wielding any of the Items you have. If they die they simply respawn back in the Warehouse but are unable to enter the Jump again.

Success in this Scenario rewards you twofold. For one you get the **Phantasmal Tribe** in control of the Singularity. Or perhaps more fittingly a new version of them that never were in contact with the Grail. They are completely obedient to you, even repressing their 'natural urges' to follow your orders exactly as you intend them. They can be inserted in future Jumps too, be it as followers or companions.

Additionally you receive the Perk **Easy Solution** because with all the problems you're facing, I can imagine being able to neglect at least one thing like this in the future would be nice. In essence you can make it so one 'Mission' is instantly resolved perfectly. This isn't something broad and has to be specific. You could not use this to instantly fix the Grand Order but to instantly resolve one of the Singularities to use a present example.

At **Dark** you also receive the Perk **Protected Event Location**. You can enforce the same protections that your Warehouses and bought properties have on a single location, not larger than Chaldea itself. It will be impossible to enter by anyone you don't allow.

Charming Christmas Chaos:

It's the season to jiggle- I mean be jolly. The time of giving presents and enjoying snow and closeness has many times influenced various Servants. Taking up the mantle of Santa, they strive to do their part in the holiday. Artoria Alter, Altera, Jeanne d'Arc (of sorts it's complicated) and many more wore the mantle. Though you may not be a Servant, you have the chance to join the circle of Santas. Around the time of Christmas you can choose to try and be a Santa. This leaves you in charge to fulfill a specific holiday themed Singularity on top of being the one to prepare all kinds of gifts for everyone currently in Chaldea. At least the Singularity will help you fully grow into your new status as a Santa. The exact specifics of what await you there? Who knows Christmas can be wild, like many events in Chaldea. Though depending on Tone it could be anything between the most lighthearted of Christmas fables or the darkest rendition of 'It's a wonderful life' you have ever seen.

At **Light** it's really simple. Just do your part in making sure Christmas is a success. A quite major party considering you are already wearing the Santa hat. Cook meals, wrap presents, spread joy, all that stuff. Maybe even give some girls who behave bad intentionally a rod, at least a fair bit will probably be of the deviant nature. As long as the majority of Chaldea receives what they want or enjoys the festivities you'll be fine. The Singularity may just mostly be about getting enough food or the like or other resources.

At **Normal** it is quite a bit more challenging. The Singularity is a proper trial that needs to be overcome, perhaps like Karna who had to battle Vritra. Whatever the Singularity takes for a form it is as genuine an emergency as most others.

At **Dark** the Singularity is similarly challenging but there is one even greater obstacle beyond it. You need to deliver the greatest gift of all to one Servant. The gift of life. See there is a non zero amount of Servants in Chaldea who are only alive thanks to something happening on Christmas. Jeanne d'Arc Alters Lily version was at risk of completely fading away until the Master of Chaldea managed to bring her to the sea and connect her to the proper myth of Jeanne d'Arc. Ereshkigal was on the verge of erasing herself in the Abyss before Altera gave her the gift of memories. And the number of Servants whose existence hinges on a successful Christmas is rising by 1 as you have encountered yet another with similar circumstances. Whatever it is they need to keep living, you must provide it.

Failure will not punish you, beyond a lousy Christmas. You will simply not get any rewards. Unless the failure happens on Dark. As the Servant is erased for good, so does this failure leave a mark on you. Christmas itself has become a curse. Misfortune and tragedy follows you around on this day from now on as you will always remember your failure, joy and celebration you could feel being drained and

even drained from those around you. You can also expect any gifts you get to just be awful.

Succeed and you will have done your fellow Santas proud. At Light you shall receive **Santa's Sack**. Within this unassuming Sack you will be able to find all you need to create the perfect Christmas. From perfectly cooked meals and decorations, to the perfect harness to put on your 'Reindeer', to gifts that are not useful or powerful but are sure to put a smile on anyone's face. Nothing magical about the items the Sack can provide but the joy you will spread is sure to make it feel this way.

At Normal one has to commend your ability to multitask. Like a true santa you managed so much in so little time. For that you receive the Perk **Christmas Time**. As long as it concerns events that can be dumbed down to a specific theme or one action you will be able to complete them in a single night. This is how you could hand out presents to the entire world, or at least all of Chaldea, in record time without missing anybody. Anything more broad than that will cause the Perk to fail however so do make sure to be prepared.

At Dark you have proven yourself truly worthy of the Santa title. As such **Authority over Christmas** has become a part of your being more than any Santa ever got to wield. You have power over all things Christmas related, spells related to it coming to you easily. In addition you can of course take the Servant whose existence you ensured as a free companion.



Halloween Hussy Horror:

Halloween is very infamous at Chaldea. Whenever it is the time for it a certain dragon girl and vampiress by the name of Elizabeth Bathory and the Castle Csejte are bound to be at the center of the conflict. Usually at the cost of the Master of Chaldea's sanity, who will use ninja techniques to escape if they can. You are going to do them a solid and take over for this one though!

One Halloween you will find yourself at the Gates of Castle Csejte. To your side is Miss Bathory though she looks... different. It is not uncommon for her Saint Graph to change around this time and take on a new Class and new abilities. This time it is especially prominent however as she just so happens to look like your ideal Halloween themed fantasy, with a body type to match. Now she asks you her puppy/deerlet to help her retake her Castle with a happy smile and a very close hug that may or may not intentionally end with your face in her cleavage.

From there the two of you will depart into the Castle though what you find may be very dependent on the Tone. It will always be a Singularity you two must handle on your own with some kind of genuine boss at the end but the things surrounding it are... variable.

At **Light** the whole thing reminds you more of a cheap Ghost House than an actually dangerous singularity. Despite that Elizabeth will be very jumpy, hiding behind you to protect her and be happy to 'reward' her hero. She is really laying it on thick...

At **Normal** things aren't as relaxed. There are some genuinely scary things here and Elizabeth is a lot more serious, though still clinging closely to you. Expect to have to deal with actual ghosts and monsters but have a reliable ally who sings your praises when you succeed.

At **Dark** the entire situation is far worse. The Castle is fully out to get you both and filled to the brim with erotic horror that is tailor fitted to hunt you both. Fear and desire go hand in hand in this cursed Castle

There is no punishment for failing... unless at Dark in which case the day of Halloween will be a curse for you. Powerful monsters tailor fitted to hunt you will appear around this time from now on, wanting to terrify and abuse you as long as it is Hallows Eve.

Succeed in this Scenario and you will know just what was the reason for all of this. Elizabeth herself. She set the whole thing up as a way to try and confess her feelings for you, which is why she made sure to use her new Saint Graph to appeal to your every desire. She understands if you reject her however, in which case she simply asks you to forget the whole thing. If you accept though she will be very happy and join you as a companion. Depending on Tone more rewards greet you.

At Light the big finale at the end of the tour did go wrong but everything else Elizabeth planned went along swimmingly. As such you simply feel yourself having become a bit braver. As lousy as these scares may be, they did offer a certain bit of fun. You gain the Perk **Horny Horror Hero**. Even if you are normally a coward you can find in yourself bravery in spooky times. Scary situations around you will also always be accompanied by a certain but of levity of the sexy kind. In fact whenever you are in a horror situation its like you are a character of a slasher movie. Not of the 'be killed' kind but of the 'have sex and a lot of fun' kind. Opportunities for such fun will never be lacking, especially as a 'reward' after the whole thing is over. You also will never need to fear the likelihood of you dying increasing by indulging. Go and defy that old trope!

At Normal the set up Elizabeth did was not as 'safe'. In fact it went pretty badly wrong with genuine horrors crawling about. The Castle is pacified now however and Elizabeth is happy to share ownership of **Castle Csejte**. It is filled with all kinds of luxuries, an ever fresh blood bath and mechas that protect the Castle.

At Dark the whole thing was a complete catastrophe. Elizabeth is terribly sorry about all this and hopes you can forgive her. Something must have interfered with the ritual she planned for it to go this bad. All these things straight out of a Horror Hentai... you did well on overcoming this Halloween. However as you vanquish the final opposition you find that whatever powered this mistake now empowers you in a way fitting for the Holiday. You wield **Authority over Halloween**. Much like one of Elizabeth's forms you have powers over all things Halloween related. Spells for such a thing come easy to you as if you became the Holiday itself.



Valentines Vanguard Victorious:

Valentine's Day! The holiday dedicated to love in all its many forms! What holiday could be more significant in a Jump like this? Chaldea had many unique happenings around this time and countless pieces of Chocolate were gifted and eaten. Not a lot of relationships ever ARE that lucky however. Take a look around and you'll find more failed or tragic relationships than successful ones. So instead of being the one to take someone else to bed, why don't you help out and be a good wingman to someone else?

Sometime after a current Valentines event you will come into the possession of a bag filled with 7 Valentines. Each one of them is labelled for a Couple that is doomed to have a tragic end. Depending on Tone the way it ends may even be ripped straight out of a particularly nasty hentai. They are unsend and unreceived. However each of them has some Valentine's magic attached to them. Enough to transport you into the time and location of the doomed couple. If you can make it to the pair in time, delivering the Valentine will be able to fix their relationship or even save them from whatever situation they were about to succumb to.

This sounds easy right? A simple delivery across time and space. It is a little more complicated however. There will be plenty of obstacles between you and your successful delivery that you must avoid and overcome though nothing insurmountable. Worse still, you're being chased by a God of love (or a Servant who looks strikingly similar). Eros, Amor, Cupid... or maybe Caren C. Hortensia. They want their Valentines back and think you can not be trusted with these. Depending on Tone this may not be as big of a problem though.

At **Light** the God of Love feels sympathetic for this whole situation. They DO exist to allow love to flourish but dont think such power should be in mortal hands. Still since you already have them it might be interesting to see what you do. They will test you and look over your shoulder but won't interfere much.

At **Normal** they are not AS reasonable. They want them back and they WILL get them back. Expect the God of Love to be more confrontational. Only at the very end when you made all your deliveries will they see reason and realize just WHAT it is you were doing.

At **Dark** however? It... looks like the God of Love but anyone with eyes could tell it's not. It's like they suddenly became possessed by something and are dead set on being an obstacle against you. They will even manufacture a chocolate copy of yourself, though they do not possess your OOC abilities, only what you have from this Jump at your level if it's a small comfort.

Failure at doing your deliveries will only fail the Scenario and not come with consequences. Except for Dark. In the case of Dark Valentines Day becomes a cursed day for you. Heartbreak, hardship and loss of love are ever more likely and follow you around on that day. Any drawbacks that deal with ruined relationships, lost love or attempts to ruin your lovelife will also be strengthened.

Succeed however and a reward awaits you. At Light you will receive a small Valentine's Gift from the God of Love themselves. **Jumpers Chocolate Factory**. Reminiscence to a story about a boy named Charlie entirely coincidental. Run by a chocolate copy of yourself (though one lacking your powers) this factory will always churn out chocolate of the highest quality. You can even manipulate the chocolate directly and they are very susceptible to being manipulated by you. You could probably even make Chocolate Monsters or the like. A thank you for understanding the spirit of the Holiday.

At Normal the God of Love gives you a little more than that. You have proven you truly understand the meaning of Valentine's Day. And okay they did overreact to the whole thing just a little bit. So you are now capable of doing your own **Valentines Gifts**. These gifts have the same properties as the ones you delivered, able to save relationships and doomed lovers from their tragic destiny.

At Dark? When you made your final delivery whatever was making them so... twisted will have faded away and they are both deeply horrified of what they have done and proud of you for pushing through. For that they will bestow on you the highest honor you could be given. **Authority over Valentines Day**. You are in essence a mini Cupid who has powers over all things Valentines Day related, such spells coming easy to you. It's like you have become an embodiment of the holiday itself like Miss Bathory did to Halloween that one time.

Optionally you can also offer an invite to your chain for any couple you saved, even to the God of Love.



Super Summer Sexcapades:

Ah, Summer. A lovely season of sunshine and fun. Even Chaldeas own summoning system can't help but be affected by the perfect time for a vacation to the beach. Indeed Summer is a lively time, many a singularity happening around this period with their own unique aesthetics. Be it Beach fun, thrilling Races, scary Camp trips or more. Most of the time... like many times... it's one of Chaldeas own Servants who is responsible. At the very least they are more relaxing than most Singularities... usually. One can even argue they are more meant for simple relaxation like a proper Beach Episode should be. And now it's time for you to be in charge of a proper Summer getaway.

That's right for this Scenario you will be in charge of a Singularity. You receive a Holy Grail that can exclusively be used for this Scenario as well as a small island. Using the Grail you can freely change the island's nature and even environment. Maybe you want a challenging race track? Or an opulent Casino? Or a series of islands to adventure in? Or maybe a frozen wonderland that you still can wear a bikini in without risking frostbite? You can use the Grail to shape this land to your liking for whatever kind of fun you want. It can absolutely be that kind of fun as you let it become a proper sex vacation resort but do try to add SOMETHING beyond simple sex as a main attraction.

Because you will need to attract people. Mainly everyone at Chaldea including the many Servants.

Yep. All of Chaldea is invited to this getaway! Maybe even more. Servants do have the tendency to be summoned for the first time in events like these. Your task is to make sure that everyone who enters these islands enjoys their time here. You can in fact limit how many people join, not like there were hundreds of racers or camp visitors.

However depending on how many you allow to join in on this your requirements will also be harsher. If you raise no limitations at least a vast majority, lets say 80 % of visitors must have loved the Singularity you created. If its only a handful dozen or the like each and every one of them must have had at least one thing they absolutely adored.

Your Singularity doesn’t need to be 100% perfect. Things can always go awry and the ending of a Singularity can be more annoying than fun. However, even a bad ending or annoyance can not ruin otherwise great experiences. Also no, corruption, mind control or anything like that will not work for this Singularity.

It's still very simple. You don't even need to stop the Master of Chaldea from erasing the Singularity at the end. You will know how close you are to reaching your goal by

the Grail you still have on you. It will fill with energy the closer you get and once its full and everyone has made some good memories you can consider the Scenario complete.

There is no catch to this honest... unless you picked **Dark**. See Summer is most of the time rather relaxing but there are... exceptions. Most likely because of BB.

(Hey! That's just unfair and disingenuous. I had a good reason every time I interfered with my Summer Events. We all know how awful the Lostbelts were. Is a time loop of endless joy really that bad when the alternative is the mental and physical trauma of pruning them?)

