Lewd Fate Grand Order Jump

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Fate Grand Order. A celebration of all things in the Fate Franchise featuring one of the greatest journeys across all of history to safe 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 lets 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!

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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. 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.

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 Galahad, 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 do 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.

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 a 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 partners 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 doesnt 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 woman! Wouldn't they be so much better of 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 wasnt quite synonymous with endless pleasure dens but whose to say this has to be true for you? This Perk is a must have for all who dont 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 hinderance. Not anymore. Your sexual activities, as long as you can prove your 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 woman and the right man alike. Certainly the tomboy knight with gender dysphoria is willing to have anyone as a partner. When the clothes come of 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 isnt 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 someones 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.

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.

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 a 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): Spartacus may have found his kin in you. Your 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.

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 Lancelots 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 dont 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 doesnt 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 doesnt 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.

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 can 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.

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 fo 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 function 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.

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 sizeable 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.

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 havent 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?

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.

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 ones 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 than be rejected after a set period of time. For **600 CP** your Reality Marble does not have that limitation, akin to Koyanskaya's Tsunguska 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.

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. 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 woman 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 isnt 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 gifting. 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 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 be 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 situation 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 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 its 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. Alonsgide 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 proof you in fact are 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 wont 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 of reproduction 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 a important aspect of a Magus life. Even aside from the obvious Servant contracts. How convenient than 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 proprtions 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 kill 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 will the first seed of desire 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 a servants story. 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 than on romantic interactions serve to fill it even further. Being focused on for strategies, being given enhancements or resources or other things that proof 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 of 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 safe 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 Servants 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 Berserkers 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 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 demihuman 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 love? 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 a 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 night 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 similar 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 **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 its 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.

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 subconcious 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 subconcious and kinks, they wont do anythinh you wouldnt 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!

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 eaters 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 dont misunderstand this is a 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 users peak.

Summon Ticket (200): What a shiny golden ticket you have here. Beyond being pretty too 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.

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.

Fake Enkidu (400): 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 Phantasm. Enkidu, the chains not the Homonculus, 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.

The chains can elongate on command and are magically under your control. 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.

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 worlds 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 theoretuical 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 a 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 Quetzacoatl 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 luxurious, you could spend over a thousand nights in 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.

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 function. Both of which requiring 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 for each Cell separately. Discounts only apply to the first Cell purchased.

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 a 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 ones wishes being fulfilled. The path to get one however is filled with much suffering and conflict. And what if ones 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 worlds 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 spend 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 a 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 woman. 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.

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. 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 Masters 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 powerful abilities than 'simply' being beautiful. For one the wearer become 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. Any 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 pinkhaired 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 in here always is 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 no 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 amount 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 wont get replenished though. This one when implanted into someone can serve as a one up for yourself. Of course your back up plan cant 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, Bunnygirl Suit, a tiny Bikini, something labelled 'Dangerous Beast', Wedding Dresses or simply lingerie, its 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 a endless supply of incredible 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. That 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 were 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 its 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 noticeable 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 noticeable 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 lets 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 more horny 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 most fancy. 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 planets 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 simply 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 lifes 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 attachement.

If Lost Return too… (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. Any who you applied this Perk too will happily 'share'.

Companions

Import (100): Why lewd all these woman 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 too…** 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 lets 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 with 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 incredible 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 cant be worked on however and your 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 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 not 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 man 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 chose 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 indicated 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, its 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 lead 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.



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 has left Ereshkigal rather bitter for 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 power houses 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 seperated 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 Bunny 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 is 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.



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.



Heroine of Justice (400): To what lengths would you go to deliver Justice and be a Hero? On a 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.



Draconic Saint and Steed (400): Jeanne D'arc is a Servant believed to be to 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.





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 its 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 of against Vortigern, eventually ruling Britain. That being said Artoria was not able to avoid battle entirely, instead becoming one of Morgans most trusted Knights. When Vortigern fell he imbued what he could of Britains curse into Morgans sister, hoping for her to end Morgans 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 Britains coasts. She is far weaker than her Kingly counterpart, without Avalon or Excalibur, but still a formidable swordwoman with a draconic core and affinity for curses due to Vortigerns 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.



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.



