Fate/Grand Order Addon Cosmos In The Lostbelt & Ordeal Call

December 26th, 2017. The Master of Chaldea saved humanity. They felled Goetia, and wiped out the remnants of the 72 Demon Pillars. Chaldea's mission done, they presented modified reports to the Clock Tower and the UN, and the organization, now without use, was auctioned to the highest bidder. One Goredolf Musik was the one to purchase Chaldea, and he will visit it for the first time on December 27th. Unfortunately for everyone involved, Goredolf's secretary Koyanskaya was in cahoots with the Alien God, and destroyed Chaldea with the aid of an army of Oprichniki, forcing the eight remaining Chaldea staff to escape the Storm Border. After coming across a massive army of Oprichniki barring Antarctica's coastline, Sherlock Holmes will use the Shadow Border's special engine, the Paper Moon, and dive into Void Space, more commonly known as Imaginary Numbers Space, ending up in the first Lostbelt three months afterwards. The Bleaching of the Earth will be carried out during this, and the World will find itself facing complete destruction once again.

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Origins

This Addon will expand a little on the possibilities for Mystery. Instead of being from Pan-Human History, you may choose to originate from any one of the Lostbelts. Alternatively, if you have taken the Modernity origin, you may choose to be an unremarkable local. Whatever your origin, if you choose to be part of one of the Lostbelts, then you'll be restricted to choosing a Cosmos In The Lostbelt Location. Uniquely, if you've purchased a Lostbelt of your own, you may count it as part of the Cosmos In The Lostbelt Location list.

Crypter

Team A was filled with the foremost choices for the Master position in Chaldea. As a consequence, it was composed of some bizarre people, from an upstanding Magus, to a True Ancestor in disguise, to even a tengu who would no longer reincarnate. And now, it seems that instead of 8 (7 masters and Mash), the team is 9 strong, as you've become the last member of Team A, and as a consequence became one of the Crypters. Sadly, you'll be restricted to any of the Cosmos In The Lostbelt Locations as mentioned above, however the Root Of A Cosmic Fantasy item is discounted to you at no extra cost. Will you try to lead your Lostbelt to victory, or ultimately choose to support Pan-Human History?

Locations

This section works as an extension to the Locations section of the baseline Fate/Grand Order jump. The dice number for all Locations combined is d22.

Cosmos In The Lostbelt

Grand Order: Human Order Revision

As with the Epic Of Remnant Locations, choosing one of the Cosmos In The Lostbelt Locations will change when you start in the jump, specifically on January 1st, 2018, two years after the Last Master of Chaldea found themselves in Singularity F, and just as the Lostbelts are rooted into the Planet by the Trees of Fantasy.

16) Lostbelt 1

Permafrost Empire: Anastasia

This history diverged around the 1570s. Demonic Beasts never faded from the World, driving all normal animals extinct. Additionally, the land of Russia, and really the whole of Earth in this timeline, has been covered in a perpetual blizzard since a meteor collided with the Planet 450 years ago, plunging the whole Lostbelt into an Ice Age. Due to these harsh conditions, wolfmen called Yaga, created by Ivan The Terrible and a mage, have supplanted humanity, and largely hold a “might makes right” morality, lest they would succumb to the merciless cold and ruthless Demonic Beasts. The Tsar Ivan The Terrible, transformed into a great beast himself to the point of reaching the level of Divine Spirits, has slumbered for centuries, and his sleeping body produces the Oprichniki that roam Russia and keep the peace mercilessly. The Crypter Kadoc Zemlupus, Master of Anastasia Romanova, lingers in the palace of the Tsar, occasionally harassed by Koyanskaya and Rasputin.

Chaldea will arrive here on April 4th, 2018. It is here that they will learn of the Lostbelts, and the Bleaching of the Earth. They will join the rebel army, and summon Avicebron to aid them in battle. They will recruit a few more Servants like Billy the Kid and Antonio Salieri. After some battles, they will raid Yaga Moscow, the capital of the Lostbelt, and wake up Ivan the Terrible, who takes on the form of a large tusked blue thing, embedded in the forehead of a giant mountain-sized mammoth. Thankfully, Mash finally finishes the tune up for the Ortinax Exoskeleton System, a powerful Mystic Code supplementing Mash's Demi-Servant abilities, allowing her to block Ivan's powerful lightning. After a fierce fight, Ivan the Terrible will be defeated, and a strange woman that is undetectable with the Shadow Border's sensors will destroy the Tree of Fantasy before it starts taking root. This is perhaps the weakest Lostbelt.

17) Lostbelt 2

The Eternal Icy Fire Century: Götterdämmerung

This history diverged around 1000 BCE. Surtr was not content with destroying the Norse Age of Gods, and decided he would burn the whole World. After absorbing Fenrir and gaining its ice powers, Surtr was sealed as a replacement to the sun that Fenrir had eaten, being several times larger than the previous sun. The goddess Skadi was the sole survivor of the event among the gods, entrusted by Odin to care for the few humans and giants remaining. Covering the whole of Scandinavia in magical snow with her Authority, Skadi segregated the humans into various villages, forcing those who came of age to sacrifice themselves and become food for the giants, while Skadi herself lives alone in a massive palace made entirely of freezing ice. This has been the state of the World since 1000 BCE in this Lostbelt. Ophelia Phamrsolone, the Crypter of this Lostbelt, commands Surtr, who has possessed Sigurd's Saint Graph.

When Chaldea arrives on July 18, they will learn of the state of this World, meet with Napoleon Bonaparte, and infiltrate the palace of Skadi, meeting both the goddess and Ophelia. When they left, they were assaulted by Koyanskaya with her Giants, but that was little more than a scuffle. Afterwards, the Master of Chaldea led his group to the tallest mountain in the Lostbelt, whose peak housed a palace surrounded by spectral fire. Where they managed to wake up Brynhildr, and recruited her to their cause. Having obtained the aid of the first Valkyrie, they defeat Thrud and Hildr. Later, they'll defeat Surtr, damaging Sigurd's Saint Graph enough that the Giant could escape it. The rest was a mad scramble to kill the fire Giant before he could incinerate the whole Lostbelt, which after a few sacrifices by Chaldea's allies, they could accomplish. And finally, they battled and defeated a weakened Skadi, finally destroying the Tree of Emptiness which was in the process of taking root.

18) Lostbelt 3

The Synchronized Intellect Nation: SIN

This history diverged around 210 BCE. Qin Shi Huang, instead of dying, managed to obtain the immortality he so sought. After even more searching, he found the Fusang Tree, which contained the secrets of all sage arts. Strangely, he did not find a single Zhenren in his journey. Now armed with literal divine knowledge, he returned to China and set about to conquer the world and develop his own technology. Eventually, he succeeded at conquering the whole planet, and turned it all into peaceful farmlands where his citizens, pacified with his Benediction drug, lived happy and content lives free of all suffering. Qin Shi Huang himself became a gigantic pseudo-divine supercomputer, pooling all his technology to rule the entire world as the only true human being on the planet. For his singular vision that tolerated no deviation, his timeline was no longer capable of branching, and thus was pruned.

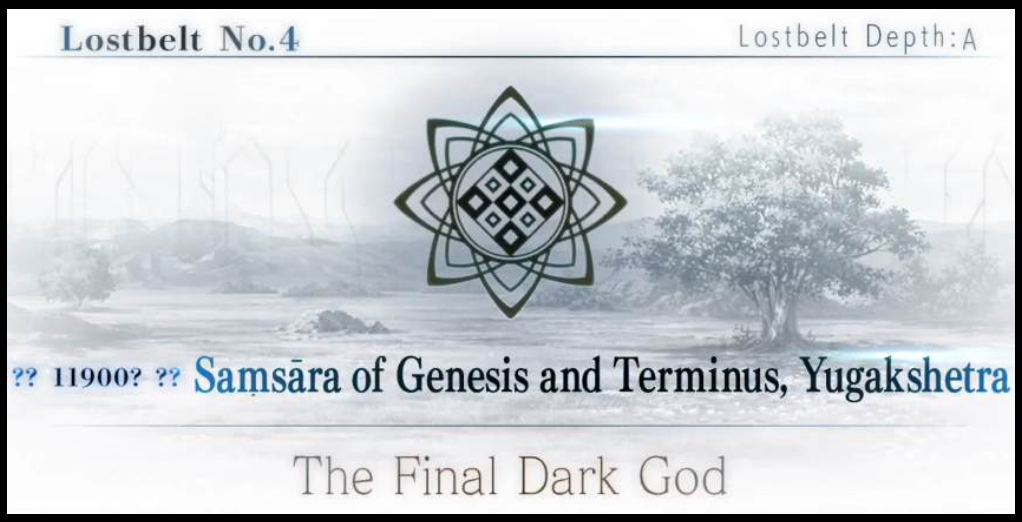
When Chaldea arrives at the Lostbelt on November 27, Akuta Hinako, the Crypter, will desperately try to convince Qin Shi Huang to destroy Chaldea as fast as possible. Failing, she assaults Chaldea herself, only to be forced into retreat not once, but twice. Due to considering both Akuta and Chaldea to be outsiders, Qin Shi Huang refused to take a side until he realized that Chaldea was educating his citizens in literacy and poetry. Thus labeling them Confucians, he signaled the beginning of his serious attempts to combat Chaldea by throwing a meteor at them. Later, Chaldea finally obtained the antidote to the special poison Koyanskaya used by releasing her from confinement, and were able to finally head towards the capital to defeat the Lostbelt King and destroy the Tree of Fantasy. After a long fight, Qin Shi Huang declared his loss and helped Chaldea bring down the Fantasy Tree. Will you try to convince Qin Shi Huang to take the conflict more seriously, or simply relax in one of the many peaceful towns of this Lostbelt?

19) Lostbelt 4

Saṃsāra of Genesis and Terminus: Yugakshetra

This history diverged before human history, perhaps around 11,900 BCE? India no longer knows the myths and legends it was once brimming with, and dreadful monsters called kali roam the Lostbelt, attacking anyone they meet. There is only one god now, a fusion of all the gods of the Hindu pantheon caused by Arjuna eating them all. Little of his former heroic identity remains, and all that is left is an absolute god hellbent on perfecting the world and ridding it of 'evil' and anything he considers a flaw. Thus he has accelerated the Yuga cycles greatly. From the moment the Lostbelt begins, with the acquisition of the Tree of Fantasy to provide immense amounts of energy, he can even shorten the cycle to a mere 10 days, and will do so at the goading of Ashiya Douman. However, there is one thing that has completely escaped the Yuga cycle; a strange foreign cube, large as a mountain and completely inaccessible from outside. Still, the world is steadily reduced and refined by the one god of this land.

A year and a half after you begin, on June 19, 2019, Chaldea will arrive. They will summon Karna and Rama, and slowly gather information about the Lostbelt, before being forced to flee by the activation of Mahapralaya. After returning, they set up a rebellion against the god to undermine his faith, which fails. Then, they send two of their own to the beginning of the divergence of this timeline, who bunkered down to weather the many cycles of destruction and creation of the Lostbelt. On top of this proving that the god was not perfect, Karna was given Brahmastra by Rama, which along with the Divinity of Shiva given by Ahsvattham, gave him enough power to contest God Arjuna. After finally defeating God Arjuna, the Master of Chaldea fights a last fight against Peperoncino and Ashvattham, leading to Chaldea's victory and the destruction of the Tree of Fantasy. Will you accept the cycle imposed by the god of this Lostbelt, or work against him?