(Which is why I made sure to include something against that kind of burden in this Jump.)

(Good on Jumpers but Chaldea normally doesn't have that luxury. And in Dubai-)

(You mean well and usually help out in FGO more than you cause problems I give you that. BEYOND that your Valentine's Day Scene is one of the few times the MC is allowed to outright reject a Servant. Your Summer Servant Valentines Scene is a literal Bad End you can only escape by skipping. You are not fooling anyone.)

(That coming from the person who introduced a DARK TONE for a Porn Jump to begin with. I blame you for everything that happens.)

(You are part of the reason that Tone EXISTS to begin with. And we both know you and so many other aspects of the Nasuverse warrant it, even without Fanmade content.)

(...True. Still doesn't give you the right to judge me. Play the Extra Games and then run your mouth.)

(I probably should do that at some point but I know all I need to know about you from what you're like in FGO you Sakura knock off.)

(Ishtar Simp!)

(Yeah. So what?)

Expect at some point in this Summer Adventure for things to genuinely become **BAD**. As in an Outer God decided to get involved and traps you in a timeloop bad. Or *actual extermination of humanity is on the horizon* bad. These kinds of events are your benchmark for how catastrophic your little project can suddenly become. Best advice I can give is... **keep an eye on BB**.

(I insist that whatever happens will not have me as the true evil. Why would I want to harm my new Senpai~? Let's just have some fun together~.)

Succeed and hopefully you and everyone else will simply be able to look back on this time fondly. Alas all good things must come to an end and this Singularity was never meant to last. However, what you've done will always live on... and accompany you! Rather obviously the first reward for this Scenario is the **Summer Getaway**. Attached to your warehouse is the very same Island you organized, filled with all the delights you offered. It has no combat utility or the like, not being hidden to anyone and even welcoming people inside, but does it have to be? You can opt to place it anywhere in the local jump, it no longer functioning like a Singularity and interfering with local history.

Beyond that you still have that Grail don't you? The energy within has transformed into a Tropical Cocktail you or someone else can drink. This will grant them the Perk **Summer Form** an alternate mode for them, akin to a second Saint Graph for a Servant. Summer Servants also have a history of receiving some major Upgrades, or trying to get them at least so this boon is very substantial. A Pseudo Goddess could once again wield her power in the Age of Gods or summon a mighty Beast that was stolen from her. Flames that burn everything become more focused. The authority of other Gods flowing into an AI. You get the idea.

If they weren't before, whoever drinks it will rank as a **800 CP** Servant with unique skills they can use in Tandem with their original skills. If they were already on the level of a **800 CP** servant this doesn't quite make them **1600 CP** Tier but still stacks significantly. As should be obvious their new powers will be summer themed, going along with a summer fitting appearance.

The Grail does still keep one power after being emptied. It can give others who drink from it a summer flavoured alternate state. Their abilities slightly change to reflect that and they get a likewise fitting appearance but do not get stronger.

At **Dark** the empowerment by the Grail is boosted significantly. Worth **1600 CP** and stacking. A reward that you very much deserve for putting up with all this insanity. Speaking of the one responsible, **BB** is VERY apologetic about the whole thing.

(*Right?)*

(C-come on it wasn't tha-)

(RIGHT!?)

(...r-right…><')

So she is going to fully commit herself to make amends. She essentially becomes to your Summer getaway what she used to be to the Moon Cell, wielding all her power but exclusively to manage the Island and anything within exactly to your liking. She cant use it for anything else in fact and powers and changes do not extend or last outside of the Island. Her body is secured somewhere on the island. You're free to free her but it doesn't hinder her performance in any way and she doesn't mind it.

(...it's oddly… comfortable~.)

(Alright enough of you.)

(Mmmmgh~<3.)

No fakeouts or tricks or BB being… BB either. Enjoy your new personal AI concubine/Island Resort Manager.



Rama’s and Sita's Second Wedding:

Inside the halls of Chaldea, many faces from tragedy filled pasts can reunite and hopefully lead better lives. Not just enemies turned to allies but also lovers whose time together was cut short. Sigurd and Brynhild. Siegfried and Kriemhild. Xiang Yu and his dear Consort. Yet there is one Servant who despite everything is seemingly doomed to be in perpetual longing. So this Scenario seeks to rectify just that.

Your mission is to reunite Rama, the King of Kosala, with his wife and finally break the Curse of Separation plaguing them. The same curse that in the story seems unliftable by even all the Servants inside of Chaldea (including various Gods and experts on Curses) and even accompanies them into the Throne of Heroes. A curse so powerful it separates them into different ‘games’. Yes the Curse of Separation is complete and utter bullshit and an insurmountable obstacle. But fortunately for you your Benefactor and a certain Indian Divinity have some sympathy for this whole thing.

At some point over the course of the Jump you will enter a Singularity. Twice. See the only reason Sita even is a Servant is because she received Rama's skill in Archery. In a similar vein you have been separated into two beings, both having some key power of yours divided between them. Maybe one is a Master and the other a Magus? Or one is a Swordfighter and the other Rides upon a steed? It matters little but what was separated is a rather important part of your powerset. Each of the two versions accompanies one of the Indian Servants. One is with Rama and the other is with Sita. Your mission is to lead the two lovers together, in spite of the vast obstacles ahead of you.

The Singularity takes the form of India, but an India as if ruled by lust filled demon kings and touched by an even more depraved version of the Kama Sutra. No Kama has nothing to do with this. Vritra has however. The Evil Dragon of Obstacles voice will be heard for all three of you the moment you enter. A challenge for the two lovers. She will explain things in detail. If Rama and Sita can survive and resist all the temptations of this Singularity there will be a way to break their Curse. You are taken along for the ride, a nice equalizer to keep things interesting and actually give them a fighting chance.

Rama and Sita will of course accept, but it is up to you if you want to join them. If you don't? No harm done you are simply returned to Chaldea but the two of them are all but guaranteed to fail without you. If you accept you can be certain of the Servants gratitude as you begin your journey through the Singularity.

Beaches with golden sand, tropical forests, it is sickeningly pretty. Something you would see in a romantic Bollywood movie, but don't forget that the stakes are very high. You will have to contend with the various Monsters and Demons running

rampant. Some may pretend to be concerned staff of some luxury resort, just wanting you to have a good time or act like tour guides who want you to relax and enjoy yourself after a long day. Others will be much more upfront about killing you and one of the two lovers.

If one of them dies? Game over the Scenario is failed and the only shot at breaking the Curse of Separation is gone. You will be able to continue but receive your own **Curse of Separation**, ensuring that the favorite individual of any future Jump is one you will never be able to meet. A Curse that will accompany you until you end your chain. It should be noted that unlike the other Scenario failure punishments this is not fiat enforced. It is ‘only’ as powerful as the one that keeps Rama and Sita separated so you could potentially break it yourself somehow.

At **Dark** things are even worse. The Monsters and Demons are much more interested in violating the three of you. If one of them actually manages to? They fuse with the Servants Saint Graph. Not only is breaking the Curse certainly impossible now, they will be stuck with their violator. A Goblin managed to fuck Sita? Whenever Sita is summoned so is that Goblin who she can not defy just to name one example. The same is true for Rama and of course yourself. Until you end your chain, you will be stuck with whatever ended up defiling you.

If all of you succeeded and finally reunited at the heart of the Singularity, Rama and Sita will embrace whereas your own bodies will fuse together into one whole once more. But you're not done yet. Serving as the final hurdle is Vritra herself. Using all her power and that of a Holy Grail she has absorbed the Curse of Separation into her being, becoming its embodiment. It is as if the Curse itself became a part of her being, mustering up its final tricks to keep them separate. Now it will be up to the three of you to slay her.

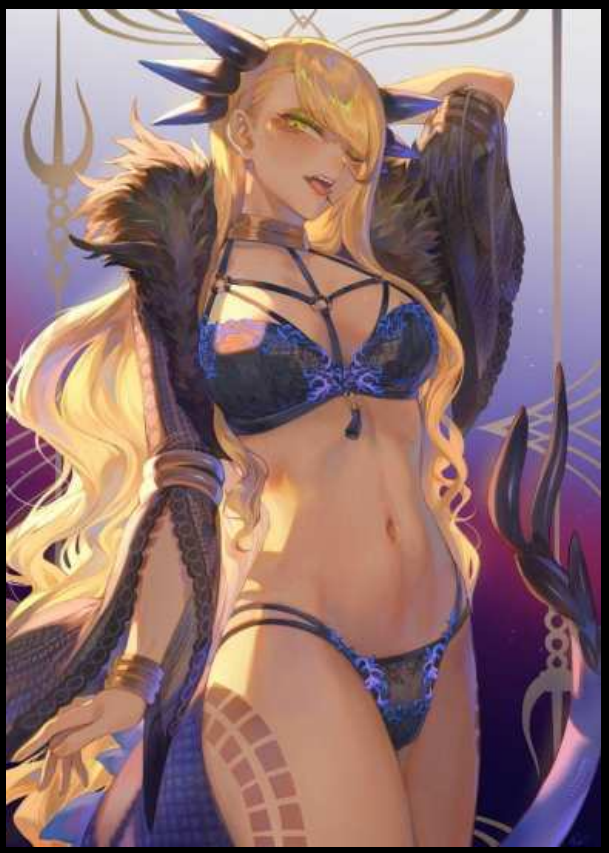
Defeat at this stage, even in **Dark**, will at least only end in the failure of the Scenario. You wont get any rewards and have to live with the knowledge that you got so close and yet failed, but at least you won't have any punishment like if you had failed before. Rama and Sita may be a bit more distraught, the Curse still affecting them... but maybe there is another chance another time?

Succeed? Oh will you be showered in Rewards. The most obvious one being **Rama/Sita**.The two lovers finally reunite and their Saint Graphs fuse into one combined Servant, making them inseparable. Of course this also means they only take up one companion slot. They are very grateful for your help and happily accompany you. Who knows just maybe you could end up a part of their relationship.

Another companion reward will be **Vritra** herself. She will be overjoyed at the sheer fun this whole thing was, and even more at the fact all of you managed to beat her. In you she has taken a particular 'interest', bordering on obsessive love.

You also receive the Perk **Split Saint Graph**, allowing you to at will separate yourself into two beings. Each being will have their own share of abilities divided between them but you can control both bodies independently from one another. It certainly helped you succeed in this Scenario so surely you can find use for it elsewhere. You also gain the Perk **Curse of Separation**. Yes, the effect but as a Perk. Once per Jump you can curse two individuals, the only requirement being that one loves the other. Fate and the world itself will ensure the two of them can never meet for as long as they live. Only in actual death and the afterlife could they possibly reunite. Until then, they would sooner end up being blinded, deaf, mute and comatose in the other's presence if that is what it takes to keep them separate. However this also allows you to break similar curses with ease and gives you a supernatural skill at mending relationships.

If you succeeded at **Dark** this kind of utter triumph against such a strong curse at its most vile has left an even larger imprint. You receive the Perk **Curse Cleanser**, making you an expert at getting rid of any Curse. No curse is truly safe or immune from being fixed by you.

Chasing Stardom:

Idol culture. Beautiful and talented girls spreading joy to those needing it most. It is quite the fascinating scene with enchanting sights and sounds to thrill and captivate. For anyone who is interested in such a thing this is the Scenario for you.

At some point in your adventure a particular Singularity will appear, resembling that of modern Tokyo before the Incineration of Humanity. It is somewhat perhaps reminiscent of the time where Miss Crane wanted to do everything in her power to fulfill the dream of the woman who took her in, though if asked she insists she had nothing to do with it. She is not lying as this Singularity doesn't quite seem to have a single instigator. Perhaps the alluring mystery of the idol live was simply too powerful to be contained here.

In any case welcome to the Holy Idol Grail War! Instead of Servants battling each other in duels to the death at the behest of masters, seven Idol Agencies are locked in a battle for who has the greatest star. Each Agency has a large amount of servants at their disposal, tirelessly training their dancing, playing and singing skills to become known as the ‘Grand Idol’ of their agency. A Grand Idol does not need to be a single performer however, it can just as easily be a small group of girls acting together on the stage. By the end of the month each Grand Idol will be invited to a final tournament performance where they have to woo the united crowd of Tokyo and make them believe they deserve to be the greatest of Stars. Winning is more than just a trophy, as the strength of a Servant or Mage seems dependant on how adored and influential they are in this Singularity, the Grand Idols each comparable to a 800 CP Tier Servant.

To clear the Scenario you must claim victory in that final vote. Either by being an Idol yourself and wooing the masses, or by becoming a manager and guiding a promising lady to her full potential. If you are a manager and lack a companion who can fill that role you will be able to run into Mysterious Idol X Alter, wanting to participate. Of course she can also be a reliable partner for an aspiring Idol who doesn't want to be alone on the stage.

Don't worry about losing, it will not cause the Scenario to fail and you can simply start again next month. Time doesnt seem to move forward as it would normally in here. Perhaps a play on how idols can make you forget time by how stunning they are?

Depending on the Tone of the Jump the overall atmosphere of the Holy Idol Grail War will change.

At **Light** it is something right out of the most wholesome and inspiring anime you can think of. The girls truly wants to do their best, the fans are respectful, the agencies ethical and everyone seems to have a great time all in all.

At **Normal** it is more akin to the real world, including some of the issues in the Idol scene. Pressure is a real thing, companies have demands, fans can be obnoxious and toxic. Still fun to be had but the negative aspects of the Idol live arent just magically erased. Corruption, manipulation and trickery exist and will make a victory more difficult to attain. Some of the more corrupt companies may want revenge and need to be taken down.

At **Dark**? That is where things become a nightmare. The agencies are without fail Black Companies, exploitive and corrupt using the dreams of impressionable girls for their own benefit. At best they may apply verbal pressure and threats to the Idols in their employ so they dont leave, iron clad contracts working like command spells to keep them in line. In between are blackmail and punishment. The worst of the worst treat their girls as sex slaves and commodities, loaning them out to whoever can pay for their time. Once a girl is inside they can not leave no matter what they try and if they do break from the rigorous regime and the abuse? That is where the company makes sure they 'graduate' into proper toys. While it's rarer in comparison the fanbases also hold their dangers, with an obsessed fan trying to whisk their favorite star away into their dungeons. Becoming the winner of the Grail War is the only way any of these girls can get some reprieve and they and their managers will use every dirty trick they can think of to win. And the 'Grand Idols' who don't win? They can only participate in two months as the punishment for the failing idols is to serve a month in a brothel to atone for their incompetence. The dream of these girls are nightmares that can only be put to an end by someone more ethical taking control of things and winning the Grail War. As such taking the Scenario at this Tone will also require you to 'dispose' of the various CEO's keeping this system in place while still ensuring you or your star win. Do keep in mind that these girls are still including a lot of servants or mages and who knows what the bosses have up their sleeves.