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 voctorious over her hated father. Victory tasted rather bitter however, as she ultimately couldnt 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 didnt work out as well as she had hoped... maybe being a King could instead. This Lancer has unlocked the incredible power of the Lance, making her a valuable asset.



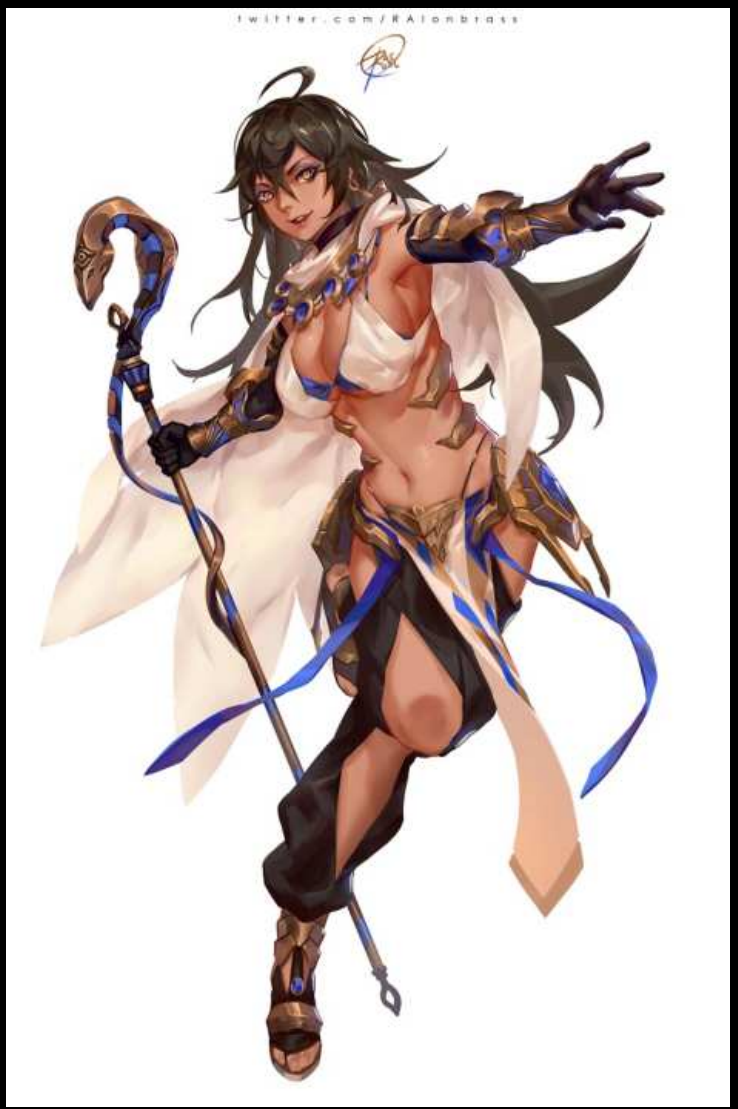
Avenging Queen (800): The Queen of Celts Boudica you'd normally find is hiding a deep darkness underneath that loving and motherly exterior. She actively holds back her fury in an effort to be better than the rampaging woman who slaughtered indiscrimanetly in her quest for vengeance. This is far from 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 strenght, 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.



Queen of Despair (800): Ozymandias, or Ramesses II, has build 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 send 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 enscripted into the Throne of Heroes, Gilgamesh is among the most infamous and powerful. Enkidu was created just to ensure Uruk's King wouldnt 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. 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 Tsunguska 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 aid 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 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 than 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?



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.

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.

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 its 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 cant 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 Servant 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 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).

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 your 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 backpain 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.

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.

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 simply 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.

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 your 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 their 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.

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.

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.

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 similar 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 put 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 to merely be 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 Servants 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 full with stalkers. Kiyohime being the postergirl 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.

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 taking 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.

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.

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 fell 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 take 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. Failing a Scenario does not mean you lose out on the CP reward and the Scenario Rewards.

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. Some Scenarios require you to have selected certain options in the Jump previously, requirements being listed next to the Scenario.

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 a 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 as 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 Beasts 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 taken 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 Beasts 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 stopped them through 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 too 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 individuals supposedly irresistible compulsions as long as they give you their consent. For example in 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.

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 saying trying to force themselves on them, will also be guaranteed to fail.