20) Lostbelt 5

Ancient Ocean of the Dreadnought Gods: Atlantis
Interstellar Mountain City: Olympus

This history diverged before human history, around 12,000 BCE. Rather than being wiped out one by one by the White Titan, the Gods of Olympus were forced to combine into one megaship by Zeus, who managed to stall Sefar until the wielder of the Holy Sword arrived. Later, the gods had a war over whether to coexist with humans on relatively equal terms or to keep ruling them, with the latter side winning. The resulting more than ten thousand years of peace, broken up by a few wars here and there such as the Gigantomachia, is still unbroken to this day. The island chain of Atlantis houses those deemed unworthy by the gods, even such dregs allowed an 800 year long lifespan, perpetual good health, and strength enough to feed off of the Demonic Beasts calling the islands home. In Olympus, a space station metropolis housing the gods themselves, lives the rest of the population, those accepted by the gods, allowed eternal life and all the technology of Olympus at their disposal (within reason, of course).

It is only in November of 2019, almost two full years after you find yourself in this Lostbelt, that a few dozen Servants of Pan-Human History will be summoned. Half of them will be wiped out in Atlantis, while the other half will manage to reach Olympus, preparing a massive ritual before being wiped out themselves. After this event, three layers of defense will be arranged in Atlantis; Odysseus, leading a fleet of warriors, and allowed access to prototype Echidnas, Poseidon, the God of the Sea which monitored the Lostbelt's waters, and Artemis, the Goddess of the Moon serving as an orbital cannon. The Lostbelt will no longer be as peaceful as it once was, and the Tree of Fantasy will finally mature.

On December 18, 2019, Chaldea will finally arrive. They will reunite with the few remaining PHH Servants in the Lostbelt, and slowly make their way through Atlantis, learning of the Lostbelt's circumstances and using the Klironomia of the dead gods that took the side of coexistence for their own purposes. With many sacrifices, they defeated Odysseus and killed Artemis and Poseidon, finally making their way into the Interstellar Mountain City, Olympus, city of the gods. Together with the aid of the God Destroying Alliance, they will kill Demeter, Aphrodite, and later Zeus himself. After a final confrontation with Kirschtaria Wodime, they come face to face with the Alien God, U-Olga, who promptly flees. Will you side with the mighty gods, or reject the stagnant utopia that they maintain?

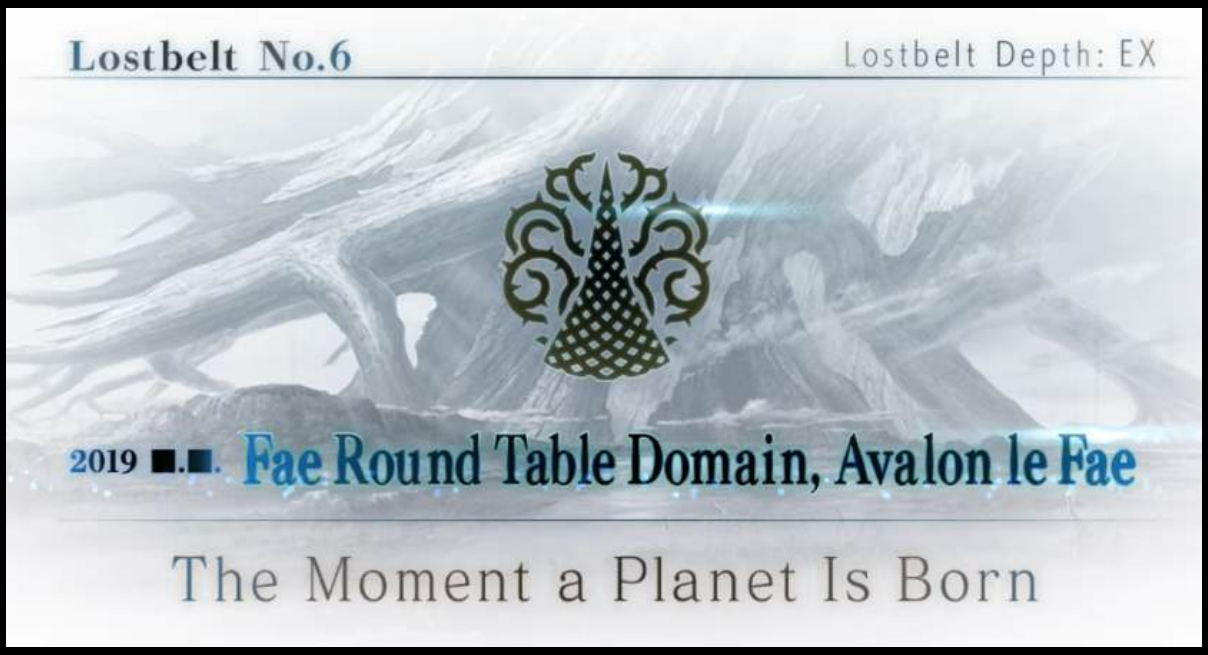
21) Lostbelt 6

Fae Round Table Domain: Avalon Le Fae

This history diverged before human history, around 12,000 BCE. In fact, human history never was in this timeline. During the attack of Sefar, the White Titan, it was never felled by Excalibur, as the six fairies tasked with its forging were too lazy to carry it out. As a result, nearly all life on the planet was wiped out, leaving only the fae who hid in the Inner Sea of the World, as well as the god Cernunnos and his priestess. The six fae then proceeded to poison Cernunnos and chop up his priestess into many pieces, using them to create the land and manufacture humans respectively. The six fae spawned clans from themselves, and they kept warring between each other, each fairy corpse adding a little bit to the small amount of land they had, until they had half of the isle of Britain. Then, in the year 1 BC, twelve thousand years after the destruction caused by the White Titan, all of the fae and humans would be killed by a Great Calamity, resulting in the land of Britain becoming completely lifeless.

Summoned by Beryl Gut, Morgan Le Fay decided to change this, and Rayshifted her memories and knowledge to the past, into her local self, a fairy called Tonelico, killing herself in the process. Tonelico then becomes the Savior of Britain, not only suffering and toiling to fell all the Calamities that haunt this land, but also suffering under the mistreatment of ungrateful fairies who thought of her as another threat to be wary of. Eventually, she snaps, and decides she will no longer save Britain or forgive the fairies, but that she would rule instead. To do this, she sets up the Queen's Calendar, and ruthlessly rules Britain as the tyrannical Morgan.

It is only by June 11, 2021, that Chaldea arrives to this Lostbelt. They will realize that they cannot use their Heroic Spirits in the Lostbelt, and the party of Da Vinci, Mash, and the Master of Chaldea will sail towards the shore, later being separated by the Nameless Forest, and briefly forgetting who they were. After they regained their memories, the Chaldea group joined with Caster Artoria, the Child of Prophecy, in order to bring down Morgan, and saved the city of Norwich from a Calamity. Mashu will be sent back in time by Morgan's Water Mirror, meeting and befriending Tonelico, while the main group continue to aid Caster Artoria in fulfilling the prophecy that would have her defeat Morgan and save Britain. In the end, Morgan will be betrayed by her own subjects, and murdered brutally after being shown the rotting corpse of her own daughter. Cernunnos will wake up, and the Master of Chaldea will enter the Inner Sea of the Planet alongside their allies so that Artoria can give up most of her power to forge the Holy Sword. More fighting against the Calamities later, they will finally kill Cernunnos, and then defeat Vortigern, who suddenly appeared and started consuming the island. Be careful in this Lostbelt, its situation is quite bizarre as it is, and an outsider butting in might make things even more chaotic.



22) Lostbelt 7

Golden Sea of Trees Travelogue: Nahui Mictlan

This history diverged long, long before human history, around 300 million years ago. The Divine Filaments which would've become the mesoamerican pantheon arrived on an earlier meteor than the one that drove the dinosaurs extinct, completely changing the course of the planet's development. The Divine Filaments chose to support and aid the dinosaurs of the land instead of the humans that would come later, and bound together Pangea with a network of plant roots to prevent the supercontinent from fragmenting. Genetically modified so that they could photosynthesize, the Deinos began forming a peaceful culture without conflict or comparison. Later, when ORT, the Chicxulub meteor, collided with the planet, it was the Divine Filaments that saved the deinos from extinction. Using the energy from the impact, the Divine Filaments formed Mictlan, an underground world comprising 9 layers. Due to this, the surface of the planet never recovered, and history in this timeline kept going underground.

Mercifully, when ORT collided with the Earth, it went dormant for 60 million years, until the culture of the deinos began to flourish, which woke it up and made it begin to rampage around Mictlan. The Kingdom of the Ka'an, the humans of the Lostbelt, all perished fighting against ORT, and ultimately sacrificed themselves down to the last man, woman, and child to empower Camazotz, giving him immortality and letting him combat ORT for thousands of years until Camazotz successfully extracted ORT's core, its heart in other words. This heart was then made into the artificial sun of Mictlan, as a replacement for the sun that ORT destroyed.

You have a lot of time before Chaldea gets here on December 25, 2022. Unfortunately, due to an encounter with the local sun goddess, the Master of Chaldea falls off the Storm Border as it crashes, separating them into different layers. While the Master of Chaldea meets an amnesiac U-Olga Marie, the Storm Border is assaulted by Izaclii, the king of the jaguar men, and is saved by Koyanskaya. After a few days they manage to rendezvous and start the repairs on the Storm Border, while gathering information about the Lostbelt. Finally, after the raid of Chichen Itza by the Ocelomeh, Chaldea will start heading to the bottom layer of Mictlan, housing both ORT and the Tree of Fantasy. After realizing the truth about CHALDEAS thanks to Daybit's explanations, the Crypter will sacrifice himself to wake up ORT. After many sacrifices and trump cards, Kukulkan finally arrives to defeat ORT for good, collapsing the Lostbelt. This is a peaceful world, and yet one that will come to be wracked by war. What side will you take? Or will you aid everyone equally like a certain war god?

Ranks

(Restricted to the Mystery Origin)

The following Ranks are only available to those with the Mystery origin. These act as an extension of the Rank list otherwise. IE, you don't need to purchase Top or below Ranks to purchase one here. It is worth noting that these Ranks increase in raw power for the most part, instead of mainly getting more potent 'hax'. The greater amount of raw power does mean that the abilities of those at these Ranks are more powerful, but in terms of what kind of abilities are available at all there is little change. That said, certain things possible at the higher Ranks, especially in Celestial, might not be possible with lower Ranks. When in doubt, fanwank responsibly.

These prices here are adjusted to account for the discount that Mystery has on Ranks, so technically they don't get a discount on the following Ranks.

Grand -800cp

A step beyond Servants, with this Rank you lie at the level of Grand Servants, those summoned by the World to deal with Evils of Humanity gone rampant. The amount of raw power at your disposal is incredible, surpassing even most Divine Beasts, and should you be focused on destruction your attacks could obliterate islands. A good example of this Rank is Lostbelt 5's Artemis, an orbital cannon wielding lasers powerful enough to sink whole islands, and enough power to use said lasers with impunity. Artemis can also use a powerful mental attack, although those can be defended against with other powerful sources of mental interference. An example of a more esoteric minded approach to this Rank would be Kama. Her main gimmick consists of being one with the universe, and producing countless copies of herself, enough to pretend to be a starry sky when on standby. Kama can also shapeshift to the ideal form of those who see them, in a manner of speaking, allowing them to seduce them with a body perfectly tuned to the target's tastes, as well as their body being capable of charming people in the same way an arrow of love would. Unfortunately, at this level you cannot contend with the most powerful gods or the World itself on your own, but with anything less you'd be a terrifying force to reckon with.