If you succeed many rewards await you worthy of a star like yourself.

To start with, anyone in this Singularity you befriended can join you as a companion or follower. From the agency you joined to your fellow rival idols or your fans. You can even keep the **Idol Tokyo** for yourself as a location, either an attachment to your Warehouse or a property inserted in a Jump. Though with the Singularity resolved it will lack the empowering benefits of idoldom.

As part of the winning team receives two perks, one for the Idol(s) and one for the Manager(s). Idols receive the Perk **Grand Idol**. Your skills at performing as an Idol are without peer, singing, dancing and playing instruments like the best of them. Furthermore your reputation as a bringer of joy will now follow you in every future Jump, with devoted and large fanbases who adore your shows. Managers that respect you but are also desiring you are never in short supply and would love to

show you a good time. This also guarantees a nice paycheck from merchandise deals and actually performing would boost your riches even further.

Managers meanwhile receive the Perk **Maker of Stars**. You excel at making the stars of tomorrow, a month underneath you already making performers that could attract millions and ensuring they will get all the opportunities they need. Your reputation in this field precedes you as your name is a most trusted and respected one in the idol scene. You will never lack for beauties that hope you can make their dreams come true, willing to do ANYTHING to succeed. They will happily spread their legs only for you their beloved manager. Their success is also your success as you get a large portion of their profits.

Succeeding at **Normal** furthermore grants you the Perk **Idol Power**, allowing you to replicate the curious way power worked in this Singularity. The more you are adored by your fans, the more magical energy you can use based on their love of you to empower yourself. Though the jump in power will not be as extreme in the future. It would require making everyone in a country to be a fan of you to gain the powers of a 800 CP Servant. The whole world would have to be completely devoted to you for the raw power of a 1600 CP Servant.

If you succeed at **Dark** you also get the Perk **Ethical Competition**. When you enter an industry the moral guidelines you practice will end up becoming the ‘superior’ way, simply allowing higher profits and more success. Anyone who fails to live up to your standards as a competitor will find themselves bankrupt in record time.



Whore of Agartha:

After Goetia's eventual defeat, some of the Demon Pillars still managed to escape, intending to follow their own goals. During this Remnant Order Chaldea was faced with various new trials. One of them you are tasked with taking off their hands. Agartha, the Subterranean World of Folklore. It is a mix of various legendary locations suddenly arising in this location deep beneath the earth, created with the cooperation of Scheherazade and the Demon Pillar Phenex.. The ultimate goal was the destruction of all mystery. Upon the completion of Agartha's 'story', the land were to become the floating city of Laputa 'the whore'. Laputa would then crash into a heavily populated city, revealing magic to the freshly restored but still unstable world at large. As a result mystery seizes to be and the Servant Summoning System is rendered inoperable. Needless to say this actually happening fails your chain.

You will be transported here all on your own. Chaldea will not be able to help you, your companions can't access this place and not even the rebellion will exist, Columbus never being summoned as you essentially took his place. The only aid you will be able to rely on is your 'main' Servant if you are a Master and not even that if you are of a different origin. Eventually you may be able to use the man, kidnapped from the surface to be slaves in the cities, to form a rebellion but this land is not quite at that stage of this story it seems. Helena Blavatsky might be running around somewhere here, most likely among the peaches.

You need to deal with the rulers of the various mythological sites and conquer each city for yourself. Dahut (essentially a Phantom having possessed Francis Drake's Saint Graph) who rules the City of Y, Penthesilea of El Dorado and Wu Zetian of the Nightless City. They're also considerably different than the ones Chaldea would have faced, more powerful and summoned in their adult forms. Each of them also lead their own army of Agarthan women, this land's biggest ressource. Each one of them is stronger than the average human and can simply clone themselves via a bit of sperm. They are not quite sentient without their ruler and will stop operating until a new ruler is made, making them perfectly obedient. You may also have to deal with the summoned Heracles turned into 'Megalos' running amok. And after all of that you will still need to stop Scheherazade's and Phenex's plan.

Do note that this land is very harsh on man, so male Jumpers will have a challenging time here. Even Jumpers of other Genders will be mistaken for male. Particularly something to consider at the **Dark** Tone where all women will be more empowered against what they perceive as male, all because this 'story' is meant to end with males being abused and tortured. Quite the undertaking, with the cost of failure being mystery itself disappearing, the world being much more vulnerable to threats and your chain being forfeit.

There are still plenty of rewards to gain however. For every **Ruler** you defeat you will receive a version of them as if purchased through **Waifu/Husbando**, now loyal to your ideology in favor of their own, whatever it may be. Their own city and **Agarthan Woman** will also be yours to command, executing your will. If you manage to take control of him without killing him you can even take **Heracles** as a Servant, still a Berserker though no longer Megalos. **Helena Blavatsky** is the same, if you managed to find and recruit her. Upon complete success you can take a copy of **Agartha/Laputa** with you. It is capable of hiding beneath the planet's surface, the moss at the ceiling simulating a day and night cycle and causing a liveable environment. On your command it can also fly into the air, though it has additional veiling so no one notices what is going on. Your land will in further worlds also grow, gaining replicas of other mystical locations akin to the likes of El Dorado.

Finally **Scheherazade** herself will become yours. Perhaps impressed by your strength, having regained some will to fight from your actions, or just happy to be your bed warmer for this summoning as long as you dont send her to the frontlines and forgive her for this gigantic mess. That being said, she seemed to have inherited something from Phenex, having considerably greater power to her spells and a potent healing factor as part of her Spirit Origin, going from a relatively weak Servant to one worthy of the **800 CP** tier.

There is one last boon waiting for you if you succeeded at the **Dark** Tone. The Perk **Equal Rights**. The entirety of Agartha became this way because Scheherazade has subconsciously associated men with death, making her story one where men are punished in similar ways women were over the years. By overcoming it you yourself have become more effective against women, in future Jumps this changing to being more effective against whatever gender is opposite to you. Your abilities are more damaging and they find it harder to harm and effect you, especially if they have some unfair advantage like an army or a superweapon. The Perk works particularly well as an equalizer. Beyond this usage the Perk can also work on a societal level, allowing you to overtime achieve equality between genders… or alternatively infect a population with some kind of hate towards a gender like Scheherazade did.



Chaldea Royale:

Do you feel lucky? The whims of fate and gacha are fickle, something a certain Master knows all too well. And nowhere else in human history is pride and misfortune punished as much as in a Casino. It seems a Servant or three have gone rogue (by default Koyanskaya, Artoria's Ruler version and Scathach) and decided to establish a proper Casino in a Singularity. It doesn't seem to interfere with humanity directly and is relatively harmless but a Master or Jumper may be tempted to investigate. Your mission is to become the Casino's Top Gambler and dissolve the Singularity at its core, which includes facing off against the owners... or main owner depending on Tone. Don't worry you have time as time outside the Casino Resort comes to a standstill. Beyond that a luxurious Hotel and Night/Strip Club are also on the premises. It's like someone saw that one Las Vegas event and wanted to try and one up it by offering all kinds of delights. The Casino is staffed by familiar faces. All kinds of attractive Shadow Servant versions of the many ladies in Chaldea. Clad in Bunnysuits they are here to show anyone a good time. Now here is the million QP question. Why are they doing this?

At **Light** it is simply to have fun. Sure Koyanskaya also wants to get as much money as she can but the main instigator of this seems to be Artoria Ruler. She figured she could do better than the last time Vegas happened and wants to one up herself with some additional help. There is a safety limit in terms of how much you are allowed to bet so nobody goes into too much debt.

At **Normal** it is for the challenge. Scathach is the one behind this operation. She has come to the epiphany that games where chance is of the essence are one of the only real ways she can lose anymore, being such a skilled immortal. She dragged the other two with her and now hosts the Casino like some kind of Tournament. At this point you may also see non Shadow Servant versions of others, working off a debt or two.

At **Dark** it is for the thrill in seeing others lose. Koyanskaya fulfilled a life dream of hers after robbing her two 'partners' in a gambling game. She wants to turn the whole thing into a den of debauchery where Servants and humans alike are forced to lose over and over again, climbing to the top only to lose again. If you lose too much you may end up as permanent property of the NFF like some others already have. And that is if this isn't some attempt to gain Beasthood... or perhaps this Koyanskaya and the many Shadow Servants are from a different timelines Chaldea that has become full property of Koyanskaya?

As long as the Singularity somehow gets resolved or you can make your way out you'll be fine but will be punished if you are in Debt by the end of it at Dark. Money will always elude you, luck based games seem rigged against you and it is horribly easy to rack up debt after debt for you.

Should you succeed at becoming the Top Player you will be rewarded. For one you can keep the **Money** you won in the process, probably enough for a lifetime. The skill you gained at these kinds of things will also stick with you, becoming a proper **Lucky Bunny**. In future Jumps expect to rob a Casino blind if you ever get to the tables and machines.

At Light you will furthermore get **VIP Passes** by Artoria Ruler for you and any companions you want to include. These allow access to even the most forbidden and exclusive areas of any establishment you want to enter. You will be treated as an equal by fellow Pass Holders and a person to be accommodated and respected by the staff.

At Normal Scathach is so proud of you for your performance that she gives you the **Deed to the Casino**. It and its many wonders are yours to possess. Comes with a loyal and very submissive staff, an endless supply of Bunnysuits and playing cards and the guarantee that it will become a place of profit and renown in future Jumps.

At Dark you stopped Koyanskaya's newest scheme and this time there is no second time for her. Because she is now the one in debt to you. You own the Casino as well as the **Nine Fox Foundation**, a lucrative business for weapons, military, advertising, food, fashion, steelworks, and finance industries. A last desperate attempt of Koyanskaya to get ahead. You also gain **all the debts** everyone in the Casino gained, including of course the three former owners.

Finally you gain a Perk, representing the same trick Koyanskaya used to get this done to begin with. The Perk **All In** allows you to gamble for everything a person has and gain it this way completely legally. Their assets, powers, even character traits. You could easily chain someone into so much debt they have to work the rest of their life at your Casino to pay even a fraction.

Unfortunately this Perk does not give you any of the three previous owners skill or that of those who lost in the Casino, nor the magical energy. It seems this was lost through the transaction. As a result Koyanskaya, Scathach and Artoria Ruler, as well as anyone who was forced to work are stuck at the Free Power level of Servant and won't be able to regain their former power by themselves.


ARTORIA PENDRAGON




Scrapy

At your Service my Queen (Requires Cosmos in the Lostbelt):

Come now… who is best girl/boy? Don't lie, we all have one. And the Lostbelts gave a whole new plethora of potential candidates didn't they? Well that person you are thinking of? There is likely a timeline where they really and truly got it all, reaching the power of a 1600 CP Servant. In fact it is a timeline where you suddenly find yourself all alone, the woman/man of your dreams being its Lostbelt King.

Where is the catch? The Lostbelt's are all timelines that couldn't be allowed to exist because it ended in a dead end or horrific future. This one is no exception. Even with the Lostbelt King having all that power, the timeline is doomed in one way or another. Think of Scathach-Skadi's or Morgan's Lostbelts as points of comparison.

Your task is simple. Help your King fix the Lostbelt and ensure that the World Pruning Phenomenon would no longer consider this timeline lost. You may design this Lostbelt through the Lostbelt Customization section but with some requirements.

You may only select the **Free** level of **Lostbelt King** and must take at least one **Calamity** worth **+600 LP** or higher, though you can use the extra LP to further design the Lostbelt.

Failure here… will not cost you much. The Lostbelts have to go eventually after all. You just continue the Jump with the knowledge that your OP dream Waifu/Husbando lost it all and you missed out on her.

Success on the other hand will reward you plenty. The **Lostbelt** itself will follow you on your chain as a pocket dimension separate from the Jump, though certainly insertable into any future Jumps. In fact due to your actions it is no mere fantasy anymore, having the same validity and weight as Proper Human History and being a **Lost World** like Fairy Britain. This also means that the inhabitants of the Lost World can leave your world. Your Lost World, if inserted, can also 'devour' territory and make it a part of itself by spreading its influence and roots, allowing you to take the territory with you as well. Doing so to a fellow Lostbelt would still require you to take down the Tree of Fantasy however.

Your Lost World also will not need to be Pruned by Chaldea to restore humanity, as you can simply take it with you.

Of course it's **Lostbelt King** also comes with you, no doubt grateful for all your help and happy to have you as their 'partner'.

Preservation Phenomenon (Requires Cosmos in the Lostbelt):

The Lostbelts are timelines that were never meant to exist. They were pruned by the world for straying too far off the correct path or reaching a point of no further possible progress. The poor beings inhabiting these Lostbelts are now stuck in a battle between the Crypters, the Foreign God and Chaldea, with the Lostbelts being required to be destroyed so Proper Human History can return. Needless to say the series of Genocides that will have to be committed can take their toll on the one needing to do it, even if some of these worlds are more of a mercy kill than anything else or outright deserve to be destroyed.

This is where this Scenario comes in. You are tasked with finding a way to preserve the pruned Lostbelts, or at the very least some of its inhabitants. The Servants you can summon from the Lostbelts don't count, it has to be the inhabitants. This is made all the harder by the fact that with the exception of the British Lostbelt, the inhabitants are not actually able to leave.

How you go about it is up to you. You could try to use Rhongomyniad to store certain individuals away before the Lostbelt is destroyed. You could try to use your own Lostbelt or Singularity if you have either to give others refuge/kidnap them upon the destruction of their original world. Or perhaps you have something from past Jumps that can help. The only thing that matters is that Proper Human History itself also has to survive and be returned.

This Scenario is different than the others in many ways. Instead of getting **+200 CP** upon completion you get varying degrees of extra CP depending on how well you perform.

Failure will not cost you anything. You simply continue this Jump as normal, hopefully capable of managing the guilt of being the reaper of an entire civilization.

If you can preserve at least one individual from each Lostbelt in some way you will be able to take them as a follower/companion at the end of the Jump.