On **Dark** you both also receive the Perk **Oathkeeper**. This is an inmutable, 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 content 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 your 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

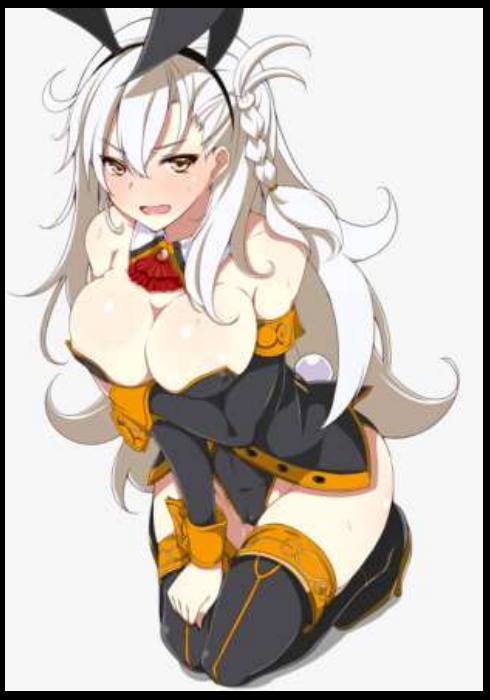
be a good Master to you. She is also not a bad Magus, with high quality Magic Circuits and is skilled in the Animusphere Magecraft and Astromancy. Given how the Animusphere Magecraft works, you would find her to be a particularly powerful ally in the Lostbelts, able to use the rich mana in each of them 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 accesory 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 Sheat 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 a 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 its 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's, corrupted into spreading his perversion along on your chain.

If 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 Nyarlathoteps 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 Phantasmals 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. 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 Phantasmals, 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 your 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.

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 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 lustfilled 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.

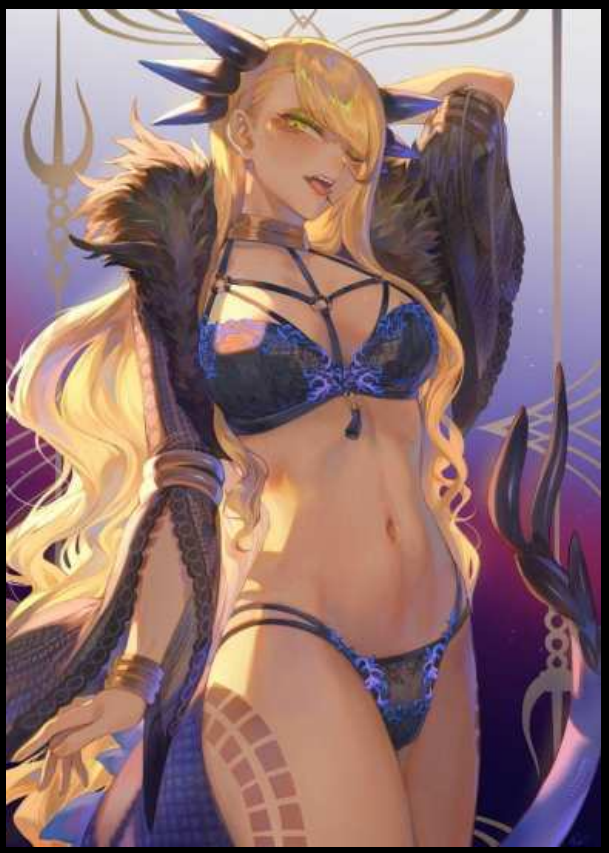
Defeat at this stage, even in **Dark**, will at least only end in the failure of the Scenario. You wont get any rewards and have to live with the knowledge that you got so close and yet failed, but at least you won't have any punishment like if you had failed before. Rama and Sita may be a bit more distraught, 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 others 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.

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 woman, this lands 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 woman 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 planets 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 woman, 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.



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 you suddenly find yourself in 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.

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 its **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 of 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 succeeded. 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 still choose to take its inhabitants as followers/companions or let them return to their own timeline. Succeeding this way in all Lostbelts will also give you 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.

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 is 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 later 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 combined this Scenario with **Build a Waifu** and forged 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 find 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.



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 be 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 suitable 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 conciousnesses 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. 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.

-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.

-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’.

-**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.

-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.

-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.

-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.