Monstrous -1200cp

If you're not quite satisfied with matching the Grands of this World, then with this Rank you may go a step beyond. Powerful enough to be a natural calamity in your own right, at this level of power you can trivially, and indeed even accidentally, carve massive rends into the landscape around you.

One example of this Rank is Ivan the Terrible, in his primal Lostbelt form. Having fused with a giant mammoth and twisted into a monstrous form, he gained power over lightning and the weather to a lesser extent, to the point he could diminish the strength of an incredibly strong and cold blizzard in a city even while unconscious. Likewise, while sleeping he can conjure an endless number of Oprichniki, agents of his which range in power from Low to Mid Rank depending on their proximity to him. When woken up, he acts as a physical calamity in a very real sense, able to passively call down storms capable of leveling cities with its lightning, as well as wield lightning directly for even greater destructive power, not to mention the incredibly strong mountain-sized beastly body that he commands, able to flatten whole armies by simply slamming its trunk into the ground. It took several powerful Servants restraining him with another one weakening him with a musical Noble Phantasm merely for Chaldea to be able to fight against Ivan.

Another example of this Rank is Surtr, King of the Fire Giants. As the last remnant of Ymir's wrath and a conceptual calamity, Surtr's role is to end the Age of Gods of the Norse pantheon, but in his Lostbelt form he decided to go beyond and incinerate the whole Planet. His very body is the realm of Muspelheim, a realm of destructive fire that exists solely for pure destruction. Additionally, thanks to his nature as a Giant, his body can absorb energy from any incoming attacks up to a certain point, to replenish his own reserves. Additionally, he is able to use his flames in mimicry of the Mana Burst Skill, not only enhancing his own attacks, but even protecting against absurd temperatures and powerful attacks, on top of being able to cleanse deleterious magical effects on himself. And, of course, thanks to the immense heat of his flames, he can tear the region he is in apart by merely walking, the flames of his Muspelheim body spreading with each step and shattering the landscape on such a scale as to crack mountains and evaporate seas. And of course, thanks to his consumption of Fenrir, he is able to wield absolute freezing temperatures to the same degree as his flames. Thanks to his role, his powers are even more effective on divine beings. And finally, he knows some rune magecraft, mainly in such things as curses of death or unhealing wounds. His defeat entailed several sacrifices by powerful Heroic Spirits, the removal of the keystone keeping him anchored to reality, and the utilization of a Noble Phantasm enhanced by the Sirius Light. As a final note, this example of Surtr at the Monstrous Rank is specifically without his sword Laevateinn.

Godlike -1500cp

A step beyond being a calamity in your own right, with this Rank it wouldn't be an exaggeration to call you an embodied global apocalypse. This is the scale of the most powerful of the gods of this Planet, not only allowing you great conceptual abilities but also absurd amounts of sheer raw power, both magical and physical. It's at this level that you could be a threat to the World itself purely on your own, without any preparation being required. Depending on your powers, you might not even need to be actively hostile to anything to be a massive threat to all life on Earth.

The first example of this Rank is Tiamat, the great mother of Mesopotamia, who birthed the biosphere of Earth and was sealed after her duty was done. The source of her power is the Sea of Life, the conceptual origin of all life that emanates endlessly from her, and which generates magical energy to such a degree as to be functionally endless on top of being utterly immense. From the Sea of Life Tiamat can birth an arbitrary amount of new life of her design at rates of millions each second, who can be born with an innate and unbreakable loyalty to her, on top of being High Rank from birth. Perhaps with greater focus and investment she'd be able to create even stronger life? Those who come into contact with this Sea of Life are also corrupted by it, being remodeled to become a direct child of Tiamat, enforcing the same loyalty onto them.

And of course, she's able to reform life, even herself, using the Sea of Life, such as turning a humanoid body into a massive draconic one. And finally, due to her status as the origin of all life, she is incapable of dying as long as anything is alive in the same plane of reality she is. Her defeat entailed several immensely powerful divine Noble Phantasms and the sacrifice of its users merely to slow her down, as well as throwing her into the Underworld which nullifies her unkillability thanks to being a land of the dead, and then King Hassan forcing the concept of death onto her, and finally a direct hit from Gilgamesh's Ea after an intense battle to destabilize her Saint Graph enough for it to implode.

The second example of this Rank is Cernunnos, specifically the version of the nature god who accumulated 14,000 years of resentment and curses in the sixth Lostbelt. His physical form is more curse than flesh, being as conceptually thick as the mantle of the Earth, and just as physically tough, on top of swift regeneration of any wound. All of the curses he accumulated over millenia spill forth from him, not only being a mass of black hands composed of nothing but curses thick enough to be physical but also interfering with the minds of elementals and fairies, and any other being deeply connected to nature or the planet, in an area several hundred kilometers wider than the

mass of curses itself, driving them insane and turning them into faceless Mors, all of which are High Rank regardless of the initial power of the victims.

Of course, the mass of hands that is the main composite of his curses can also spread to cover the whole planet given enough time, forming into a cursed forest of black hands that intercept anything flying too close. Anything touching the mass of curses is infected with its resentment, suffering damage that only becomes more severe the more curses one is infected with, especially with prolonged direct contact with the black hands. His defeat not only involved unique circumstances allowing travel back in time to before he wakes up, but an array of 12 Rhongomyniads to carve a hole into his body and reveal his Divine Core, as well as the utilization of the Black Barrel in Chaldea's hands being shot directly into said core.

Celestial -2000cp

Forget about gods, and begin thinking of celestial bodies. Yes, those, the Planets and the Stars of the Universe. Your power with this purchase is on the level of such existences, in raw power and conceptual flexibility if not in scale. The energy output of your Saint Graph can be equal to the total output per second of the sun itself, for example, if you don't possess ridiculous amounts of magical energy to begin with.

Goetia, leader of the 72 Demon Pillars, is one such being. His collective is unkillable as long as the spell binding them and giving them an identity remains, bringing them back to life with some magical energy no matter how many times they are killed. Each Demon Pillar by itself is High Rank, and all of them have some specialty such as messing with Phantom Spirits, those who couldn't become Heroic Spirits, or self-revival. On top of this, Goetia has total and complete mastery of magecraft, having been the main tool of its creator, and with each Demon Pillar having mental computing capacity equal to supercomputers. Additionally, the Demon Pillar collective function as the pillars of Ars Paulina, a small conceptual universe lying outside of space and time formed from the corpse of King Solomon. His mastery of magecraft is such that he would've finished a spell to travel to the beginning of the Planet and rewrite its Texture with one of his own design had Chaldea not interfered.

Some other minor abilities he has are those such as being able to send the souls of any corporeal being who looks into his eyes into a purgatory of his own making, or 'merely' force spiritual beings to relive their past mistakes and wallow in their flaws, as well as Clairvoyance that lets him see the past and the future to such a thorough extent that it could be called omniscient by those with a lesser perspective. And of course, the thing that made him sit solidly in the Celestial Rank, he owns the Rings of Light, a massive magecraft construct the size of the United States that stores the energy from burning 3,000 years of human history, able to wield minuscule fractions of it to attack with blasts powerful enough to penetrate all the defenses of the Planet. Goetia's defeat required the summoning of dozens of Heroic Spirits to force the 72 Demon Pillars to continuously revive, and thus tie down great amounts of Goetia's energy, and the sacrifice of Romani Archaman, undoing the spell that supported the existence of the 72 Demon Pillars and fragmenting them into individual demons that could no longer revive.

ORT, specifically the weaker subspecies found in the seventh Lostbelt, is also of the Celestial Rank. Being weaker in both offense and defense than the true ORT as well as less hostile overall in the same scale that the minimum level in JRPGs is lesser than the maximum level, caused by having their heart and main power source removed, this is the reason this subspecies is of the Celestial Rank instead of beyond it. Having an alien form composed of materials more durable than anything that exists on Earth, it's not only immensely difficult to damage without absurdly powerful attacks, but it also regenerates fast enough that an ability to stop time was required to harm it enough to kill it. Even then, its body emits an immense amount of cosmic radiation, easily lethal to normal humans even when kilometers away from them.

It wields 'webs' composed of green energy that are normally meant for interstellar travel for the purposes of binding enemies, and whose flexibility allow them to reach into other dimensions such as the Throne of Heroes itself, and due to various abilities of its body, it can absorb strengthening effects applied to its enemies, apply weakening effects on those that strike its body, and disassemble negative effects inflicted upon it to turn them into strengthening effects instead. Additionally, it can absorb the magical energy of its opponents through large-scale spatial interference, and generate a cosmic storm from its main body, potent enough to rip apart powerful gods on its own.

And of course, while it might be alien and thus have no frame of reference to understand Earth concepts, this does not mean it is dumb. Quite the opposite in fact, as it is able to partially copy abilities used in front of it, as well as transform targets into green crystals that it then absorbs to gain all of the information possessed by the victim, and it used all the Servant Saint Graphs it accumulated from fighting against Chaldea to reverse engineer the summoning system. Additionally, thanks to consuming the Fantasy Tree of the seventh Lostbelt, it became not only able to anchor the timeline it lived within but also simulate an entire alternate history 300 million years long of its own to generate a Grand Foreigner Heroic Spirit form of itself.

And finally, there is the Crystal Valley, the proof that ORT is the Ultimate One of the Oort Cloud, which replaces the Texture around it with that of the Planet it originated from, overriding any environmental effects, although this ability does not destroy or override unnatural formations such as man-made cities. Weirdly enough, due to it having eaten the Fantasy Tree and inherited its functions, this Crystal Valley transforms trees and other plant life into other Fantasy Trees. ORT's defeat was only possible thanks to the intervention of Kukulkan, who used to be ORT's power core, its heart in biological terms, who matched ORT in raw power.

Rank Modifiers

The following modifiers for your Rank are not restricted to those of the Mystery origin. Servants may purchase these modifiers as well.

Evil Of Humanity -200cp (Requires Independent Manifestation Perk)

Uniquely, you have the option to become a Beast, an Evil of Humanity and one of the threats to the entire Human Order. However, choosing to become a Beast reduces the cp you can gain the Against The World drawback to +300cp. It is worth noting that you will begin as a Larval Beast. This means that you will possess some method of 'maturing', growing up to two Ranks in power to a maximum of the upper bounds of Celestial, but you will lose this power when you move to the next jump, returning to whatever Rank you've purchased and forcing you to 'mature' again to regain that power. That said, if you've managed to mature as a Beast, you likely won't find doing so again to be too difficult. For more detailed information, please read the Beast section below.

Alien -300cp

You are not native to Earth. Whatever Planet you are from, and whatever ramifications this may have on your nature (not a powerup but rather a sidestep in a manner of speaking), you get one main benefit from this; you lack a concept of death, at least in the sense that the Earth understands. What this actually means is that none of your organs are essential to your survival, and that you simply need to be repaired to be 'revived'. Essentially, you cannot die in a biological sense of the word, making you closer to machines than anything, at least in terms of continuity of self between 'deaths'. As mentioned, all of your organs are equally unimportant to your continued survival, and as long as even the smallest cell of yours remains, you can theoretically return from any amount of harm to your body.

Of course, without some ability of regeneration or some other way to repair yourself, this might not mean much. And it doesn't mean you can avoid diminishment if something that supports your actual powers, such as a power core/heart with the same total output per second as the sun, is removed from your body. Additionally, if your 'brain', or whatever you have in its place, is destroyed, that will knock you out quite thoroughly until you are repaired, or until your own regeneration manages to repair the damage. You won't get any issues with your mind from such damage though, it'll merely be an issue of temporarily 'dying'.