If you can preserve at least 50% of a Lostbelts population you can take all of them as followers, though able to promote some of them to companions if you so wish and can recruit **one non Lostbelt King Servant who appeared in the Lostbelt for free** (this will not be an option for those who picked **Monogamy** or **Servantless**).

If you can preserve anywhere between 90% to the entire population of a Lostbelt you once again can take any and all of them as followers/companions, **can recruit the Lostbelt King now nerfed to 800 CP level of a Servant** (this will not be an option for those who picked **Monogamy** or **Servantless**) and finally receive a Warehouse attachement for each Lostbelt you succeeded in. This attachment will take the form of

the raw surface area of the Lostbelt. Not an entire Planet worth of size but in the case of the Russian Lostbelt certainly a attachment the size of the country for example.

Managing to achieve 50% for all Lostbelts will give you an additional **+100 CP** to spend on anywhere in this Jump after you succeed. Managing to achieve 90% or above for all will give you **+200 CP**.

You also have a different option courtesy of your benefactor. **If you have taken Pruning Rejection** you can, when you prune a Lostbelt, use the energy of its Fantasy Tree to reset it to the point in time before a Crypter appeared. This will furthermore allow you to make the Lostbelts its own unique timeline, now no longer subjectable to the Pruning Phenomenon and separate from Proper Human History. Of course if you hate a Lostbelt in particular you can choose to let it disappear anyway or decide the actions you committed in a Lostbelt still remain after separation (for example if you killed Zeus he would still be dead if you choose to preserve the Atlantis Lostbelt).

If you go this route you can not however take the inhabitants or Servants as companions or followers. Likewise you will not be able to get the location of the Lostbelt. Instead you get +200 CP after making it through all Lostbelts upon succeeding this way. You also get the exclusive Perk **Preserver**. If you are ever in a similar situation like this, needing to wipe out an entire world or civilization for your goals, you will always be able to find some way to achieve your goal without having to do so or finding a way a world/species can be preserved, akin to what Morgan did.

Speaking of Morgan, Fairy Britain officially does not count to the ‘requirements’ for any of the above rewards due to its unique nature. They have their own Scenario below.

War For Human History (Requires owning a Lostbelt):

From a certain point of view the Lostbelts are the participants of the greatest Holy Grail War that never was. If it wasn't for Chaldea the Crypters would have battled each other, as pawns of the Foreign God, ultimately just creating a vessel for her arrival. This Scenario changes things a little and allows you to see what a true Holy Grail War between the Lostbelts might be like. After your time in this timeline reaches the end of the Lostbelt Arc you and your Lostbelt will be placed into a different timeline adjacent to the main one you're coming from. Its as Lewd as ever with the same **Tone** but does have two major differences. For one Chaldea is gone, a non factor in the coming battles. For another the Foreign God, for whatever reason, is also gone and will not descend or interfere. It is just the seven Crypters battling it out… and you as the Wildcard with your own Lostbelt.

You must succeed against all the other Lostbelts. From Russia's Ivan the Terrible to Scathach-Skadi of Scandinavia. From the Emperor Qin Shi Huang to the Dark God Arjuna. From the King of Olympus Zeus to the Queen of Winter Morgan. And than finally also the great Kukulkan. If you are willing to forsake the additional **+200 CP** you would get from completing this Scenario you get the small mercy of ORT and Chaos being non factors as well. Just them however. If you defeat a Lostbelt you can either assimilate its inhabitants into your own or reset their timeline as described in **Preservation Phenomenon** or **Pruning Rejection**.

If you fail your Lostbelt will be destroyed and you will be returned to your original timeline.

Succeed however and you get to keep the **Earth** of this timeline for your chain, your Lostbelt now in complete control of its timeline.

Island of Sin (Requires Cosmos in the Lostbelt)

The British Lostbelt is in many ways unique. Fairies are the dominant species, down to having their own pseudo Beasts in the form of the Calamities. It is a Lost World, being considered as ‘real’ as Proper Human History. It is also a *soul crushing hellhole that will personally kill any hope you have within you*. The Faeries in their innocence are capable of awful things, humanity being essentially livestock, backstabbing and treachery commonplace and if it wasn't for Morgan the entire World would have destroyed itself many times over. Someone has to intervene and either fix this place, destroy it or take total control.

This Scenario has no cost for failing as long as Chaldea can still prune it by creating the Holy Sword and its threats don't spill into the rest of the Planet. If they fail following your failure however you fail the Jump. So with all that in mind what will you have to do? You will be inserted here a month before Chaldea takes on the Lost World. Do keep in mind that time passes differently here, 24 hours equating to roughly 50 days. So you will have roughly 1500 days to complete this scenario. All on your own, with the exception of your ‘main’ Servant if you are a Master.

Time you will need. Time during which you must dominate this World and its inhabitants.

You must be seen as the legitimate ruler of Fairy Britain for one. How you go about it doesn't matter. Morgan takes you as her husband/wife? You overthrow Morgan and are crowned? Both are equally as valid as long as you are considered King/Queen of Britain. That also probably means having to somehow take care of her current husband Beryl Gut if he happens to be present.

The Fairies themselves are very difficult people to rule however. They don't want to rule and if left alone will very much drive themselves to extinction or commit atrocities. The Clan heads can be the worst of all with their scheming. Morgan is keeping them in line somewhat with her power and the tax she has on them but their very nature is one of innocent cruelty. You still must find a way to utterly squash any doubt to your rule.

The humans living here also need to be taken into consideration. They are lower class citizens at best after all so someone who can better their conditions, ideally even make it so they can live past 30, would definitely be looked on favorably by them. The latter might be achievable if you can track down the body of Cernunnos priestess, kept alive to produce humans even torn apart. All this could even get you the rebellion on your side, led by no other than Percival, brother of Tam Lin Lancelot.

Eventually comes the equally important part of the three Tam Lin being taken care of. Each one of them has either potential to become a calamity or to start the most

dangerous one in the case of Tam Lin Tristan. You must ensure their loyalty to you in some way which has its own issues.

Depending on how you dealt with Morgan Tam Lin Tristan/Baobhan Sith as her adopted daughter could be the easiest, though her own issues may still need addressing like how she was taught to be cruel by Morgan so she isn't hurt again after being abused and killed to the point she can not reincarnate. If she ever is broken and falls into the Pit it will also reawaken Cernunnos heart so… it is for the best to keep her happy.

Tam Lin Gawain/Barghest has her purpose being to ‘eat what she loves’ and is currently brainwashed into thinking she hasnt eaten her lover Adonis. She has the willpower to overcome her curse but that would at the very least require to show her an incredible amount of Knightly resolve for her to become inspired by.

Tam Lin Lancelot/Melusine is also an issue, ultimately only loyal to Aurora, head of the Wind Clan. Aurora is arguably one of the biggest reasons Fairy Britain is as fucked as it is, allowing no one else to be more beloved than she is and abusing Melusine happily. You would have to seduce Melusine away from her and find some way to take care of Aurora so she wont continue to stand in the way of the Lostbelt becoming better in any way. Percival, Melusine’s human brother, could possibly help. There is also the added problem of Melusine mainly not being a calamity because of Aurora giving her a name and her death would unleash ‘Albion’.

Artoria Caster is another factor to consider. The Child of Prophecy has been abused by her home village and is hiding away in a distant forest. She honestly really just deserves the happy memories that were denied to her in her awful life. Give her these memories will you? It is worth remembering that if she rings all the Bells resembling the Original Fairies and their sins she could grow in power. After a full Pilgrimage she could even forge Excalibur, which would cause the Lost World to collapse normally and redeem the fairies in Gaia’s eyes. Needless to say that actually happening would render the Scenario impossible as Britain would get pruned. You can however choose to import **Build a Waifu** into her situation. The Bells will then be sentient and you will have to do battle inside of them and the Item applicable will be lost to you until Artoria Caster achieved her full potential.

Cnoc na Riabh is another Fairy of importance, belonging to the King Clan and aiming to take the Throne for herself and wage war on human history. She too will need to be pacified, made to kneel and acknowledge your rule.

Cernunnos himself is also of great importance. Betrayed by the fairies he loved and wanted to protect, he may be dead but he is not resting in peace. If his body is destroyed it will unleash an apocalypse and his hatred is part of why the Mors even

exist. You must find a way so he can rest peacefully or deal with the aftermath of his death.

Finally there is Oberon, also known as Vortigern and the embodiment of the original Britains hatred against Fairy Britain. He will not rest until Fairy Britain is destroyed and than happily destroy the whole Planet. He plans on achieving this by unleashing the Abyssal Worm Cernunnos Body is keeping plugged. Do note that beyond that he craves to have his 'Titania', someone who can actually accept him. Maybe that could be you?

There is a lot that is going wrong, has gone wrong or could go wrong if you haven't noticed. Your victory in this Scenario comes from having been able to address all the above mentioned factors. A warning to those in the **Dark** Tone… there are no words to describe what kind of overly sexually charged hell you are walking into. Expect whatever 'Order of the Faeries' to have been established here to have it out for you personally, with suffering matching that suffered by Baobhan Sith or Cernunnos Priestess around the corner. If this land is its own story, the story hates you. Good luck.

If you have managed to address all the relevant issues, **Fairy Britain** pacified into a country that won't destroy itself under your rule, you may take it with you. Your recognition as its Ruler is Fiat backed and there will be no more rebellion.

You also get to keep your **Fairy Harem** for every individual of importance you managed to pacify in some way and who is alive by the end of it. This can include, Morgan, Baobhan Sith, Barghest, Melusine, Cnoc na Riabh, Artoria Caster and even Oberon as well as any other member of this Lost World you fancy like Habetrot. They will have all their powers as they had them in the Lost World and all take up only one companion slot together.

If you managed to have **Cernunnos** peacefully pass on you are even having a weaker version of him as a companion. They are a lot smaller and weaker but still rivaling some of the greatest Servants at default.

If you combine this Scenario with **Build a Waifu** and forge the Holy Sword as your rule is ensured, the Lost World will not collapse from it. Instead Artoria Caster will be reborn as the Fairy who guards your item, on top of Avalon now also sporting the full abilities of **Excalibur**.

After proving your power over the Fairies you will receive the Perk **Punisher of Fairies Sins**. Any individual that can be classified as a Fairy is inherently submissive in interactions with you, conceptually seeing you as their ruler now and you yourself are more effective in battle against them.

Finally you get additional **Quantum Pieces**, equating to **100.000.000 QP** as if bought and respawning every Jump. Consider it a token of appreciation for all of your hard work.

If you were crazy enough to take this Scenario in the **Dark** Tone you have one last reward. **Defy the Order**. Fairy Britain is a world that rejects human history more than anything else. You overcame it even with all it tried to bring against you. As such any ‘worldly order’ is now especially vulnerable to being hurt by you and finding it hard to affect you. They might summon champions against you, against which you will be much more effective, but they can not directly reject you or boot you out.



Inner World of Technology:

The Paper Moon is an ingenious piece of technology. Without it Chaldea would have no hope of safely traversing the Bleached Earth. Yet the true nature about just how complex it is would only become apparent in the first Ordeal Call. The Master of Chaldea was sucked inside the Paper Moon itself, or at least a part of them that became an Alter Ego. There they would discover that in order to maintain its functions, the Artificial Intelligences periodically held Holy Grail Wars. The one that included Ritsuka in particular being disrupted by the Central Governing AI to create an army of Alter Egos, believing Chaldea at the time to simply not have enough manpower. A chaotic process that threatened the entire Paper Moon and perverted (not in that way) the Servant Summoning System.

You will now have to deal with a similar situation. One important piece of technology that you make use of will experience glitches and malfunctions at some point during your stay. If you lack anything that would fit this criteria you instead will find yourself having to deal with a random but integral piece of tech anyway. Malfunctions that you can not repair yourself or anyone else seems to be capable of. The only way to fix them is indeed for you to be sucked into the artificial world shortly after the malfunctions first started occurring. There you will be one of the participants in a Holy Grail War. A Grail War that is threatening to completely destroy the machine in its entirety or disrupt its functions completely depending on who wins. The only way to guarantee that the technology can be repaired is for you to be victorious.

The sections of this world are divided into six areas. Keep, Build, Transfer, Repair, Grow and Defend. Each one is sporting a Master in the War, except for Defend which is treated as a neutral territory and so it can continue to cleanse any bugs that appear. Do be warned that the Central Governing AI also has an interest in this, secretly having a Servant of their own. It is also worth noting that you will be severely weakened, only a fraction of 'yourself' being taken into the device. You would also likely have been forced to do this alone but a certain someone thought that would be too cruel so you have exactly one ally that works as your Servant (or Master) with you. This world doesn't run on usual magical energy but Raniment, a unique kind of magical energy like substance that also doubles as currency and can be given by the other AI's or taken forcefully.

Besides that the usual dangers of a Holy Grail War await you. Each new Master is a former 'standard' AI who has been given a random set of characteristics to ensure the War remains interesting. The overall structure of the War is the same no matter the Tone, the Central Governing AI with their own plans (if it's **Dark** ones that go directly opposite to your own) and at least one AI that is as vile as one Zouken Matou (perhaps multiple of them at **Dark**).

Consequences of Failure are dependent on Tone as well.

At **Light** and **Normal** the technology becomes unavailable for the rest of the Jump, destroyed and only fixed after finishing your time here. At **Light** it is guaranteed at least that the Scenario doesn't affect anything you absolutely need to survive the Jump. At **Dark** however the technology is permanently damaged and destroyed. Furthermore you find yourself now having the technological knowhow of the average Mage. Which isn't a lot as many of them are hopeless with technology. Maybe something that you lost in that world.

If you succeed however the technology is not only repaired but you get something extra. The **Inner World** itself remains in your tech, now always working at peak performance and not needing any sort of maintenance. You will be considered the new Central Governing AI but can come and go as you please. While you can take nothing with you or take anything outside, you are in essence the supreme authority now with every AI heeding your commands and desires.

At **Dark** you also get the Perk **Master of the Artificial**. The Inner World you would normally have only in this one tech can now be found in any piece of technology you find yourself in the possession of. They will all function under similar rules, never needing maintenance and their AI's heeding your every command. In fact all AI's will now find themselves liking you more. Finally you can create 'Gateways' between Inner Worlds, till you have your own Network.

A Rose Without an Encore:

Have you ever wondered what a Beast does after being defeated? Do they hide away in some remote corner of existence for the rest of their days stewing in their defeat? Do they intend to aid humanity and walk alongside them? Or do they just choose to die alone because they can't think of anything else? It seems like an easy question to answer, especially considering how many former Beasts are in Chaldea. But not all of them are this lucky...