All that said, if something manages to completely obliterate your body without leaving any trace of it behind, you'll be completely gone should you have no countermeasures against such a situation. As a final note, should you purchase both this and the Celestial Rank, you may be a weaker subspecies of an Ultimate One, although unfortunately you can't be a subspecies of TYPE Earth as no such being exists. Doing this may give you a window of opportunity to perhaps grow to the full strength of an Aristoteles, should you have powerful enough resources on hand.

High Servant -400/600/800cp

Some beings are not powerful or significant enough in their own right to become Servants, and the most common solution to this problem seems to be stuffing them with about three divine beings. With this purchase, you have three Saint Graphs instead of just one, all at the same Rank that you've purchased, functionally giving you access to two other powersets for your use. They can be as similar or as different as you want them to be, too. Unfortunately, you're not able to use them all simultaneously, or extract them from yourself. Instead, by focusing for a few seconds, you're able to switch the Saint Graph that you are using, functionally changing out your powerset, even completely depending on how different the Saint Graphs are. While it might be a bit too slow to use mid-combat too often, having such a wide variety of powers can be very useful. Optionally, the two extra Saint Graphs in you may have minds and personalities of their own, if you're fine with having a bunch of voices in your head. As a final note, you may choose to make all three Saint Graphs be things implanted in you instead of one of them being your own, although in such case you'd technically be a normal mundane human if it weren't for the three Saint Graphs. For Top and below, the price for this option will be 400cp, for Grand and Monstrous it's 600cp, and for Godlike and Celestial it's 800cp

Beast

Below is some information on three universal traits shared by all Beasts. Always remember, Beasts are meant to be obstacles for humanity to overcome, not the bringers of the end of humanity.

Authority of the Beast

First, Beasts obtain the Authority of the Beast, which rather than being a full Authority, it instead offers a damage boost against humans, whether physical or conceptual attacks. It is a flat boost that scales to the level of technological advancement of human civilization, although given that all Beasts are immensely powerful in their own right already, it's actually kind of a footnote.

Nega Skill

Now this is the main ability that Beasts obtain when ascending to the position, and the main reason that some evil beings aim to become Beasts to begin with. This Nega Skill will be a parody of your nature; Goetia, as the most iconic familiar of King Solomon, obtained Nega-Summon, able to nullify the Noble Phantasms and other trump cards of Servants or other summoned beings. Kiara, as a twisted bodhisattva, obtained Nega-Saver, nullifying most of the mental defenses and resilience of enlightened monks. Tiamat, as the origin of all life, obtained Nega-Genesis, which nullifies Noble Phantasms and other powerful abilities or artifacts that originate from life descended from her, IE humanity. Koyanskaya, as the mother of a nascent World, obtained Nega-Self, prohibiting any life born from her from attaining an individual ego, growing up to become stronger, or reproducing and evolving. Likewise, once reaching maturity you'll gain access to a similar Nega Skill of your very own, parodying and synergizing with your nature and temperament in the same way as the examples presented.

Grand Servants

And of course, Beasts are designated by the Human Order as obstacles to overcome, so such beings are hounded by Grand Servants summoned specifically to deal with them, with the right powerset to counter whatever the Beast utilizes. Likewise, whenever you succeed in maturing as a full Beast, a Grand Servant will be summoned somewhere in the same realm of existence you are in, and whatever their abilities are, they can and will shut most of your power down, leaving you at the Grand Rank at best. In future jumps, your nature as a Beast will likely attract other similar kinds of heroes to you, should there be any. However, these Grands are not unbeatable. Shutting down most of your power will leave them vulnerable and thus require allies to actually defeat you, and if you're lucky they might get sidetracked and lose their Grand status, leaving you free of a Grand thorn in your side. Stay alert and you might be one of the Beasts who never had to fight the Grand summoned to deal with them.

Perks

This section works as an extension of the Perks section from the baseline Fate/Grand Order jump.

General Perks

Have You Tried Becoming A Servant? -100cp

Love can be a wonderful thing, but when you are separated from those you love, it can become tortuous. Fortunately, you won't have to suffer such separations yourself too much. Whether a friend, a sibling, a parent, a son or daughter, or even a romantic partner, you will eventually be reunited with them no matter what happens. It might take thousands of years, it might require you to join a group that you hate, it might require dooming the World, but the question of whether you will be reunited with your loved ones is a matter of 'when', not 'if'. Be patient, and that hole in your heart will be filled again sooner or later.

KNEEL -100cp

What better way to show your superiority than to literally throw your weight around? Like some powerful gods, you've gained a nifty little ability to impose physical pressure on those around you that scales with the difference between you and your targets. It works kinda like a field of increased gravity, but it'll never reach the level of physically harming those affected. That said, even a Grand Rank being showing off to a group of High Rank Servants would be able to completely immobilize them. Unfortunately this is weaker on those that can't see you or those that you can't see, but it's still a very fancy way to show off your power. Given it scales to how much more powerful you are than your targets, of course, means that peers or those greater than you won't really be affected much, but this is primarily meant to show off, so maybe it's not really a particularly notable downside.

Divine Gifts -100cp

Blessings from the gods are one of the most famous rewards that champions can get. And with this perk, you'll be able to give 'blessings' of your own, even without being divine. Meaning, you can share parts of your powers with others in part or in full, whether Authorities you possess, knowledge of some specific spell, raw power, luck, or whatever else you might have that you might want to give to someone. Of course, you lose access to whatever you've given away, given you don't have it anymore, but you can just take it back if the receiver consents. Or if they die. As a side note, do watch out for the resilience of the soul of any recipients, as giving Servants or humans a few Authorities might be lethal to them. Also, this can be used to give away perks that you have, provided said perks don't have a power sharing aspect themselves.

Magic Balls -100cp

Wielding phenomenal cosmic power is all well and good, but style is quite important too, especially as a dignified Divine Spirit. And with this purchase you get to benefit from a particular aesthetic, one that the Arjuna of the fourth Lostbelt uses. Mainly, you're able to generate up to half a dozen glowing and floating balls of various colors (they can also have minor aesthetic accessories like blue arrows sticking out of them), which apart from being under your full control in both movement and size, serve as a decent but unremarkable channel for your abilities. You can also manipulate their form, such as morphing them into a cutting disc or something. The focusing doesn't provide more than maybe a bonus of about 5%, but they might be useful for grounding your abilities into physical objects to make them easier to control, especially if you are extremely powerful and your abilities are a little unwieldy to use quickly otherwise. As a final note, you can merge these balls with items you have, letting you manipulate said items telekinetically and channel your powers through them, even if the item itself isn't normally resilient enough for it.

Alterations -100cp

Alter is, as the name implies, an alternate and altered version of a given Servant. The difference is primarily that one core facet of the Servant's personality is reversed, such as a sweet girl losing her innocence and love for those around her, or a pure knight becoming a down-to-earth and friendly pervert. Normally these kinds of transformations require powerful corruptive substances such as the mud of Angra Mainyu, All The World's Evils, to pull off, but you've learned a trick that lets you brute force the process. If you have a lot of magical energy, or can get it from somewhere such as a Command Seal, you're able to use it to force a transformation into an Alter on a Servant or other kind of spirit.

Thankfully, you have some control over the resulting personality, but given that the Alter state must be a reversal of an important part of the target's nature, there's unfortunately little leeway in such things. Also, this doesn't grant them greater power or something, it merely changes their character, possibly to one more palatable to you. Don't be too cruel with your alterations, please.

Eyes Of The Fae -100cp

Being Divided Spirits of the Planet itself, Fairies are meant to have special eyes unique to them, although unfortunately due to the circumstances of the sixth Lostbelt, nearly all Fae native to that Lostbelt have lost them. However, with this purchase, you can get the Fairy Eyes for yourself. This affords you two things; first, you can see the emotions of people as colored auras, with certain colors representing certain emotions, and you instinctively correctly identify these colors to know what anyone in front of you might be feeling. And secondly, you can see falsehood. It doesn't matter why someone is lying, whether out of good or bad intentions or simply out of instinct, you'll be able to see the lie as clear as day, and it'll always be very unpleasant to look at. Of course, if someone accidentally lies from ignorance then it doesn't really count, as falsehood depends on someone actually saying something they don't believe or agree with and so on. Perhaps it'd be better to avoid things like civilization and politics.

What Will Your Fate Be? -100cp

The life of the immortal can be quite lonely. Mortals tend to be pretty antsy about other mortals with different skin colors, much less those who can simply live for longer than they. Some immortals do get lucky enough to find someone they can relate to, perhaps love even, to stave off the loneliness, but unfortunately such bonds are not usually long-lasting, purely because the bond was made with a mortal. Whatever happened to you in your past, something similar happened to you, having met someone special (or having been someone's special person) in the past, but having been separated sooner or later. Maybe you died and reincarnated (or maybe the other person did), maybe extenuating circumstances pulled you apart and you haven't had a chance to find each other again yet, or perhaps you simply agreed to part ways for a time. With this purchase you can choose any one person in this world, and you'll find that you have had such a nostalgic relationship with them in the past. It might've been friendship, brotherhood, or romance, whatever the case you were both important to each other, but were separated later for whatever reason. Fortunately, this bond also gives you a bit of fortune for meeting them again, doubtlessly a happy occasion for you both. Despite all the time past, perhaps you can reconnect with them. In future jumps this also applies to any one person of said jump of your choosing.

Shedding The Rust -100cp

Some powers come with conditions. Requirements that you must fulfill in order to keep wielding them, and which take away the power if you stop being able to fulfill said conditions. But that's just kind of a pain in the ass, no? Who the hell decided that you arbitrarily shouldn't have your powers anymore? Through a journey of self-reflection and ideally (but not necessarily) personal growth, you're able to evolve powers you possess, likely refining their capability but mainly just removing any conditions to using them. The power of a Servant Class that requires a strict mindset could be refined to one more fitting for what you wish to use it for, for example. Do keep in mind that you do still need to have the power you want to alter to do this, although not necessarily access to its use. In other words, even if you can't use it anymore, as long as the power you want to change is not outright removed from your being this is still possible to do.

Craft Of A Mage -200cp

Magecraft can go a long way in the right hands, and evidently yours are very right hands. Choose some specialization in magecraft, such as Shugendou, the magecraft of a certain Japanese cult, or Witchcraft, or whatever else you can think of. Within your chosen specialization, you are incredibly, absurdly talented, mastering in a mere decade what would take normal people multiple centuries to master. Additionally, you begin with an already 'normal' mastery of your specialization, specifically in the more standard and orthodox applications of it, letting you fight on the level of Mid Rank Servants with enough preparation, or perhaps even higher should you have immensely potent resources on hand. While this might seem a little restrictive, it does afford some flexibility, such as the example of Shugendo getting six varied techniques, from moving incredibly quickly to knowing one's lifespan and fate, or the example of Witchcraft, which Beryl Gut utilized to obtain the Saint Graph of a Great Father Fae, becoming just as powerful as the Fae was while alive. In future jumps, your talent will extend to learnable systems of magic wherever your specialization may be applicable. Try not to let your talent get to your head, or you might find a god or two smiting you for your arrogance.

You're Looking At Me, Aren't You? -200cp

Spiritual beings past a certain level of power tend to have a transcendent perception of the world, although in practice it's not as impressive as it sounds. With this perk, you'll gain a particular aspect of such a superhuman perspective whether or not you're the kind of being that would normally have it. Mainly, you are perfectly aware whenever someone is looking at you. It might be from the future or the past, from another timeline, maybe even past a powerful god-made seal, it doesn't matter, you'll be aware if someone's looking at you regardless. Useful for figuring out if someone's using some particular brands of divination on you like Clairvoyance.