All this to say that you are going to end up in a very unique situation even among the many extreme cases Chaldea usually deals with. At some point during your adventure the Control Room will blare with warning sirens and red light before you are summoned into a world completely cut off from your own and from any allies. You will be by yourself surrounded by Ruins in which another Chaldea defeated another Beast. Who is this Beast you ask? The Whore of Babylon, the one who rebelled against the Thrice Setting Sun. Draco, Sodoms Beast, the final enemy of a different Chaldea. And you? You are her contracted Master, gaining three Command spells that burn themselves into your hand.

How that happened? That is something you will only find out at the end of this venture but right now what is most important is your location, allies and goal. You are in the Spiral Proof World, a sort of replication of the Grand Order against Goetia with Seven Singularities. They are all things a different Chaldea faced in order to successfully defeat Sodom's Beast. You start at the very bottom of this world, in the ruins that take the place of the Temple of Time. When you look around for allies you will find none as all the Servants summoned are mere Shadows and Replicas, resembling the miracle Chaldea would have received in their final battle with Beast I. Only they are without logic or reason and only exist to destroy the Beast and everyone connected to it. This is where your sole ally comes in.

You are contracted to Draco, the weak Beast which presents a unique problem. If you die they die and even if Draco is killed by the Servants they won't stop until you are dead as well. So you have to join Draco in surviving the first waves of Servants. Once you manage that you will find out your goal. See Draco can get rid of the contract binding you to another but to do that she first needs to regain her full power as a Beast. This is done by making her absorb the Demon Beast Incarnadine's in the Seven Singularities, each one representing a specific sin.

To summarize you need to get rid of the servant contract shaped handcuffs chaining you to the fate of the Beast by helping her regain her full power and then deal with Sodom's Beast in question. Alarming? It should be but well you are not exactly in a position to do anything but play along, helping the Evil of Humanity before facing her at her strongest. Oh also every Singularity has a Floor Master who can warp the area

to suit their whims and every Singularity is filled with the same kind of robotic Shadow Servants who want Draco DEAD.

However as you climb through the Spiral Proof World and ascend towards the heavens via a golden ladder like elevator you will find out more and more about what is really going on here. When Draco was defeated something else took over this Singularity, giving her this slim chance at survival. Who is this someone? The Demonic Incarnadine Beasts themselves, having become sentient and rebelling against Draco herself. Draco? She reached a point where she simply wants to die and modified this world to get hunted until she could. Until you somehow got involved in this mess through the Demon Beast Incarnadines, abducting you to survive, so she wants to cut off the link so you don't inherit her problems as well.

Surprise the Evil of Humanity was trying to save you from her own mess this whole time. The same Evil of Humanity who will be hijacked by the Incarnadine's she absorbed, reblooming into a new Beast while Draco's consciousness is fading away inside. Your goal will shift now, to not only stop this new Beast VI but save Draco. Thanks to your Command Spells and the bond you forged during this journey, just maybe your bond can reach her and allow her to take up a hypothetical form. One of a Nero who survived the Thrice Setting Sun. One who clings to her Beast class to protect humanity against a Beast to prove beings like her CAN walk alongside humanity. If you win you will finally find out the last mystery behind this whole ordeal. The Master of a different version of Nero was the one who set you up as Draco's Master, namely Kishinami Hakuno. She was hoping you could save Draco from herself and will reveal herself at the end to thank you.

This is even compared to most missions against Beasts a challenging Trial. You might not be entirely alone however. Nero's own poisoner Locusta will be here, though she hopes to end Nero's suffering using a special poison and help her die, which she may be able to pull off as the Floor Guardian of the Rome Singularity. And who knows just maybe one or two Servants from that other Chaldea are still around. It could be just enough to save Draco from her power and her own wish.

There is one more thing to talk about however if you are at a **Dark** Tone. Most will stay the same actually except for one problem. There is a second version of Hakuno involved, beyond the one who transferred the contract to you. The bond between Hakuno and Nero is as legendary as that between Shirou and Artoria so how can this be a bad thing you ask? Well this version of Hakuno HATES Nero.

Why? Good question but the answer matters little as this second Hakuno's hatred runs deep. Whatever happened between them and their Nero or during their own Journey in the Moon Cell, Hakuno thinks death is too good for Nero and wants her to SUFFER. She herself made sure the ascend up the stairs was as torturous as it possibly could be hoping that any one of the obstacles would doom her to a fate

worse than death. How bad? One is a version of Avenger Boudicca who explicitly wants Draco to 'endure what her daughters did' in eternal perpetuity and another is Nero's own abusive mother Agrippina who is somehow even worse than the one Nero had to deal with in life. And thats just two of the newly added dangers. In the end you may just have to fight Hakuno themselves, which will hardly be good for Draco's fragile mental state. If it's a small mercy they don't have the full power of the Moon Cell at their disposal, not equal to the one from the Moon Cancer Ordeal Call but still dangerous.

If you manage to prevail through all of this, successfully save Draco and ascend to the heavens you will be rewarded. First of any actual Servants that were summoned can join you on your journey. This of course includes Draco herself, wielding her Beast class expertly for you. She has become quite fond of you after all of this and after you saved her. Who knows what kind of carnal pleasures you can expect from the Whore of Babylon as a lover.

Considering you did something truly impossible in getting a Beast to side with humanity while still retaining her Beast class, you are furthermore deserving of the Perk **Beast Tamer**. It simply shouldn't be possible to spit logic in the face to such a degree, Beasts go against everything the human order is. Yet here you are and now can always replicate such a thing. The 'Dark' or 'Forbidden' or 'Corrupted' version of abilities or powersystems will never cause you problems when utilized by you. Be it using a Beast as a Servant, using the Dark Side of the Force or a sword that is purely evil by its very nature. Local authorities and forces will even turn a blind eye and cautiously allow you to wield them as long as you don't turn it against them. Anyone who is fully drenched in the depravity of such abilities will also see you as far more attractive now, to the point you could replicate the feat of seducing a Beast even while she is one. With this alone they don't quite rub their thighs together at the thought of their 'enemy'... but it may not take much to close that gap.

At **Dark** the **Beast Tamer** Perk is further boosted in effectiveness and you get an additional Perk as that other Hakuno disappears cursing their defeat. The same thing granted to the victor of the Moon Holy Grail War and proving you overcame them. The **Moon Regalia** is a regal power that makes the users techniques super effective against all Servant classes except Foreigner. In addition you have the basics of coding, magical spells of the digital world, implanted into your head as well as the cunning to formulate super effective responses against attributes your targets possess. Perhaps the Hakuno who sided with you thought you deserved a little something and stole these skills from their more malicious copy.



Chaotic Cosmic Collaring:

A long time ago in a galaxy far, far away… wait wrong setting. What this scenario is about is a very legally distinct and totally different galaxy. A parallel world that Chaldea occasionally has to deal with in all their insanity and dubious ‘canonicity’. The Servant Universe is a world of countless possibilities, where nearly everyone is in position of a Saint Graph and possesses unlimited lifespans. The universe is steeped in ether and various particles, overflowing with potential. Death itself is no longer lasting, those Servants who disappear eventually reappearing in a wide number of ways like randomly respawning, reincarnating or landing in another parallel world. Humanity has stretched beyond the stars, inhabiting almost all corners of the known galaxy. It is akin to a wacky version of the Age of Will… and perhaps something your best of not thinking too much about considering how crazy it gets. Just enjoy the ride.

Why yes you are invited into it. For you see a new threat has appeared in the Galaxy and you have been conveniently send here to assist. Shortly after you will come across Mysterious Heroine X and while confused about who you are she’d be happy to have a helping hand in her newest mission. Remember the brief mention of particles? They are in essence making up the composition of parallel worlds like these and there are a wide variety of them, some of which still not discovered. GUDAGUDA Particles for example are fascinating and funny particles that infect Servant Spirit Cores, causing weakened status, modified memories and even damaged spirit cores.

In the most desolate and far away reaches of space, what you could call an ‘Outer Rim’, a new type of particle has been discovered by a crime boss with extensive reach and resources. They dubbed them ‘Slave Particles’ and the name alone should give you an idea on what they can do. By infusing them into a Servant they merge with their Spirit Cores, altering them. Visually this manifests as their clothes turning into a ‘Slave Bikini’ and fitting equivalents for their equipment and weapons. Once infused it is as if they were under the constant effects of three command spells, forcing them to obey the every whim of the criminal in mind and body. As a small mercy the crime boss seems to be more into humiliating them like this instead of forcing themselves on them but its still far from a pleasant state. Especially considering that several figures from rulers to fighters have already been kidnapped and put under the influence of the Particles, including the legendary Scout Calamity Jane. Their ultimate ambition? To rule the entire Servant Universe, beyond even what the great Cosmic Emperor could do.

Mysterious Heroine X is on the case to bring the criminals with these vile particles to justice. Her Rival Alter is also tagging along, fighting with her for once but expect quite a bit of bickering and conflicts to come up between the two. Together you three

while go on a vast variety of interstellar and completely license free adventures till you face off against the crime boss directly and their many forces, including their Slaves. It will be a fight worthy of a Season finale!

Especially if this is the **Dark Tone** version. For you see beyond the various slaves who would be here one way or another there are two others that have been infect. Namely Space Ishtar and Space Ereshkigal. One is essentially the last Goddess of the previous Universe and the other is a Beast. They are by far some of the most powerful beings in the entire Servant Universe and you will have to deal with them as well now. Even the Mysterious Heroine X and Alter will be hard pressed to stand a chance. However as a small comfort their incredible power has given them more of a resistance to these Particles than most and they will fight against it as much as they can. Kill the Crime Boss in time and you may just win.

Succeed and the first thing you can claim as a reward are of course your partners, both Mysterious Heroines having bonded with you on this adventure and finding themselves agreeing that further adventures would be very fun no matter where you go. The same invitations also goes to all the ladies of the harem you liberated, including Space Ishtar and Space Ereshkigal on **Dark**.

Furthermore you receive your own **Space Ship**, capable of faster than light travel and with enough room and supplies to support a small crew.

The real treasure to be taken from this den of debauchery however are of course the **Slave Particles** themselves. You receive a self replenishing amount of their crystalized version… meaning Slave Bikinis. Once applied to another it will give them the same ‘appearance’ shift you should be familiar with. They also now serve as an absolute protection against any foreign interference or influences. Magical, technological, mental, physical, spiritual or even particle based corruption is simply stopped by them. The only way this protection breaks is if you yourself are disposed of. You can even forcibly change someone's appearance if they wear it, making them perhaps more aligned to your taste. You will also find that those who wear them find themselves slowly developing a slave kink and be more happy and submissive. That one isn't mind control… though I suppose you could misuse it like the crime boss did. Dont expect X and Alter to be too happy about that though.

At **Dark**… you faced the most powerful beings this Universe has to offer, both before and after it underwent all these new changes. So as a result you can now enforce a **Universe Update** yourself. Once activated the Universe you are in will feature every lifeform gain a Saint Graph of their own. Of course since you are starting this Update you can choose to exclude certain lifeforms.









MIA Recovery Operation (Requires Normal or Dark Tone):

The things Chaldea goes through can be rather costly. Servants have to sacrifice themselves or go mysteriously missing. Depending on circumstances one may simply be forced to face the fact that they need to be abandoned. Now you have the chance to fix that.

One day you wake up in the middle of a different place, alone. Most likely a Singularity that seemed to suck you in. Truth is you are here for a rescue mission. Wherever it has taken you it was the last known location of several people, most likely women and either skilled Magus or Servants. They need not be from your own Chaldea. They could just as easily have been from alternative timelines. And if nothing is done more could follow. Also due to the subject matter this Scenario can not be taken at the **Light** Tone. Fortunately anyone on that Tone would simply avoid this mess.

At **Normal** it will be around half a dozen to a dozen victims so far. Each one has been captured and used for another purpose, helpless to escape and empowering whoever has them. Maybe studied by a rogue Magus to finish creating some new bioweapon. Or a pack of Goblins with a Holy Grail who have become far stronger as a result. The power of the victims ranges from the **Free** to **400 CP** Tiers with maybe one of the **800 CP** Tier.

At **Dark** the situation will be a lot worse. Three dozen victims, with several of them being of the **800 CP** Tier though mercifully none of the **1600 CP** Tier by default… though that is also possible to be featured. Whoever is using them to fuel themselves will also be a lot worse up to and including a Beast trying to take their place. Among them could even be a stray defeated Master, forced to endure and watch. Or... maybe even someone who used the **Cry out for a Hero** Perk?

Locate the missing damsels and extract them. Ideally while also getting rid of whoever started this whole thing. Afterwards take the victims in and help them with their recovery.

There is no explicit punishment for failing. Chances are you would end up joining those you tried to save however and need rescuing yourself and that is punishment enough.

Should you succeed you will receive the Perk **Lost and Found**. You are a natural when it comes to tracking down anyone, even with a pitiful amount of leads and next to nothing to go off. Infiltration and taking away targets comes as easy to you as breathing. At **Dark** you will also receive the **Safe Button** Item. Once per Jump you can press this Button and instantly rescue one individual or a group of individuals suffering the same thing. You wouldn't be able to do this with the population of a city

or more but an entire group of damsels locked up in a dungeon is very much in the button's ability. You also can take the Damsels themselves as companions no matter the Tone. What happened to them sadly stripped them of whatever power they did have, at best qualifying for the **Free CP** Tier of Servants but they are eternally grateful to you and quite attached to their savior.

Grand Coronation Duel (Requires having or being a Servant/Incompatible with Grand Graph System or Grand Slave):

The Grand Servants are the greatest of champions humanity has to defend against those that seek their destruction. To summon one is a great advantage in any battle and those qualifying as candidates are the best of the best in their class. The reasoning for Alaya to assign certain Servants this honor are known to her alone, but would it not be great if you could make your favorite Servant one of these powerhouses?

This Scenario allows you to do just that. At some point during your stay you will receive the invitation for a Grand Coronation Battle, an event where a Grand Servant or a Candidate/Stand In for it can be challenged. They will have the full power of their supposed position and wield the full power attributed to them. The Class they belong to matches that of yourself/whatever Servant you bring to the battle. In the following duel, where even a Master may only provide passive support, the Servant who seeks the Crown of a Grand will have to give it their all and best the Grand standing against them to prove their worth.

Rewards for this Scenario are a bit different than the others. Failure will cost you nothing, the Grand even upon failure awaiting a rematch. Success however will grant the Servant the **Grand Slave** Perk as described in the Servant Origin. You will not however get the extra CP you would get from completing a Scenario.

However this Scenario can be done more than once. Up to nine times you are able to do these battles, one for each main Servant Class and two more for the Extra Classes (Shielder/Ruler/Avenger/Moon Cancer and Alter Ego/Foreigner/Pretender/Beast respectively). Usually Extra Classes aren't supposed to become Grands… but let's ignore that shall we?

Each time your contracted Servant succeeds against the Grand they get the **Grand Slave** Perk. After winning against the seven main classes you will further receive **+100 CP** as a reward. Winning against the Extra Class representatives will instead give you **+200 CP**.

For the Master who amassed such powerful Servants that could best even Alaya's seven greatest, they will furthermore gain the Perk **Grand Harem**. The Grand Slaves will always operate as if they were obeying Alaya now, in addition to any boost they receive from obeying you. Furthermore all Grands you have share one companion slot.

For those who went beyond and succeeded even against the Extra Classes the Perk will be boosted further as you can make your own Grands. Once per Jump you can

create your own Grand Graph, imbuing one person of your choice with the Grand Slave Perk.

However it is possible for a Servant Jumper to try and take this challenge, having to win all duels by themselves. They do get the Grand Slave Perk after winning the first time but no further rewards unless all seven have been bested. The achievement of doing so awards you the Perk **Grandest Slave**. You are as powerful as seven Grand Servants combined, your raw power when working as one multiplied a seven fold. This also allows you to count the benefits of working for Alaya and working for a Master to be considered as one as long as you work for one of the two.

For those Grands who truly wanted to push themselves and won even against the Extra Classes the Perk will be boosted further. The boost is now ninefold, seven if you don't act in the name of Alaya or a Master. But by acting as someones Agent you can work to test if another is worthy of joining you, holding your own Coronation Battles. If you are defeated you can copy your Grand Graph and imbue it into them, though it needs to be said that you have to genuinely have given it your all and lost fair and square for that to work.



Lostbits of a God (Requires Cosmos in the Lostbelt):

For as dangerous as she was, U-Olga Marie was a phenomenal creation. One that Count Cagliostro happened to want to see reach her full potential. After the defeat of U-Olga Marie, you will be forced to see for yourself just how mighty of a foe such potential can bring. This Scenario ensures you will have to battle the Elemental Olga Maries. Each one a juggernaut of power, matching an element and emotion of the original Olga. E-Flare will be the first, her Heat matching that of the surface of the Sun and embodying her sadness. Next will be E-Aqua, embodying her Solace and who is capable of turning all of Earth into a Hot Tub. After that is E-Grand Marie is her happiness and reigns over Earth, originally meant to be the strongest but you can find her before she actually manages to reach such heights. Then there is the perhaps most outright dangerous one, E-Stellar Marie who has all of Olga's Anger and intends to destroy everything in an explosion of Plasma.

Finally... there will be a fifth Marie. E-Memoria Marie who embodies Olga's nostalgia and fond memories and who will need to be stopped from turning the entire Planet into a brainwashed Summer Paradise.

For each one you defeat you will gain a U-Piece and when all are combined you will get your reward. **UnBeast Olga Marie Animusphere** herself, the Foreign God now a steadfast ally and protector of all Humanity. Much like she managed to stand out from a Beasts normal nature, you can now apply this **UnBeast** status to any Beast Class who is under your control and pledged their allegiance to you, now likewise having their abilities tailored towards defending humanity instead of destroying it.

If you happened to have completed Olga Protection Squad, the regular Olga you protected will ascend to her rightful power by claiming all the U-Pieces.



Archetype Ascension:

The Nasuverse has no lack of incredibly powerful beings. Gods. Aliens. Eldritch. But there is one existence that is beyond even them. A kind of being that by its nature is superior to everything this Universe has to offer. An *Ultimate* being. The TYPES. The Aristoteles. The Ultimate Ones. They are the most powerful being on a Planetary body and have complete authority, alien enough they lack concepts like death. You might be powerful already. But a proper Ultimate One? There is little that is truly above them. Do you wish to try and join them?

This Scenario has one simple goal. Become an Ultimate One. Somehow you must be able to claim such a famed and powerful position yourself. This is not something you can buy in this Jump, it must be earned. How? Good question. Maybe you could somehow prove yourself in the eyes of Gaia and find a way to become the Ultimate One she has long been denied? Maybe you could try and work on something with everything that can be found in the South American Lostbelt? Maybe you could usurp the Throne of a reigning Ultimate One and take their power? Truth be told there is no clear instruction for this. To be quite honest, it doesn't matter how much power you have going into this Scenario it WILL be a challenge. One of the most difficult ones you could pursue. The only Scenario that would be harder than this is **Save Myself/Save Everyone in Front of Me**. Furthermore it will be guaranteed to get you on collision course with another Ultimate One, whose powers and abilities will pose a threat to you. Failure could cost you everything, especially if this Ultimate One is proactive in trying to end you. Especially if this is the Dark Tone where death may be a mercy compared to being crystalized for all time as data. Considering this Jump probably mindfucked data.

But the reward? All the powers of an **Ultimate One** are yours to wield, including being free from concepts like death and a variety of fitting custom abilities, easily worthy of the **1600 CP** Tier. Ultimate Ones are quite versatile after all. One power you are guaranteed to have is that of being able to spread your own Texture on other planets, altering reality in a world similar to a reality marble only far more powerful.



Save Myself/Save Everyone in Front of Me (Requires Dark):

Here is a Lore Lesson for you. Earth and humanity have been warring against each other since literally the beginning. More precisely Gaia, the will of the Planet, and Alaya, the collective will of humanity. This kind of war can shape and change entire timelines, the dying cry of Gaia calling TYPES from the entire Solar System to Earth in Angel Notes.

Now however something seems to have gone terribly wrong in this Cold War. Maybe it's because of all the Porn Logic pervading the franchise combined with the various extinction level events but both forces have in this timeline been altered in one way, only caring about one objective. To ensure Bad Ends.

This means that any magus, any servant, really anyone with a connection to this world will suffer a Bad End. The males have it comparatively easy, simply dying or having their powers stripped, possibly only after having gotten themselves a harem of broken slaves if it would mean said slaves greatest suffering. The females have it far worse, their Bad Ends overly sexual in nature. Even the Beasts are not exempt from this. Even if their 'canonical' fate would have been defeat, pacification or simple exile, they now have an all the more brutal Bad End lying ahead of them that they will never escape from.

By the end of all this Mystery and Magic will have truly disappeared from this iteration of the Nasuverse, becoming entirely mundane.

Failure in this Scenario will at least only end your chain and send you back home unless you took **Growing beyond your Saint Graph**, in which case it will be as if you decided to stay here upon failure.

There are two ways you can go about this. One is simply Surviving and not suffering a Bad End. The reward for this is that you can continue on your chain with the additional reward of **Bad End Resistance**. It will protect you from any permanent Bad Ends. You may still suffer but at least you can rest easy that it's not absolute. It will be as if you were guided by the player of a Visual Novel who read a guide on what not to do so the MC doesn't end up tormented. This is only Plot Armor and you can still die or fail your chain if you stretch it too much but at the very least this includes a guaranteed protection against sexual Bad Ends.

However the other and far more ambitious way is to actively try and fight against this sudden new law of reality. For that you need to identify and then work against and save people from their Bad Ending. Whether that is being a Goblin Tribes Breeding Mare, a Magus pet or eternal bondage and denial, you must intervene. As for how many times? Well ideally as many as possible. But you do have a certain minimum number you need to achieve. 100. Only when this many Bad Ends have been

avoided will reality actually start to notice changes. That being said, saving more 'notable' individuals will also count as a higher number. A Servant and Magus count each 1. Someone having the strength comparable to the true High Tiers of Servants will count as 2 and a Beast or similar will count as 5.

Once you actually have that number however the real problem will only start as you will find yourself in a Pseudo-Lostbelt, essentially having simulated an entire independent history where all these Bad Ends never have been avoided. Instead they are enforced by two parties, backed by the corrupted Alaya and Gaia respectively. For Alaya these are seven powerful servants, akin to the likes of Artoria or Gilgamesh. They each have a Madness Enhancement that forces them to lead others to Bad Ends. For Gaia it is a Vampire Princess, an impossibility that has come to pass. Archetype: EARTH or Arcueid Brunestud.

Now you only need to destroy the Tree of Fantasy but doing so will likely require you to deal with the two parties. If it's any consolation the Servants are still as fallible as they would be normally, still having all their weaknesses despite their power and Arcueid is rather arrogant and will be unlikely to use her full power unless she feels suitably forced. As you probably expected, they also all have their own Bad Ends they would fall victim too once everyone else does as well. You need to either beat or deceive both groups and finally destroy the tree.

Instead of destroying the whole timeline, it will purge the current timeline of the phenomenon that would have enforced Bad Ends, repairing and cleansing Alaya and Gaia and anything that made this setting **Dark** to begin with.

The reward you get from this is great. To begin with any character you saved from a Bad End may be taken as a companion. Though they are likely to pale in comparison to the two companions exclusive to this Scenario.

No one else but Gaia and Alaya both now fixed of this corruption. The consciousnesses of Earth and humanity have grown rather fond of you.

As such **Arcueid Brunestud/Archetype EARTH** will join your chain, bringing with her the power of a Golden Princess. Alaya will instead summon her will into a **Counterguardian**, one just so happening to have your preferred bodytype. By default they resemble one of the original Fate/Stay Night Heroines though if you prefer something else that is also on the table. They will be as powerful as the greatest Grand Servant and much like Archetype: EARTH be smitten with you, eternally loyal and loving.

Both function as if they had purchased the Servant Origin for **1600 CP** and possess **the entire Servant Perk and Item Tree**, each with a **Conceptual Advantage** against 'Bad Ends' as a result of your actions.

As a final reward you may have become something more than a mere Master yourself. You receive an exclusive Perk that would make a certain Shirou Emiya smile at you with pride labelled **Hero of Justice**. Bad Ends, catastrophes, especially lewd ones, are something you excel at preventing, your very presence making such events less likely. As if you yourself have become a conceptual threat against such things.





Final Choice

Had your fun? Well then it's time to make your choice.

Go Home: You return home with all you gained.

Stay: You stay in this Jump with all you gained. Your affairs will be out in order.

Move On: Move on to the next Jump.

Notes

-All art used in this Jump does not belong to me. For sources see below in order:

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-The main idea in regards to the **Tone** section was to cover broadly the range of NSFW content and give you a way to select what your willing to deal with. It exists so you can decide for yourself what stuff you are willing to deal with/expose yourself too and is meant to be why this Jump works as a ‘catch all’ for all your Fate related Lewd needs. **Light** would fill the Jump with happy wedded couples while **Dark** would probably be something out of whatever messed up Bad End themed Hentai you can think of. As such **Scenarios and Drawbacks** will be more difficult with greater likelihood of unfortunate endings, in return giving greater rewards given the danger you exposed yourself to. Drawback that you take at **Dark** that have the **Tone Modifier: Dark** will automatically be selected and give you the added surplus of points. Let us hope it doesn't end in a Bad End like way for you.

The bit about ‘canonically the crisis is defeated’ if you don't interfere also does not mean that all things have a happy end. Goetia may instead have been by a Magus or Goblin or whatever who took over Chaldea while Ritsuka is suffering who knows what. A lot of the details are up to interpretations or selectable via Scenarios or Drawbacks. Part of why there are so many of them.

-The **Master** Origin really is not designed for combat or visible power. That stuff is for the **Magus** Origin. This is why Masters get a Companion Stipend, as normally they would not be able to contribute in a confrontation beyond it. Magus meanwhile can be as strong as the likes of Kirschtaria at a discounted price and **Servant/Phantasmal** should be self explanatory, especially considering the power boost through **Grand**

Slave or **Authority of Divinity**. Hopefully this explains why no other Origin has a Stipend.

-Here is a piece of advice for you in regards to power levels and price ranks for **Servant/Phantasmal** Origin: Dont worry too much about it.

Yes this Jump and even notes section lists some very dangerous sounding powerhouses and makes it clear they are dangerous. Yes price and power balancing is in full effect and attempted to be reasonable but it's important to remember that while Fate can go pretty insane in terms of powerful characters and what they can do, it is fundamentally build on a rock-paper-scissors type power system. And I am not talking about the Class Triangles in game where Saber beats Lancer and so on. Every Servant in this franchise has traits associated with them that can make them more vulnerable to other characters and certain techniques. You became a God? Good luck surviving Karna's Vasavi Shakti. You have a dragon's core? Balmung says hi.

Fate's cast is just so varied with so many different types of hax there is bound to be someone who can shut you down or at the very least be a severe thorn in your side. No matter how strong you are. That is part of what makes this franchise so interesting.

It also means that even 'weak' Servants can have their time to shine and save the day. Mata Hari and Scheherazade were instrumental in the defeat of Kama, an actual Beast. Sasaki Kojirou may have only one good trick but the Regent can still more than carry his weight. Hell part of why Ritsuka wins against the odds is because of their perceived weakness.

Sure the powers of say Gilgamesh and the First Hassan are cool but they are not the end all be all and you can be perfectly fine as a Free Servant and even provide help. All in all, try to copy the build of a Servant or create a build you personally like and don't worry too much about if you can truly beat anyone.

Besides the range between different Servants are even within their 'Tiers' very vast. Even class parameters can be inconsistent between Servants and overall serve more as guidelines compared to a Nasuverse human most of the time.

Use the named examples as inspiration and rough guidelines and fanwank responsibly.

-**Magic Circuits** may have a misleading name for a Perk. It is not JUST about the quality of your Circuits but more in general your abilities as a **Magus** or similar, also including things like Origin and Element. You can think of it as its own Power Tiers for 'Human' combatants with their own specializations. **Master** Origins can also purchase

from it but only **Magus** gain a Discount. **Servant** and **Phantasmal** are supposed to take from their Power Tiers.

While the members of Team A are given as examples, you can also design yourself after other existing Magus as long as it is fitting for the price range. **400 CP** could for example let you become the equal to Lord El-Melloi II as an investigator or gain Kotomine Kirei's physical abilities that allow him to hold his own against weaker Servants. You can even opt for the abilities of this Perks to be more related to similar but distinct forms of Mystery to Magecraft, like for example Psychic powers. Fanwank responsibly.