Additionally, you're able to mentally communicate with anyone watching you, in case you want to converse with someone who somehow managed to spot you from thousands of years and a different timeline away. And as a benefit of this, you're also able to move your soul into the eyes of whoever is watching, abandoning your body in a way impossible to block even by seals designed specifically to keep you trapped. And if perhaps whoever it is you've started squatting in the eyes of summons something, such as a Servant, you can hijack the summon to 'possess' whatever the summon is, for if you'd like to have a body again. You have no obligation to let them know you're in their eye if they didn't realize it themselves, too. Perhaps you might be able to use this to get out of a particularly stubborn seal meant to imprison you?

Growing Into Yourself -200cp

Losing the support of a Servant can be a devastating loss to a Demi-Servant, as it'd deprive them of the powers their status gave them and render them a normal human again. However, just like a certain eggplant, such a situation wouldn't harm you as much as it should. For any powers that are borrowed from another being that you no longer have access to, such as a Servant who has abandoned you, you seem to retain a fraction of the power you were afforded, at a maximum of Low Rank. Outside from being able to use these echoes of power, you're able to grow and develop them in your own way, honing your skills and abilities by performing great deeds, letting you eventually reach the same level of power you had borrowed, except this time the power is entirely yours. You might need the aid of powerful mystic codes to smooth over the initial stages, but after a few years of regularly fighting against legendary heroes and gods you'll likely have regained your full power, although if it was on the level of the Grand Rank or above it might take longer to achieve. Still, now you will no longer depend on the goodwill of your patrons for the sake of power.

Conceptual Wordplay -200cp

Raw power can be amazing when you have tons of it, but equally entertaining can be conceptual shenanigans. Working on perception, understanding, metaphors, and generally operating with its own ruleset, conceptual compatibilities can bridge great gaps in power by the sheer potency of connections. And with this perk, you are perfectly aware of how to play around with such things to your heart's content. From shattering an incredibly powerful cursed castle because its name rhymes with 'Edo Castle' and your legend involves being the cause of the end of the Edo period, to completely restructuring the house where the Shogun's harem resides into something made entirely for the Shogun's pleasure, and brainwashing those who enter into thinking they're the Shogun because why else would they be there, the sheer flexibility of conceptual preparation is mind-boggling.

However, it's not all metaphorical sunshine and abstract rainbows, as utilizing such conceptual measures makes you vulnerable to conceptual shenanigans from others as well. Perhaps someone will be able to wrest control of your territory from you because they're the one who built it, or maybe someone who founded a civilization and religion that completely assimilated and rewrote your own would be able to shut down most of your abilities due to that connection. Overall, the potential for conceptual activities is limited only by your imagination, no matter how flimsy your reasoning might be (although the more believable and solid your metaphor-logic is the more resilient it'll be against similar conceptual shenanigans), and if you plan properly you can gather an immense amount of power where otherwise you wouldn't be able to obtain much energy.

Generating Terminal... -200cp

One of the inconvenient aspects of being massive and immensely powerful is that interacting with those smaller and weaker than you can be very difficult. Thankfully, you know a process that can solve this issue, for the most part. In other words, you know how to make Terminals of yourself, weaker avatars that can communicate with your lessers in a more convenient manner. The power of these Terminals will be determined by how much energy you invest during their creation. If you have access to a source of magical energy far greater than yourself, you might be able to have a few dozen Terminals all as powerful as you are running around. And lastly, you have two options during the process of creating a Terminal. One, you may leave your main body and transfer your soul into your Terminal, which can be useful if you've been greatly wounded and need to rest to heal but still need to fight, and can also serve as a way to avoid death if your true body is killed.

Two, you can give your Terminal a copy of your mind and self. It is worth noting that with the latter option, there's the possibility of them diverging from what you are like if their experiences are too different from your own. Someone has been defeated due to their enemies recruiting their Terminals at least once, after all. That said, it can be useful if you need an extra pair of hands to help you, but don't trust anyone other than yourself. And depending on how powerful you are you'll be able to monitor and control your various Terminals to some extent. As a side note, you'll be able to keep track of your Terminal as long as you are in the same dimension.

The Thing About Trump Cards -200cp

Is that they take everything you have, and then some. And yet, even if you can't use such things twice, they can create the possibility of victory against all odds. What you gain with this purchase is simple; you know a way to sacrifice yourself to super-charge abilities. Such sacrifices will propel whatever you're using to immense heights, letting a Noble Phantasm from an otherwise Mid Ranked Servant harm a Monstrous Rank Giant. Trump cards will truly live up to their name if you're willing to give your life to use them, able to accomplish what would otherwise be impossible for you. Of course, the sacrifice will destroy your soul and body, it takes everything you have and more to pull off after all, but perhaps you have methods of coming back from such things? Servants can certainly be summoned multiple times, after all, and wouldn't it be ironic if you performed a heroic sacrifice to allow your allies to surmount an otherwise impossible enemy, and then greeted them back home good as new? Don't tease your friends too much, now.

Egg -200cp

The Human Order has its own laws to ensure the prosperity and survival of humanity. The Textures of the Age of Gods were formed from the beliefs of its mortal inhabitants. And now, you've become a nascent World in your own right, complete with your own laws of reality. Unfortunately there's quite a few things that are simply constant across all Planets, and you'll still have to inherit some traits of the Earth, a minimum required to be at least recognizable by those native to this Planet. Beyond that, however, it's your World, and your rules. Perhaps you'd like to completely reject Pan-Human History, rendering any human Servant unsummonable? Of course, such things aren't absolute, and just like there are ways to bypass the laws of the Human Order, there will be ways to bypass your rules. Not that it's much of a downside, as you are still indeed a baby World.

Of course, to begin with the contents of your World will be based on your own mentality and view of the World, essentially being a Reality Marble on a slightly larger scale. With the right resources, you could potentially grow your World into a full Planet, although the amount of energy required would certainly be immense, not to mention needing to evacuate Earth if you don't want to be kicked out violently by the Human Order.

Additionally, as a bonus, you're able to absorb living beings to obtain the information of their makeup (even something as small as a hair is enough), and can later recreate them within your World with an appropriate investment of magical energy, although if you don't have enough to, you can merely recreate a weaker version instead. This process of recreation is instant, of course, and the only limit is the space within your World and the magical energy available to you, letting you potentially create whole armies. Of course, you have some influence over the recreation, able to 'program' them, in a manner of speaking, however you wish, such as instilling unbreakable loyalty in you, or perhaps allowing them full individuality. Unfortunately if you want to create new life or modify the 'templates' formed from absorbed creatures, you'll need to obtain that ability yourself, but if you're trying to grow yourself into a full-sized World, you might obtain such conceptual Authorities automatically, depending on how much ego the natives of yourself have and how much they develop into a civilization. That is a long way to go, of course, but the potential is definitely there. What kind of World will you craft out of your own self?

What's In A Name? -200cp

True Names are important, as they declare the identity of their owner. However, to those with the right knowledge, names can hold even greater power. As you've managed to learn, there is a certain trick to what is called True Name Redesignation, and its consequences are varied. Even without much skill in magecraft, you've mastered this art, able to change the True Name of a consenting target. This will suppress their original identity and instincts to some degree, such as a mindless blob of flesh or a bloodthirsty monstrous wolf, and allow the target to take on a new identity and live a new life, including a new form, perhaps even a human one. This does nothing to the memories of the target themselves, they will remember their previous life just fine, but perhaps they'll come to despite their former identity and wish to remain as whatever identity you gifted them.

This isn't all, of course. If you gift someone with the True Name of someone who already exists, such as a Heroic Spirit for example, the target of this True Name Redesignation will obtain abilities mimicking them, which is how the Fairy Knights of the sixth Lostbelt came to be, taking on the identities of Gawain, Lancelot, and Tristan. You're not required to make them 1:1 copies, such as how the Fairy Knights did have their own unique personality traits and appearances (even being of a different gender), but for the most part their power will be similar to that of the person they were named after. Unfortunately this cannot grant greater power, but it can seal it for the most part, bringing calamities down to a more manageable scale. And of course, if their previous name is revealed and stated outright to them, the True Name Redesignation will weaken, perhaps even unraveling if kept up for too long.

Mana Burst (Dragon) -200cp

Being a dragon and wielding draconic abilities can be quite fun. But do you know what's more fun? Throwing dragons at your enemies. Unfortunately, it can be quite hard to get your hands on such creatures, especially in any appreciable quantity, so with this purchase you learn a little trick that lets you just make them yourself. By simply taking a bunch of magical energy and willing it to take form, you can create dragon-like creatures under your command. You can make them full dragons, or simply make a bunch of dragon heads on very long necks, either way their level of power will depend on how much energy you use to form them. You can command them to go bite your enemies, have them breathe fire or whatever element you can think of, and probably ride them even. Unfortunately they will fade away like the magical constructs they are when their energy is spent, but this could still be useful as a special move of sorts. The aesthetics these dragon things take on are entirely your decision as long as they're draconic, in case that wasn't clear.

Conceptual Worlds -200cp

Concepts can hold very real power in this world. And the supernatural is so flexible that practically anything can happen. So how about entering worlds that only exist in the abstract? This is something you've learned to do. You could enter what would otherwise be a fictional and vastly simplified representation of how a machine operates, or perhaps intrude upon the metaphorical abstractions that someone uses to explain how the human body works. There'll even be native inhabitants too, which would likely be AI for a machine (or perhaps something weirder like anthropomorphic pulses of electricity), and maybe entire flesh and blood humans or animals representing things such as the cells of a living being. On top of this, you can interfere with the object the world represents by messing about with the world itself, affecting its mechanisms in an appropriate manner in regards to how the original object is abstracted into the world you entered. Very weird things are possible with this. Try not to get too confused.

Merely Pretending -200cp

There are many roles in this world. Many Servant Classes, many stories that change the course of history, many positions of power that can be filled. But one person couldn't possibly fill all those roles. After all, some roles have strict requirements and obligations, which you might not be able to fulfill. But who cares? As long as you play along sufficiently well, can't you just fool the world? Well you certainly can. While it might sometimes take some finangling, you're certainly capable of infiltrating practically any system, filling in some role you shouldn't qualify for and temporarily gaining whatever powers such roles would entail.

Obviously, this works best with systems of supernatural nature, such as a set of trials someone must overcome within their own mind or perhaps things like Servant Classes, but you're very skilled at mundane forms of infiltration as well too. Unfortunately any powers you gain with this method only last as long as you wear the mask, so to speak, so the moment you reveal your deception you'll lose whatever authority you might've had with such roles. Of course, it would certainly help if you already had power of your own, both for starting the deception and perhaps for escaping once the jig is up.

Seven Trials -200cp

Edmond Dantès has a peculiar ability, letting him enter someone's mind and subject them to seven trials, which he used twice on Ritsuka Fujimaru to make the latter confront his grudges and traumas. However it happened, you've obtained this ability as well. You can even decide what the trials are about, what kind of tests they are, and how they're supposed to be surmounted. The default is simply a gauntlet of fighting a bunch of Servants, but you can present more abstract or personal tests of character as well. Of course, the trials must inherently be possible for the person you're inflicting them on to surpass, and you can't give them more than seven trials, but you have no obligation to explain what's going on, and neither are you forced to be reasonable or fair in terms of how you design the trials.