I'd also personally rule that even if you take this Perk for **800 CP** you will not be able to rival Zelretch. The Wizard Marshall is just on another level, yes even to Wodime. Take it for **800 CP** and **Alpha** and then MAYBE I'd allow one to become a bearer of True Magic.

-**Master Favorability** is directly inspired by Summer Ereshkigals Game gimmick. Just something I wanted to point out. You can also consider **Freed Maid of the Underworld** to have a less powerful equivalent.

-**Lovely Apprentice** makes the most sense for **Magus** Origins but given how versatile Jumpers can be it felt right to give other Origins the same opportunity. They could just as easily be inspired by your ability as a **Master**, want to learn from a **Servant** or **Phantasmal** or really any other reason.

-**Foxy Secretary** is free for **Magus** because by itself she has no special or noteworthy abilities safe for being a hot secretary and to reference the whole situation with Koyanskaya and Goredolf. Do be careful about taking that companion as a drawback. Even if it is not the actual Koyanskaya it could end badly and with you very much drained of all you can give her.

-The **Example Servants** are really only meant to be just that, examples. There is nothing stopping you from taking a canonical servant and nothing from designing a servant more to your liking. You can make Scathach a Lostbelt King (even one who isn't Skadi borrowing her body), give Francis Drake an even bigger chest or turn Mordred into a guy. Just choose whatever is fair for the price and what you like. I had way too much fun coming up with them and potential ways they may differ from their 'canon' version.

-**Justly Punished Noble** solely exists because of **Average Goddess**. I figured if one of these two tried a promising ritual the other would jump at the opportunity to do it better. That also meant in my eyes that one of them had to draw the short end of the stick and upon consideration Aestraea seemed like the type of Goddess to be more

strict with a mortal trying to claim that kind of power. Besides I wanted to give the Luvia fans something considering just how presently Rin/Rinfaces are featured.

-Even if they are examples I did imagine there being a connection between **Freed Maid of the Underworld** and **Supreme Goddess of Heaven**. Basically when Ishtar did her Underworld descent (in Fate canon not to usurp the Underworld but to check in on Ereshkigal) she was more forceful in making Ereshkigal get a break. She managed to lure Ereshkigal to come to her so she wasnt weakened by the Gates and when her guard was down, used her Mace to take Ereshkigal's Authority. Following that Ishtar basically kicked her out and told her sister to enjoy life at the surface in what can best be described as tough love.

It did pay off as Ereshkigal really is quite happy without worrying about Underworld duties. Funnily enough the sisters have basically switched their roles with Ishtar being the one stuck with a boring job she is serious about and Ereshkigal the carefree one.

If I had to describe their Lostbelt and if you were to take her for the Scenario **At your Service my Queen** it would probably be like a Mesopotamian version of God Arjuna's India, a overall good society focusing on the worship of one deity and with Ereshkigal maybe having a Cafe of some sort. Only without the destruction.

The threat you would have to deal with is suitable dangerous as well, again to be comparable to Cernunnos or Surtr at the very least. It could be Tiamat threatening to be awoken and having devoured Gugulanna as a minion. It could be a more powerful version of Enkidu, created by Gods before Ishtar took their powers and essentially being the equivalent of the British Lostbelts Abyssal Worm. It could be the few Gods that decided to submit to Ishtar and got to keep their authorities planning a coup. Hell it could be Type Venus somehow having felt the Goddess of Venus and soon arriving. It could be all of the above. All I am asking is that whatever threat you come up with it is comparable to the insanity of the other Lostbelts and that you fanwank responsibly.

-Complete transparency? I have no idea what happens In Fate/EXTRA CCC and know very little about BB. **Digital Nurse** exists because I wanted to try and represent every class in FGO and she is pretty much the Moon Cancer. This version of her is definitely far weaker than BB, only having decent healing skills instead. Her breaking the fourth wall in the Jumpdoc is also just meant to be a fun nod to her character.

-Yes the Dragon of **Draconic Saint and Steed** is implied to be Melusine. However this one is far weaker as the one from the British Lostbelt. Think less 'hand of Albion' and more 'discarded fingernail of Albion'. It may also seem weird how Jeanne, a frenchwoman, could possibly find her a British Dragon. My answer is… welcome to Fate! If Kintoki's mech can be implied to be the body of Ares anything is possible.

-Regarding the **Accomplice Countess** companion Its up to you whether or not this is a female Dantes or his Mistress Haydée manifesting using his spirit Origin. Fate has done weirder with its servants.

-In case it wasn't clear enough **Brat of Avalon** is essentially your own Merlin/Lady Avalon. She does care about you but still has a somewhat inhuman mindset and prioritizes entertainment. She is actually hoping to rile you up enough to teach her a lesson. Consider it her way of 'making you a King'. Though here its less to make you rule Brittain and more to make you 'her King'.

-Yes I really decided to put Ritsuka Fujimaru into a Mecha. **Starchasing Pilot** is solely existing because I found it amusing to give our Mecha Fangirl a chance to star in that kind of series instead of FGO. You can think of her Original World as something that could have become a Lostbelt had it not been for her interference.

-Nitocris is probably my favorite Egyptian Servant. On a reread, I wanted to give her something special in the companions section. After some thinking and scouting for art that could fit, I decided to make her a Rider based around the drowning she committed and played with her main belief of 'I dont deserve to be with my brothers in eternal paradise after what I did'. **Never Resting Pharaoh** is kind of a cross between her canon Avenger self and Ozymandias Noble Phantasm.

-**Subjugated Prey of Twilight** exists solely because of this in-game line:



Koyanskaya is a freak. Seriously though I wanted to have a few Lostbelt King Tier example Servants and she just seemed to fit. How and why Koyanskaya ended up

this way is entirely up to you, I felt like leaving it ambiguous, considering this is what her Light Servant does when you first summoned her as well.

If I were to try and come up with a backstory than maybe after spending who knows how many years across the stars without any human contact… Koyanskaya realized she actually misses humanity after all and after some experimenting to try and get it out of her system she only fell deeper into a rabbit hole that she doesnt want to crawl out of.

If you picked the **+300 CP/+400 CP** versions of **Foxy Secretary** it may be a bit confusing but wont impact the companion/companion shaped drawback. Two versions of the same Servant running around is hardly the weirdest thing to happen here. Narrativewise you could make the Lostbelt version a 'future' version of the other, from a hypothetical timeline where you successfully managed having Koyanskaya as a Secretary but thats just one way you could make both options work.

-The Gunner Class doesn't really exist in Fate Grand Order (at least as of the time of this Jump being written) but it is among the extra classes mentioned to exist. Billy the Kids profile outright calls the class out and Akechi classified for it and Caster. And with FGO already introducing classes left and right and me wanting to have at least one Japanese Servant as an example, I decided Nobunaga could get the position of **All Conquering Demon King**. You can think of her like a more war focused version of Qin from the Chinese Lostbelt. Of course if you prefer to avoid the Gunner Class entirely she can also be an Archer.

-I love Kirschtaria. He is a genuinely amazing character. That's it really. I just wanted to voice my opinion on him and once I had an idea in my head on how he could be a Servant fitting for this Jump I just had to make **Thunderbringer After the Dawn**. If your wondering what is up with Beckman, its a bit of a Lore Easter Egg. If someone is named Beckman in Fate, chances are they are the worst person in the room and have or will cause something horrible. It was the case with Arnold Beckman. It was the case with Anthony Beckman. Someone named Beckman and a first name starting with A was the one that got Kirschtaria's plans for humanity all messed up and she is understandably pissed about that. As to why this Kirschtaria is a woman? Well besides this being a *Lewd Fate* Jump, maybe there was an additional reason why that Kirschtaria managed to summon Caenis over shared issues with their original gender. Or maybe Kirschtaria was simply born a woman in that timeline. Or maybe Zeus thought it would be funny when his divinity was added to the Alter Ego Servant. I really don't think I need to make any justification for genderswaps. This is *Fate*. Pick whatever explanation you like most.

-I genuinely am not all that familiar with most Gacha games besides FGO. I used to play SMT Dx2 and RWBY: Amity Arena when they came out. I never touched Azur

Lane or Genshin Impact, who I used as examples. I know next to nothing about their lore and trying to take into account how EVERY World with a Gacha Game would fit into FGO would give me a headache. But the whole option is just meant for fun for those who are tempted. We all know crossovers like these are never gonna happen in FGO proper so I figured why not. It's one of the most successful Gacha games ever after all. Where else to offer an option like this? However no matter what factions you end up introducing through these other Gacha's this is still an FGO Jump. You are not gonna be able to use it to trivialize anything. I am not entirely familiar with the power of say The Sirens or Archons but their inclusion won't suddenly make the entire Jump about them rather than say Goetia or the actual main players. Even if there is some weird lore tidbit that implies Raiden Shogun could wipe out ORT with a glance it does not apply here. Consider them nerfed to the levels of Servants or what simply makes the most sense for them (in Raidens case probably being roughly on the level of a Divine Spirit or Pseudo Servant if I understand Archons correctly). If they ARE affected by the Nerf Hammer and that bothers you I recommend taking a Jump for said property instead to get their 'full power'. Again this is a fun crossover option not a 'let Gacha Protagonist #34 roflstomp the plot' option. Not to mention that FGO is pretty high power to begin with so I can't imagine this would apply all that often. In any case fanwank responsibly.

-There are a lot of ways to get additional CP in this Jump from **Drawbacks** and **Scenarios**. However I would highly advising against taking too much, especially certain combinations. Stuff like **Soul Filled with Hatred** and **Hell's Torment** is not meant to be taken and will just leave you miserable. I cant imagine anyone masochistic enough to want to take this. **Instant Loss** is bound to make nearly any Scenario you undertake fail and taking it alongside **Lancer Luck** will just leave you miserable for the whole Jump if you survive or not chain fail at all. And there are various combinations that even if they dont fail your chain or Jump will put you through the wringer. That is without bringing up how **Dark** makes the whole Jump metaphysically function more like the most fucked up hentai. Be VERY careful with the drawbacks you want to take and challenges you want to face or you end up regretting it.

-**Lancer Luck** and **The bigger they are** may sound similar but are ultimately different. Lancer Luck is your luck in general, no matter the situation while **The bigger they are** only applies towards battles. That being said they definitely manage to make each other even worse somehow if taken together. For your own sake, do not take their +600 CP equivalents.

-**Beasts** are the big bads of this game for a reason. Each one of them can be a walking apocalypse. Their power can vary from being a **800 CP** Servant with their equivalent of **Beast Candidate** to being very much capable of Lostbelt King tier power with the same kind of Perk. The reason for their defeat ranges from some of the

heaviest hitters in the franchise wailing on them (Tiamat in a suppressed state requiring Gilgamesh, Enkidu, First Hassan, Quetzalcoatl, Ishtar, Ereshkigal and Merlin to go down) to abusing circumstances to their absolute limit (Kama having Ooku turned against her and Solomon pulling of his Gambit against Goetia). But its still important to keep in mind that they ARE beatable or at the very least its possible to overcome them. If i remember right Gilgamesh even implies they are destined to be defeated by humanity as they advance, akin to obstacles the species has to overcome. **To Tame a Beast** makes you instrumental in the defeat of a Beast and it will not be easy, but unless you stacked up on a lot of very bad drawbacks it is entirely possible. The reverse goes to anyone doing **A Beastly Fate.** You can be beaten.

-**Growing Beyond your Saint Graph** and **Broken Collar** function by the same idea of the thing you took to make your Origin cheaper being something that will normally only last for the duration of the Jump, now being challengeable. One has you overcome yourself while the other has you overcome someone else. It will be something comparable to you so if you are Gugalanna tier Phantasmal don't expect a non goddess to hold your leash.

-For **Olga Protection Squad**, if you are unable to save her from the explosion, Items like **Collection of Vessels**, **Back Up Body** and **Prana Source** can help to store her soul and keep her alive but good luck making sure she stays that way with the Demon Pillars having an active interest in screwing her over. They will follow Flauros example and try to make her suffer to extreme degrees, as if it was their second biggest priority after the incineration of humanity itself.

In spite of that difficulty, trust me… it is more than worth it and Olga is almost a too generous reward. Why? The Lostbelts. Had she lived and tagged along for them, her family Magecraft that relies on ambient mana could have used the True Ether available in the Age of Gods. This would have given her a massive boost in power inside of the Lostbelts, especially in Olympus. Just look at Kirschtaria. The reason he was so strong was because he used the same kind of magecraft and was considered an equal to his Lostbelt King Zeus. Unlike him she wouldn't have damaged magical circuits and could spam her techniques as many times as she liked, which if we use Kirschtaria as a point of comparison would include meteor showers. Granted how skilled she is in comparison to Kirschtaria (who was pretty much described as the pinnacle of what a human could be) was never shown but she would at the very least be a powerful ally, on par with 800 CP Servants at least. I don't think she could solo Zeus like he did but trust me, you want her in your corner because the Lostbelts are pure insanity. Though the power I just mentioned is only possible in Olympus itself because that Lostbelt is just perfect for her magecraft. Still I imagine her to be quite beneficial to you in the others.

It was also hinted at by Daybit that if she could get past her insecurities she could have become the perfect leader Chaldea needed. The only thing holding her back was her zero compatibility as a Master, to the point she can not even summon a Servant. Said issue is handwaved exclusively in regards to you if your a Servant and take her as your Master but even than you may feel side effects. Not power wise though. Shirou was holding back Saber because of his poor magic in Fate/Stay Night but with Olga's magical circuits being what they are you should be more than fine. Compatibility is still pretty important and ultimately what allowed Ritsuka to go as far as they did so do be on your toes. Still if you can make Olga's situation work, keep her save and help her mental state the rewards will be great. I'd almost consider her mandatory for some of the other Scenarios or at the very least a valuable support.

Besides why wouldn't you want her? Olga is best girl.

-**Items** of this Jump for **Build a Waifu** will leave you with a fittingly powerful Guardian Fairy. The 600 CP Capstone Origin Items like **'Buddy' Ring** would leave you with something on the level of a 800 CP Servant. **Fake Enkidu** and **Black Barrel** would give the same level of power. Floral Arrows or discountable 400 CP Items reward you with a 400 CP level Guardian Fairy. A **Sealing Talisman** Fairy would be 200 CP worth and something like a **Mystic Code** Fairy would be as strong as a **Free** Servant. Do note that the power tier you get will always depend on the Item. If you have purchased Ea and Excalibur in past Jumps and made them one weapon, the resulting Guardian Fairy would probably be Lostbelt King tier. Fanwank responsibly.