Actually inflicting this on someone is like any Noble Phantasm activation, being quick and flashy, but you can do it more stealthily, such as infiltrating the target's mind first to cast it from within, making it seem as if the target merely fell into a coma. Although you'll need other powers to actually enter the target's mind, whether you want to use it stealthily or witness the trials directly. Additionally, you'll have to wait a few years to use it on the same target again (assuming they surpassed the trials). Do keep in mind that these take place within the target's mind, so any mental abilities and magic regarding the mind are going to be very relevant when it comes to interfering or blocking these trials from happening in the first place.

Class Change -200cp

Metatron possesses an immense number of Noble Phantasms, being the Scribe of God. This is only one of them, but it might have some use for you. Essentially, it transforms a target into something resembling a Servant's spirit form, and puts them into a small Reality Marble inside your body. While this is difficult to resist even for those that match your power, it is quite costly in terms of energy. Here they'll be slowly brainwashed until they have a mindset proper of a Ruler Servant, IE being impartial and utterly fair, even to the point of inhumanity if necessary. As you possess this Noble Phantasm yourself, you can also use it for corruption into other classes, such as Berserker, or for more general brainwashing. Obviously, this brainwashing can be resisted with enough willpower and determination, and strong-willed people aren't as rare as you'd think, but perhaps this'll be handy in a pinch?

Science Of A Sage -400cp

The Lostbelts are stagnant histories. Timelines that for some reason or other became unable to branch out into different histories themselves, and as such were pruned away by the World. That is not to say that scientific advancement stopped in such hypotheticals brought back by the Trees of Fantasy. Indeed, the progress of civilization has nothing to do with pruning. And with this purchase, you may gain access to the complete techbase of one such pruned timeline, as of its equivalent of the year 2018 AD. Specifically, that of the Synchronized Intellect Nation; SIN, the third Lostbelt Chaldea will destroy. This alternate history had focused its full scientific prowess for the benefit of a singular man, and as such things like efficiency, miniaturization, electricity, and so on were never even considered.

Of course, you truly understand the knowledge you'll be given, instead of just getting blueprints for everything downloaded into your mind. Innovation might not be easy without ways to enhance your mind, but it won't be impossible either. Following will be plenty of examples of what Qin Shi Huang, the only true man in his empire, accomplished.

The pillar of his empire was a modified form of wheat, being immensely nutritious and delicious, immensely sturdy to all kinds of climates and weather conditions to the point it could be planted globally with no issue, and incredibly efficient to use as burning fuel. Another example of this technology's incredible bioengineering is the Benediction, a special drug that reduces the intelligence of people and kills them only when they have reached old age, in exchange for making them quite happy, as well as immensely enhancing their immune system such that diseases and illnesses are non-existent in the empire. And the downsides of such a drug are intentional, so if you wished you could easily design one with the benefits that doesn't kill or make people empty-headed.

Another pillar of the empire is the emperor's body itself. Constructed as a gigantic mountain-sized supercomputer that can float in the air without physical aid, it works off of burning biomass, making use of all the super-wheat being grown across the whole world in his timeline. And you could move your soul and mind into such a vessel after constructing it, in case that needs be said. Additionally, the warriors, generals, and other various legendary figures of this timeline have been cryogenically frozen in a massive facility under a mountain, to be unfrozen later, perhaps centuries afterwards, with little issues beyond a risk of confusion and some small berserk rage when waking up. Additionally, Qin Shi Huang utilized specially constructed cannons to launch his Benedictions all across the planet, for swift delivery to his subjects world-wide.

One of the most impressive achievements made with this technology is the three century long construction of a massive ring around the Earth, an orbital Great Wall if you will, serving as defense for cosmic invaders and allowing you to disconnect certain sections to make them fall to the Earth like a meteor, should you wish to wipe out a town. A more small-scale but no less impressive process would be granting people spiritual and physical immortality like that of the Zhenren of China, and scanners able to obtain full information on any objects with enough scans are also possible.

One of the more ostentatious shows of power Qin Shi Huang performed was the projection of magnetic waves, in such a way as to make any sufficiently hard object vibrate and produce sound as if he was physically present and talking, down to the precision of a singular human skull from across the planet, as well as sufficiently thorough surveillance equipment he could use such magnetic communication to hold a full conversation as long as the other party was exposed to the sky.

And finally, this technology can allow you to mass-produce Low Rank mechanized infantry, for the purposes of war, as well as produce and maintain an immensely powerful android warrior the likes of Xiang Yu, as expensive as he is. And finally, due to this technology having been developed by learning all sage arts from the Fusang Tree, you could feasibly create a human body for yourself, one powerful enough to be on the level of the Grand Rank. Of course, all these examples were done by an emperor with full and total control over an entire planet for thousands of years, with the developed infrastructure to match. That said, you do possess all the knowledge that the Lostbelt Qin Shi Huang possessed, so perhaps all you need to start catching up is an empire of your own.

Zhenren -400cp

The Xian of China are a peculiar lot, compared to the Divine Spirits of other mythologies. And with this purchase you're one of them. As an incarnated Elemental, you possess an intrinsic connection to the Planet, with the main benefit being direct access to the magical energy of the World, functionally giving you access to an endless amount of magical energy. Sadly your output, or in other words, how much energy you're able to draw from the Planet is still limited, but you won't have to worry about bottoming out your reserves. Additionally, you possess some vampiric traits seen in True Ancestors without the inherent bloodlust of such beings, such as being able to drink blood to obtain a greater amount of energy than you can normally utilize.

Thanks to your status as an Elemental, you're able to survive past the destruction of your body, able to construct a new one with enough energy, surely not an issue. Also, you can blow yourself up to produce a powerful explosion, that gets stronger the more powerful you are. Oh, and in case it wasn't obvious, you are also immortal. And finally, with the purchase of this perk, you gain access to the Rank section if you don't already, being limited to the Top Rank at most like Servants but obtaining a discount on the Rank like Mystery. Although if you picked the Mystery origin to begin with, you won't be restricted to the Top Rank at most. As a side note, in future jumps you will have a connection to the planet you start on, or perhaps your planet of origin should the jump's circumstances allow for space travel. Unfortunately, you won't be able to benefit from the endless magical energy while off the planet you are connected to. What will you be doing with all the magical energy available to you now?

Twisted Reincarnation -400cp

Some people aren't content with 'merely' being immortal, but want to perform multiple things at the same time even with all the time they have to waste. Like a certain Japanese onmyoudou, you've learnt a certain trick that allows you both. In essence, you've managed to transform (or perhaps the modern word 'import' would be more accurate) your personality into a spell formula, with no errors or risks of unnatural deviation. Thanks to all the nifty implications of such a trick, you're able to generate as many functional copies of yourself as you have the resources to create, not only identical in looks, personality, and power, but also capable of acting independently and communicating with you from any distance thanks to the sympathetic connection between you. Although of course they'll be a lot harder to create the more powerful you are.

Additionally, you won't have to worry about absorbing too much power anymore, as the fact that your personality and mind have become a spell formula instead of a concrete entity makes you immune to the side effects of drinking in power sources bigger than your own head. And don't worry about problems such as being totally unchanging in character, as something about the process has allowed you to retain the ability to grow and change as much as someone who didn't literally turn themselves into a replicable and likely teachable spell. That all said, do watch out for magic related to reincarnation, as the right spell might be able to unravel your ability to generate more copies of yourself. Will you absorb even gods for the sake of power, or perhaps spread yourself out so that you can help many people?

Independent Manifestation -400cp

One of the most dangerous aspects of Beasts is that until truly defeated, there is no escape from them. The reason for this is Independent Manifestation, a Skill that even Beast Candidates can obtain. There are many benefits to this Skill; firstly, it confirms your own existence. You won't need a source of magical energy to remain manifested if you are the kind of being that would need such existential support, like a Servant. It also grants you immunity to instant-death effects and attacks utilizing control over time. Such resistance includes being unaffected by somebody messing with your past, for example.

Secondly, just like the name implies, it allows for your manifestation without requiring great amounts of magical energy or a Master to summon you. The way this looks is that you fade into blue energy in a similar manner to Servant summoning or unsummoning, and lasts for about a second. This self-manifestation has a very impressive range, letting you spontaneously travel anywhere on the Planet you wish to go, even to alternate timelines or into magically protected spaces. That said, if you do not know the location of a destination you have in mind, you will need some kind of sympathetic connection to your target, such as perhaps a small object you used to own. Purchasing this perk also allows you to purchase the Evil of Humanity Modifier, as shown above. Or maybe you intend to use this Skill without becoming a Beast?

Angelic Connection -400cp

Something happened in your past that caused you to replace someone who was so identical to you that they were never replaced from the perspective of everyone else. Or perhaps you were remade and simply had a weird conclusion about the process. Either way, the event gave you a connection to a very bizarre kind of being, that of the dark stars that fled to the outermost cosmos when the universe was born, lying just outside of the observable Universe, roughly 14 billion light years away. One of the benefits of this is an intuitive understanding of cosmic scales, whether distance or the impact of events, as well as a cosmic form of perception letting you discern the shape and general contents of the cosmos you inhabit, as well as what lies outside of it. Although sufficiently thorough magical protection would likely be able to stop your sight. Well, it's not like many people want to hide things on a large enough scale that would actually be noticeable on a cosmic scale.

Secondly, you are allowed to summon a number of Foreigner shadows to fight for you. They're all High Rank, but this summon does have one caveat; you must summon a number of shadows equal to the number of enemies you're fighting. If you're fighting 3 enemies at the same time, you will summon 3 shadows. If you're fighting 6, then you get 6. And so on. Unfortunately you can't immediately resummon them when they die, you'll have to wait until the battle ends at least. And finally, you're really, absurdly good at skateboarding. What does this have to do with eldritch entities from outside the universe? Who knows.

Abyssal Vermin -600cp

Well. You're quite the bizarre bugger, aren't you? Having been a second being resulted from the suicidal will of Fae Britain, you are an Insect of the Abyss, a terrible being meant to not to destroy, but to completely end the Planet. As such, you have obtained a few benefits intrinsic to your existence. First, you mess with both magical and mundane (IE technological) means of detection, returning bizarre results on such sensors such as simultaneously being present and absent, as well as constantly fluctuating and seemingly not fitting any known category. In other words, only normal human senses can perceive you without any obvious weirdness.

That's just the minor benefit though. The main ability you gain from this is that of being a conceptual hole. This means that your body serves as a gateway to a spatially infinite empty black abyss, the 'hole', which has no exit points, making it inescapable through normal methods. Abilities or technology that allow people to move between dimensions or timelines would work to get out though. It's not so easy to escape even with such things however, as falling into the hole forces everyone who finds themselves there into a cursed slumber, and in order to wake up they will need to overcome their personal flaws and insecurities. Or alternatively someone else can purify the curse to wake them up.

You might be wondering how people fall into this, if your body is the only way in. The way to do this is by embracing the nature of a hole to transform into a mountain-sized vaguely worm-shaped flying black thing, that might very generously maybe be called a dragon if you really want to call yourself that. In this form you can passively suck up everything around you, slowly absorbing entire landmasses, throwing everything that comes into contact with your new black body into the void within, a transition so seamless that it is indistinguishable from genuinely falling into a normal hole. Also, you will have a copy of your normal form inside the void, in case you want to fight someone in there or something.

And finally, there is a way for those outside the void to make exits on it. It's as easy, or as hard, as wounding you. The exits made from wounds are a lot larger scale within the void than the wound is on your body outside, by a few dozen orders of magnitude, however due to the fact the void is an infinite hole to begin with, there's no guarantee that these exits will 'open' anywhere close to any victims you've thrown into your hole, although it will be guaranteed to be 'above', in relation to the direction that whoever is inside the void is falling. It might even be a few thousand kilometers away. Needless to say, such a strategy might not work if someone is trying to save a victim who lacks some method of flight.