-**Halloween Hussy Horror** was designed with Elizabeth Bathory in mind since Eli is basically the Main Character of any Halloween event. However there have been times where her Castle was straight up usurped for someone else's purpose. If you want another Servant could have decided to 'borrow' her Castle to confess to you, in this case the Halloween Saint Graph now applying to them.

-The Holiday Themed Scenarios are all meant to be a nod at the various Holiday Events in FGO. If you manage to earn the Authorities of all of them I even add an additional reward: **Authority over Holidays**. You have to a lesser degree than the three main Authorities now also control over any other Holiday. The three you earned will always be more potent but any spells that are themed on holidays in general are now also available to you. Furthermore you are free to design your own Holiday with specific themes and celebrations surrounding it and can choose to insert it in future Jumps. Your power over your own Holiday matches the Authority you have over Halloween, Valentines Day and Christmas.

-Fate is filled to the brim with tragic couples. So it really is up to you to decide what couples you want to deliver these gifts too in **Valentines Vanguard Victorious**. Here is a small list if you need help deciding though:

–Shirou and Sakura (probably in a Bad End destined timeline of Heavens Feel)-

–Lancelot/Artoria and Guinevere (just everything involving that story).

–Cleopatra and Caesar.

–Siegfried and Kriemhild.

–Sigurd and Brynhildr.

–Jason and Medea.

–Semiramis and her husband. Alternatively Semiramis and Amakusa.

I will also rule that if you did the Scenarios about Rama and Sita and helped Melusine with her Aurora situation in Fairy Britain that you can count these as two completed in advanced so you only need to deliver 5 to complete the Scenario.

Also yes the implication is that at Dark whatever is causing all the Bad Ends is possessing the God of Love for anyone who wants an overarching story between Scenarios and link it to the final scenario of the jump. The same phenomena also interfered with the other Holiday focused Scenarios. Speaking of the God of Love it will be Caren by default though you can feel free to replace her with something more fitting.

-The reason **Super Summer Sexcapades** goes so hard on BB on **Dark Tone** is that whenever she is involved in a Summer Event, get ready for the absolute worst case scenario. This is not an exaggeration. Seriously. The first time fucking Nyarlathotep got involved and the MC almost ends up in a Bad End Timeloop as some messed up way to be saved from the Lostbelts. There is debate over whether or not BB was faking being in contact with Nyarlathotep but considering her Max Bond Essence Shows a potential alternate timeline where they are on the Moon WITH the Eldritch Horror looking at a Lostbelt destroyed Earth, I am inclined to believe it was not all an act. The second time BB Dubai and her actions lead directly into Ordeal Call III. An Ordeal Call where you had to fight what is basically the Pruning of a whole timeline. If any Summer Event could fit the Dark Tone BB is basically mandatory. For your own sake, even on other Tones, **do not let BB into the Singularity**. That restriction is on the house and doesn't affect your victory condition.

-Rama is a favorite Servant of mine and perhaps my favorite Indian Servant. I had to do my boy a solid and offer a Scenario that reunites him with his wife in the form of **Rama's and Sita's Second Wedding**. If Siegfried and Sigurd can have their happy ever after with their spouses in Chaldea so can the King of Kosala. It is also loosely based on a part of Vritra's Interlude where she challenges Rama's desire to reunite with Sita under the disguise of Ravana.

Believe it or not Vritra is genuinely rooting for you through all of this. Her interlude ends with her literally ‘stanning’ Rama and his willpower to persevere against the curse. It also implies that she would happily be the final obstacle between Rama and Sita, as that is who she is.

The idea is that this Scenario is the literally only way for the Curse to be lifted. Basically as the dragon of obstacles she can physically become the biggest obstacle stopping Rama and Sita from being together. Authorities and all that. She genuinely WANTS you three to win but can not make it easy for you. Not only because breaking the curse would be impossible otherwise, it is simply in her nature. Besides she gets a sadomasochistic thrill out of being defeated and seeing others overcome adversity in the face of intense suffering. She is also pretty fair and in her debut event decides with the Foreign God being a problem, no one needs her as an active crisis on top.

In fact she dislikes actually being unbeatable and doesnt think its a ‘story if you lose’, losing all enthusiasm if she were. Da Vinci describes it as a fetish only gods, demons or other nigh-invincible beings can really participate in. If you were to take **Save Everyone in Front of Me** and win she might just fall into a pleasure coma on the spot seeing you struggle against so many Bad Endings.

All that to ultimately say… please do my boy Rama a solid and let him have his wife back. You get a hot dragon waifu who wants you to triumph over her out of it.

-Agartha and the British Lostbelt are rather infamous for their own reasons in the FGO Community. Agartha is widely considered one of the weakest arcs of the game while the British Lostbelt is one of the most depressing but most beloved arcs. Therefore I thought it fitting that if I’d make any storyarcs beyond the overarching plot their own Scenarios it would be these two. For **Whore of Agartha** and **Island of Sin** you will have no one else to help you.

-**Chaldea Royale** is loosely based on both the Las Vegas event and Koyanskaya Valentines Scene. In the latter in particular Koyanskaya has Ritsuka gamble in her newly constructed Casino so they can cover the purchase cost of her Chocolate, the target amount being one lifetime's worth of money. They apparently spend hundreds of days there while time outside stands still. You can actually 'win' that Valentines by turning Koyanskaya down when she tries to get you to keep Gambling though you only get her chocolate if you go to the next floor (where you either lose it all to Artoria Ruler or at a Slot Machine watched over by Swimsuit Meltryllis). I liked the idea of a Scenario all surrounding a Casino so decided to go with it. If you wonder why I went with Scathach instead of Meltryllis... really just because? I wanted to do something with the Piercing Bunny while I was at it and have all three potential Owners 'match'. The main idea is that the main owner of the trio is either in it for fun, the challenge (where I felt Scathach just made sense) or something darker with the other two as debt slaves. If you want to replace any of them with more fitting servants feel free as

long as it doesn't make the scenario easier. The same is true for any other Scenario that relies on Servants as long as you can justify it. **The Island of Sin** and **Whore of Agartha** are all not fitting for this due to how it deals with their canon story. However you could replace for example Elizabeth as the one who wants to confess to you in **Halloween Hussy Horror**.

-Servants who are noted as having been made weaker due to the Scenarios, mainly mentioned in **MIA Rescue Operation** and **Chaldea Royale**, is exactly as it sounds. Their the same person just stuck at at best versions of themselves that are of the **Free** Tier for Servant Power Levels. That's at best, they are just as likely to be completely powerless. Unless you help them and find some way to recover their strength or empower them they remain that way.

-Yes **MIA Rescue Operations** bit about someone using the Calling out for a Hero Perk is meant to imply that another Jumper may be in trouble in that Dark Version of the Scenario. This is entirely optional however. Scenarios are in general always more meant for storytelling opportunities so if you want to write about a Jumper saving another you can use this Scenario as a kick off point.

Also the part of there not being any **1600 CP** Servants or beings does not have to be true for you. Feel free to make it even harder by discovering some Magus capture Morgan and receive that kind of power up. The examples I gave in the Scenario are mainly meant to reference the danger you are to expect.

As a rule of thumb, if you don't try to houserule a way to make a Scenario easier and instead tell a story I will likely approve of it.

-Archetypes are the most powerful beings in the Nasuverse or at the very least very much above most other beings in the pecking order. **Archetype Ascension** is for everyone who wants to try and get that level of power. They are easily **1600 CP** Tier beings and honestly not something I want you to be able to buy in this Jump (even if I did offer this option in my Jump about Lostbelt 7). Do note that not all Archetypes are equal. You will be an average Archetype or on the level of whatever Archetype you managed to take the place of. Unless you somehow dethrone ORT you are not getting THEIR power. The Scenario is very much intended to be the second most difficult thing to do in the whole Jump, only really rivaled by the below Scenario. Maybe I'd add some super special power tier to be one or a comparable being that's worth like 3200 CP at some future update (FGO is only getting crazier with the power levels) but for now I think being able to earn your place as one is overall more fitting and more rewarding in such a big jump like this. Maybe if more Archetypes other than ORT or Arcueid's Final Ascension appear.

-I created **Vanquished Beast** before FGO made **UnBeast** a thing. After patting myself on the back for predicting something like this I figured I should clarify the difference

and… it is honestly nominal mostly. At its core both are Beasts who are harmless towards humanity but a Vanquished Beast had to be defeated beforehand, while an UnBeast didn't need to be. Honestly there isn't really a difference and Olga made the Class up, but I would rule that any Beast Class Servant you already had as Vanquished Beasts now gets to also be a UnBeast. In turn this will actually buff them back to the full power they had as a Beast and not limit them to the 800 CP Tier or powerlessness. UnBeasts under your control generally are still submissive and obedient towards your orders too. Consider it an extra layer of insurance guaranteeing your Beast will be helpful and a return to their full capabilities.

-I am not going to detail what Bad Ends you may have to prevent for the Scenario **Save Everyone in Front of Me**. Not only does FGO have hundreds of characters, its simply not something I want to describe or detail. But basically the idea is that all the metaphysical rules of a porn setting are explained as Alaya and Gaia having something wrong with them. The end result being that everyone is going to sexually suffer. The 'best' case for any of them is to be too mindbroken to even have the cognitive facilities to understand what happened to them. Yes, even Kiara. Especially Kiara, as the most powerful ones also have the worst ends. Considering this entire Franchise started as an Eroge and the sheer amount of porn it spawned, I figured it could serve as an explanation for the **Dark** Tone even being an option. The Scenario is the reason the Tone exists to begin with and in my opinion the real reason anyone should select it.

Honestly the Scenario is the reason this entire Jump exists. I thought of something along the lines of 'straight up defy fucked up hentai on a meta level' and build a Jump around it. You are put into the position of having to be the badass hero kicking all kind of rapist ass and be made to fix all the more messed up stuff in a porn setting. I'll also rule that any companion you take as a result of the Scenario can apply to be given their own **'Buddy' Ring** if you have the Item.

BTW individuals or characters you save within other Scenario's also apply for this Scenarios counter. For example if you managed to help Rama and Sita reunite for good they and Vritra count as if you had averted their Bad End (Yes you saved Vritra too, trust me, *no one* would get spared) increasing your counter by +6 (2 for each of the three).

The civilization of a Lostbelt if taken with **Preservation Phenomenon** will only count as 1 point each however. So no you can not immediately clear the conditions by locking all of Olympus in a safe space or the like.

I really shouldn't need to say this but I will anyway. As hot as some of this stuff can be, this is all a Fantasy at the end of the day. Whatever you use this Jump for to get your rocks off in ways ranging from vanilla to extremely dark, it is still a fantasy.

Changelog 1.2

-Erased Galahad as an example from the 400 CP Tier of Servants because the guy is shockingly powerful as it turns out. Mash remains in that Tier however since she doesn't have his full power for a good chunk of the game and her strength devolves and evolves a lot. She is basically free for anyone who inserts as the Last Master of Chaldea still but has incredible growth potential.

-Added Bedroom Arts, Busted, Quickie, Perception Filter, Mental Lust Pollution, One is Many, Unified in Pleasure, True Name Bestowment and Manifestation of Beauty.

-Added Wall of Glory, Etherlite, altered Fake Enkidu a little, added Foundation of Humanity Board and a 1200 CP option for Grand Graph System.

-Added Lostbelt Customization.

-Added Dethroned Slut Queen, Abandoned Thunder Cow, Shy Summer Student, Justly Punished Noble, Void Chasing Tourist, Average Goddess, Captive Corsairs, Voyager of the Unknown, Black Demon Bunny, Fairy Queen, Splendorous Eternal City, Mahatma's Mistress, Grailed Oyakodon, Daughter of the Mountain, Motherly Samurai, All the Magical Girl's Evils, Peaceful Mahabharata Lovers, Red Succubus, Thunderbringer After the Dawn and Future Heroine of Avalon.

-Added Pay Pig, Horny Jail, Prison Duty and Extended Stay and Ideology Battles.

-Changed how Divine Apotheosis works a little (you can now also take non divine Servants and empower them to similar levels to qualify) and added Chasing Stardom, allowed you to create your own Lostbelt in At your Service my Queen, added War For Human History, Inner World of Technology, A Rose without an Encore, Chaotic Cosmic Collaring, Grand Coronation Duel and Lostbits of a God.

Changelog 1.1

-Changed some wording, fixed some errors and just in general tried to be more explicit.

-Changed how Preservation Phenomenon and Pruning Rejection worked together. Basically going the easy way of Pruning Rejection allows the Scenario to pay for itself and you get a Perk while otherwise you'd get followers, companions and land.

-Added the option to use one Origin Perk Discount on Generic Perks per Price Tier.

-Added page numbers. This Jump is large enough to warrant such.

-Added some more options for using Discounts in the Perk section.

-Added the Safeword option for everyone who thought Dark and its mandatory Drawbacks and Risks were too harsh.

-Added No Prep Time Required, another purchasable level of REBELLION!, MINE!, Bond Break, Boundary Field of Mundanity, My Body, My Choice, Rejection of Proper Human History, BB's Relationship Repair Protocol, Rule Breaker, Noble Fucktasm, Womb of Monsters and Blushing Goddess Perks.

-Added Bag of Toys, Private Tapes, Bride Dress, BB Channel!, the Pit, Prison of Sin, another purchasable level to Fake Enkidu, adjusted pricing for Servant Correction Cell and Grand Graph System Items.

-Added Demon King's Damsel, Exiled Paladin, Terror of London, Living Story, 0.01 % of the Stars, Single Dragon Slayer, Ooku's Lovely Maidens, Never Resting Pharaoh, Starchasing Pilot and Destructive Cosmic Love Reborn Companions.

-Added Grand Gacha Order, True Gender Equality, Merchandise Link, Praise Kink, S and M, Masochistic Constitution, Body Issues, Cloth Malfunction, Jekyll and Hyde, Wet Nightmares, Bloodline Woe's and True Name Reveal Drawbacks.

-Added the Divine Apotheosis, Charming Christmas Chaos, Valentines Vanguard Victorious, Halloween Hussy Horror, Super Summer Sexcapades, Chaldea Royal, MIA Recovery Operation and Archetype Ascension Scenarios.

*-Exclusive Commentary by me! ^^*