That all said, if you actually die, then you won't find that everything inside your hole is returned to reality. The opposite in fact, as your death completely cuts any connection between reality and your internal void, making it truly inescapable even with abilities that let people travel between Textures or timelines. Well, if you come back to life then this lock will be undone too. You need to be dead to genuinely trap people within. Will you destroy the Planet, as you are likely meant to do?

Science Of A God -600cp

Humanity is not the only one who gets to progress technologically. There's no real contact with alien races, but the Twelve Gods of Olympus are the remnants of one such advanced alien species, one who attained technology far and beyond that of Earth, and met their conclusion as a species. And with this purchase, you get the entire techbase of the 5th Lostbelt downloaded into your head, in the form of genuine understanding of all the principles and knowledge bases involved, letting you potentially innovate on this technology should you have the right infrastructure, creativity, and resources. Do keep in mind that the examples given were all taken from a civilization whose gods had access to a fully developed infrastructure ready to construct whatever they wanted.

We will start with the lower scale technologies shown, such as metallic ships that utilize hard light and large ballistate that shoot glowing energy bolts instead of cannonballs. Likewise there is food that actively changes flavor once or twice while being chewed to result in being delicious to everyone that eats them. But most of the rest of the technology is built on top of one thing: nanomachines. They're called Klironomia by the gods and their followers, and they are absurdly flexible, allowing the construction of all the technology presented here, as well as increasing the lifespans of humans to 800 years (complete with slowed aging so teenagehood lasts a century), and enhancing them to mildly superhuman levels.

Alternatively, for the case of non-degraded and obsolete Klironomia (yes, LB5 is advanced enough that some kinds of nanomachines are obsolete), gift humans with entirely eternal lifespans, even being unkillable unless someone with the permission to kill them does so, like the gods, in the sense of repairing any damage their body receives in seconds but also reconstructing their body should their previous one have been destroyed. And all this on top of being enhanced to the point of High Rank power, although only in terms of raw physical capability.

For actual equipment, strong and reliable armor and weapons can be produced easily enough to outfit an army of hundreds of thousands, or even produce one immensely durable set of armor utilizing conceptual defenses, able to attack with energy beams shot from the hands or from small drones attached to the back. For slightly larger scale combat, giants the size of skyscrapers operating kinda like mecha can be made, whether sleek and white and wielding energy weapons primarily, or focused on physical damage with thick limbs. Regardless, the self-repair capabilities of Klironomia are immense, possibly even repairing a broken-down giant in a manner of hours should the core not have been destroyed.

And of course, for more large-scale warfare, there is the prototype Echidna, capable of creating large amounts of specially designed monsters constantly, maybe even creating immensely strong monsters like Cerberus with powerful materials. That said, that particular bit of technology is not fully developed yet, so perhaps you could smooth over some of the issues with some work. And of course, Klironomia factories that also act as storage, small enough to fit inside a relatively normal religious temple. Oh, and of course, these Klironomia work on spiritual beings just as easily as physical ones. The technology uses some conceptual principles, of course it'd be able to mess with spirits. As a side note, these Klironomia look like fluid mercury to the unaided eye, at least when not integrated into something, which makes them impossible to detect without proper magical or technological sensors.

And finally, there's the interstellar mountain city, Olympus itself. It is a gigantic space colony that houses the gods and their followers. The actually habitable part of it is actually only like a third, with the rest of its mass being titanic crystal mountains that serve as immensely powerful energy generators, although funnily enough their energy generation is somewhere between Holy Grails and Fantasy Trees instead of blowing both out of the water. The city itself has two layers, the underground layer that takes care of repairs and maintenance, and the city itself which is separated into various massive districts each as large as a small country.

The city itself is quite futuristic, possessing all the amenities you might expect from incredibly wealthy modern cities and a bit beyond even, such as production towers making Ambrosia, a form of incredibly delicious food, with such nutritional value humans wouldn't need to sustain themselves on any other food or drink. Additionally, whenever something wrecks the infrastructure, a number of large machines from the underground appear to repair all damage in mere days, even if it was as extensive as the entire city being flattened. And of course, as the capstone to top it all off, is the Cronus Crown, a massive ring surrounding the floating city the gods dwell that maintains all the technology in Olympus in peak working order against the ravages of time, completely removing the need to perform manual maintenance on anything in Olympus.

And of course, there's the gods themselves. As data-based intelligences, what you would call 'AI' (surely an insulting term for the gods), they have immense computing power and can 'inhabit' powerful interstellar spaceships as their bodies. From combat ships wielding lasers powerful enough to obliterate whole islands with impunity and with enough of a range to smite people from orbit, to 'tilling' massive city sized areas with incredibly powerful shockwaves, to disrupting any minds in an entire city around you to go berserk an experience hallucinations, to wielding gravity manipulation strong enough to force Heroic Spirits to kneel, to full video surveillance of an area the size of a small continent, and even better audio surveillance of a similarly sized area, the powers that the Aletheia, the true forms of the gods, possess are truly worthy to be called divine. These Aletheia, as well as Olympus itself, can fly through space to travel between Planets and solar systems, even between universes, as their original intended purpose was to find a Planet fit for colonization.

And finally, the capstone to top it all off, there is Chaos. A Dyson Sphere using a sun as its power core. Capable of breaking open holes into other universes for the purposes of sending colonization ships elsewhere, shooting laser blasts that travel faster than light itself and powerful enough to completely annihilate even Grand Rank beings in a single shot, and even disassemble massive chunks of Planets it comes across both physically and conceptually to gather resources for itself, Chaos is truly the pinnacle of this form of technology. Unfortunately without certain choices, you won't have access to the infrastructure necessary to start building any of this, so perhaps you should start small. Hopefully you have a solid explanation for your knowledge of this science to give to the gods of Olympus, if you aren't one of them yourself.

Crypter Perks

Biting Tongue -100cp

You may or may not be a coward with an inferiority complex, but your tongue is quite a sharp one. You're very good at backtalk, witty comebacks, and generally leading verbal opponents into corners to hit them with one-liners they can't really retort to. You could trade words with even people like Holmes and Andersen, as long as it was just mocking remarks and such. Of course, if you lack motivation to retort, this ain't gonna help you much, but banter can be quite entertaining if you engage in it. Just try to avoid genuinely sensitive topics, or you may end up getting killed.

Fit For A King -200cp

One of the biggest factors in becoming a heroic person, or at least a great one, is willpower and resolve. Essentially, the ability to power through any distress or obstacle that comes your way. And with this purchase you've come to possess this trait. You could be forced to complete an incredibly arduous journey both physically and mentally not once, but 6 times, and be completely fine afterwards even if you got no recognition from the feat. You could remain entirely unshaken even when fighting the gods themselves, and your willpower is enough that you could simply stand and smile even through the pain of being gravely wounded. There is nothing in this world that can really break you, and even if something manages to do so it won't be for very long.

Eye Of Mystics -400cp

One of the biggest marks of a distinguished Magus is that of the Mystic Eye. Special eyes with mystical powers, only the weaker ones have been successfully artificially reproduced, with any of the really powerful ones all being possessed from birth. And with this purchase, you'll turn out to have been born with one such Mystic Eye (yes, one, either the left or right eye), and of the very potent kind. The actual effect is up to you, however your point of comparison will be one Ophelia Phamrsolone. Her Mystic Eye witnesses and halts possibilities, not only allowing her to look into a long pruned timeline but also letting her cripple those she sees. Even a powerful Servant activating a last-resort ability could be denied the fruits of their sacrifice and left only with the price.

However, it's not impossible to counter her Mystic Eye, should someone manage to do the impossible and forcibly reduce their own possibilities to something Ophelia cannot see. Likewise, whatever Mystic Eye you obtain will be powerful enough to be an important advantage in Servant-level battles should they have some active ability that could be feasibly used in combat, but it won't be absolute, as those who know how your Mystic Eye works and have great magical skill will be able to plan against or around it. And finally, your Mystic Eye serves as an immensely powerful keystone, able to keep even absurdly powerful gods or Giants anchored to reality. What kind of thing will you support with it?

A Refined Ideal -600cp

Magical excellence requires a number of factors, mainly plenty of high quality Magic Circuits, as well as a solid education in magecraft. You have both in spades, to the point that you could be called an almost unprecedented genius in the Clocktower. Your sheer unbridled talent of anything to do with magecraft could potentially revolutionize the Mage's Association and maybe even solve the problem of the deteriorating Mystery in modern times somehow. Weirdly enough this talent only applies to every form of magecraft that already exists, instead of developing your own or innovating. In future jumps this will extend to any form of learnable supernatural skill in a similar manner.

This isn't all, however, as one particular brand of magecraft that you know has a special property, that of being Ideal Magecraft, older than even the Age of Gods. This is functionally your specialization, however this is only clear while within some form of Texture or other kind of reality that operates on mythological rules instead of grounded physical ones like the Human Order. What happens within such Worlds is that your magecraft receives a massive boost in power, such that with just this you could cast spells powerful enough to crater entire islands and project forcefields capable of resisting similarly powerful attacks. Who knows what kind of benefits utility spells might get. Of course, this applies exclusively to your spells and other magecraft derived activities, and you will otherwise remain unchanged. Watch out for treacherous bastards sneaking up behind you with a knife. In future worlds, this will extend to any form of learnable supernatural skill should your specialization be applicable.

Items

This section works as an extension of the Item section in the baseline Fate/Grand Order jump. You may use the floating discounts you receive in the base jump on these items. Additionally, with the use of this Addon, you gain two floating discounts for the 200cp, 400cp, and 600cp items, and one floating discount for the 100cp price tier of items, which may be used here or in the baseline jump as with the floating discounts of the base jump.

Sirius Light (Exclusive and Mandatory to Crypters)

Masters normally have Command Seals to give orders to their Servants, being powerful clumps of magical energy. As a former member of Team A, you have received a special twist on Command Seals, something called the Sirius Light. These blue Command Seals are dozens of times more powerful than normal Command Seals. With it you could enhance a Servant to be able to almost cripple a being on the level of the Godlike Rank with their Noble Phantasm. It is worth noting, however, that using the Sirius Light primes you to explode. The resulting explosion, as a normal Magus, would be comparable to a particularly powerful nuke, and it'll likely be even stronger should you possess additional power. That said, you could feasibly avoid exploding by dying before the Sirius Light detonates. In case it wasn't clear, you only get one. A powerful but risky trump card, to be sure. You do get it back on the next jump at least.

Plan B -100cp

Sometimes, having a backup plan can be a lifesaver. You've certainly taken this lesson to heart, as you've gotten your hands on a peculiar vessel. Looking like you, but prepubescent, this body is a backup should you ever die, transferring your consciousness to it, and avoiding actually dying. As you're purchasing this here, nothing can interrupt this process, and functions as a 1-up. Depending on what you are, this child-like body may or may not age, but at least it won't deteriorate or decay while you're not using it. It is recommended you store this somewhere hidden, or you may find yourself dragged into an already captured body. Unfortunately, this younger vessel is a lot weaker than you, and you'll be reduced to less than half of your full capability while in it, whether in magical skill, physical power, or even merely intelligence and deductive capacity. But maybe an opportunity to try again is all you need?

Logos Reenactor 2.0 -100/200cp

From the dusty corner of some storage room in the Wandering Sea, you've come to obtain this strange large box, about half a meter long and a third wide, with a blue color theme and futuristic aesthetic. It looks completely useless, but thankfully this one comes with a manual for some reason. Turns out this is the Logos Reenactor, an immensely powerful computing device that can simulate a region about half the size of Honshu, Japan (the mainland basically), to such a faithful degree that you could jump right into it with dimensional travel abilities and be unable to tell you're not in normal reality. Normally, the sheer degree of simulation from this thing would generate real Singularities the moment the simulation began, but this version has that particular bug fixed. Of course, if you would like to retain that particular issue for some reason, you can for a surcharge of an extra 100cp.

Of course, you can also configure the simulations yourself. Perhaps you'd like to play out an alternate version of the Warring States period of Japan, where nearly every single relevant warlord is some variant of Oda Nobunaga? Regardless of what you simulate, unfortunately it won't be able to expand or account for things outside the boundaries of the simulation, so without reverse engineering the thing and making a bigger one you won't be able to play real time strategy games with insane detail on a global scale or something, but at least it comes with a power source installed so you won't need to worry about the energy it consumes to operate. So what kind of simulations will you make with this?

A Record Of Heroism -200cp

Metallic and very futuristic looking, this briefcase you've come to obtain is in truth a very special container. It doesn't contain anything physical, instead, it contains a record of a number of Saint Graphs from Servants. Specifically, the Servants you either summon or form contracts with, even those you merely meet. Don't worry about the process, it's automatic. In short, this allows you to keep summoning the same Servants that you have fought alongside (or against), without having to rely on them half-remembering a vague feeling directed towards you as it normally is with resummoning. The Servants summoned through this briefcase (you will need a potent source of energy for said summons of course, something on the level of a mundane lightning bolt would suffice) will retain not only their memories, but also any bonds they've formed with you. Effectively you're simply bringing your friends back, instead of summoning them from the Throne of Heroes from scratch. Additionally, should you have purchased the Summoning Platform in the baseline jump, this Item is discounted for you without needing to use any of your floating discounts, although said floating discounts don't stack. Now, you no longer need to worry about losing your Servant friends when you move on to the next jump.

Ortinax Exoskeleton -200cp

The back up plan for if the original Demi-Servant experiments conducted by Marisbury failed, the Ortinax Exoskeleton is an immensely powerful Mystic Code designed to allow those possessed by greater forces to utilize their borrowed power safely and controllably. Taking the form of a bulky and futuristic looking black set of equipment, its specific form will imitate whatever equipment or regalia the powerful being inhabiting the wearer as a vessel uses, such as a knight wielding a massive shield forming into vaguely plate-looking armor and a similarly massive shield. Additionally, this equipment will let people who have been abandoned by such forces keep wielding a lesser imitation of the power they once borrowed. That said, this lesser imitation won't be able to surpass the power possible for Servants, being at the lower bound of Top Rank at most, more likely around High Rank, and this is if their original power was beyond such Ranks. You can purchase this item multiple times for more Ortinax sets, with each additional set costing 100cp, whether or not you discounted this item.

Sealing Talisman -200cp

Sometimes you don't have the time to deal with particularly tricky threats. In those times, knowing how to seal said threats in a quick and easy manner can be quite handy. This particular talisman you've gotten a hold of can provide that. Being seemingly based on Chinese conceptions of sage arts, this is one of the developments made by Qin Shi Huang in his Lostbelt. What it does is seal away the spiritual or magical powers of those you slap this Talisman on, rendering them helpless. Of course, they can't remove the talisman themselves, but it's trivially easy to do so for others. That said, there are limits to this thing. Something on the level of the Monstrous Rank or above would be able to brute force the seal, so you might need to use more than one talisman, perhaps a few thousand if trying to seal something powerful enough to shatter mountains. On that note, you know how to make more, which takes quite a bit of magical prowess and some magical energy on hand.

Karmic Poison -200cp

One of the oldest tricks for assassination, poison remains a popular choice to kill those who are too well defended to face normally. And with this purchase you get a dose of a very potent poison indeed. Sourced from a Chinese Mystic, the Xiān Shuāi Míng Mài is a poison that is not only incredibly deadly even if slow-acting, but also becomes more lethal the more bad karma the target has accumulated. Essentially, the more bad deeds someone has done, the worse this poison will affect them. You get one dose of this poison, strong enough that even just half of it would be enough to disrupt the internal organs of unscrupulous people and kill a benevolent and generally innocent human after a few weeks. Additionally, you get one dose of the antidote, in case you accidentally poison yourself or something. The poison itself is supernaturally potent enough that anything short of an absurd resistance to magical poisons won't be enough to stop its full effect, and given that it is sourced from an alternate, pruned timeline, it'll be impossible for most to find or develop an antidote without somehow reaching the third Lostbelt. Both doses are returned to you the month after they are used or lost. What will you use this for?

Truly Disgusting -200cp

Isn't this supposed to be in another story? However it happened, you've gotten your hands on a set of parasites you might recognize. These are the Crest Worms of Makiri Zolgen, which somehow follow your orders instead of his. Maybe you've learned his magecraft somehow? Either way, these parasites can be quite handy if you can stomach their existence, letting you hijack servants you shove them into, as well as control other beings that might have the misfortune of getting infected with these. It might not work too well against divine beings, and it's not impossible to develop defenses against them, but unless you prowl through certain places and involve yourself with a certain type of people you probably won't find many expecting you to use this sort of thing. Maybe you'll even dissect a few to learn how to replicate them?

Last Stand Of Humanity -400cp

Chaldea was raided and destroyed, and yet the Master of Chaldea still managed to escape with their life and work to destroy the Lostbelts. The reason they survived is this large car that you now find in your possession. Called the Shadow Border, it's several times tougher than most modern tanks, comes equipped with an immense amount of technological and magical sensors and systems, and comes equipped with the Logic Formula in its hull and the 20cm in diameter bronze disc that is the Paper Moon in the navigation room. Apart from being an incredibly tough vehicle, its Paper Moon allows it to dive into Void Space, a theoretical dimension that only exists while you're actively verifying it with the Shadow Border's systems, and that lies outside of reality.

You can do a superficial dive, which lets you stick 'close' enough to reality that you cover actual distances and have a corresponding coordinate in reality, letting the Shadow Border 'peek' into reality in a manner of speaking, or you can do a deep dive, entirely separating yourself from things like space or time, letting you change travel times to be directly proportional to how much of a metaphorical connection you have to your destination instead of distance, and risking being plopped down months or years into the future instead of the amount of time you felt passing within the Shadow Border. Of course, the Logic Formula in its hull is the reason the Shadow Border can maintain its existence in Void Space, so be sure to repair it if it's broken.

Additionally, if things go as in canon and the Storm Border is created, it'll be included in this item. A lot larger than the Shadow Border, which is usually stored in the hangar bay, the Storm Border is little different than the Shadow Border, mainly having better overall performance and durability. That said, due to being larger and constructed using mystical means, it is a lot more receptive to modification, such as implanting the formula for the Holy Sword into it to act as one giant Excalibur. Finally, this item is automatically discounted to you if you've bought the Fenis Chaldea item.

Pruned Army -400cp

An understandable constant of each of the Lostbelts is that they all possess some form of powerful army, and with this purchase you get one of your own without needing to be a native general to one of said Lostbelts. The specifics of the army are up to you, maybe they're mass produced Valkyries, mechanical automata, rapidly breeding monsters, or whatever else you can think of. Either way they number about 2,000 to begin with, and can increase their numbers roughly at a rate of around three dozen per day through some production unit related to their nature, even if it's as mundane as a giant breeding monster. You can also have different ratios of various different kinds of units if you'd like, such as having 3/4ths be cybernetically enhanced humans with the remaining fourth being monsters.

Regardless, every single member of the army is Low Rank, unremarkable in general terms compared to Servants, but very obviously beyond normal human capability. Additionally, the general who leads the army for you will be Top Rank, an immensely dangerous powerhouse among the heroes of this World, and their nature will be related to whatever the army is. You won't need to worry about the logistics of your army in any way, although they'll still obviously benefit from not having a stupid commander. You may repurchase this item for an additional surcharge of 200cp per extra army regardless of discounts, although the extra armies won't come attached with a Top Rank general. Of course, you'll be able to freely decide the nature of these extra armies as well. Don't worry, the general you get with the first army will be able to manage all your forces competently.

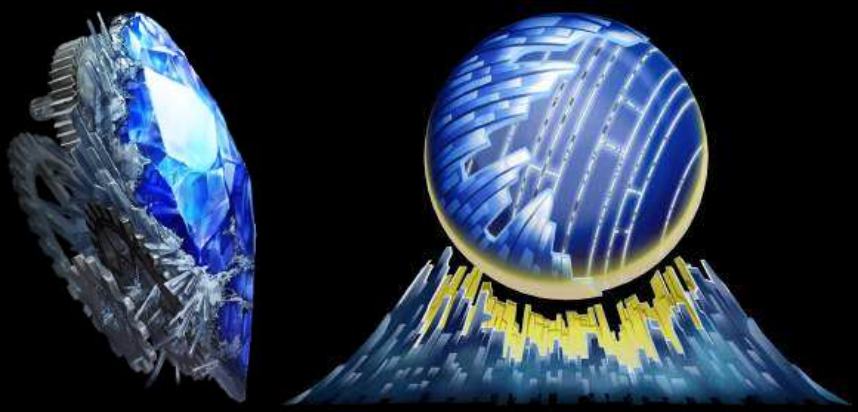
What Is A God? -400cp

Living creatures of earth all possess some form of heart, something that provides an essential function that supports the entire body. Gods are no exception, and for them this serves as the Divine Core. And with this purchase, you get one of your very own. It takes the form of a palm-sized gem of whatever color most fits your nature, and is capable of shifting into a large ball a bit larger than two meters in diameter, and in this larger form it can defend itself by shooting beams of raw energy. Its main benefit is that it is a source of energy on par with a Holy Grail, even if it lacks the Grail's wish-granting properties. Instead, its properties become clear when implanted somewhere in your body.

Namely, it blocks all forms of mental interference, letting you retain your mind even if, say, you were absorbed by a god-eater in a quest for power, no matter how thorough his 'digestion' would otherwise be. Additionally it also prevents your body from aging or growing fatter from eating too much, functionally giving you an unchanging figure. And of course, if implanted in your body, it lets you regenerate it quite well, making you entirely unkillable if your Divine Core isn't destroyed. It also fills you with divinity in a non-lethal manner if implanted, given that it makes you into a god.

Outside of the benefits of shoving an immensely powerful divine organ into yourself, you can also implant it into others to give them the same benefits, with an extra caveat; those people other than you who have this Divine Core implanted in them count as you for any mystical purposes, such as perhaps using your Authorities should you have any. Additionally, you can also activate this Divine Core alongside any abilities that make avatars or such in order to give them a connection to it, letting them form a copy of your Divine Core to be empowered by, although this copy won't be able to exist outside the body of the avatar or whatever it is.

And of course, if you have purchased the True Divinity perk then you get this item discounted at no extra cost. Finally, you can purchase more Divine Cores at 200cp a piece, 100cp if you've discounted the item. Unfortunately this extra surcharge still needs to be paid in full even if you've gotten the True Divinity perk.



Lifespan of Ebony -400cp

What weapon do you use when fighting the gods? When their bodies are tougher than anything you could bring to bear? This weapon is a solution to that problem, a dreadful black barrel that can be attached to any piece of equipment. This is the Black Barrel Replica that works by using a paradox effector that could use the measurements of a target's Life Scale as a conceptual weapon. In other words, it kills targets using their own lifespan, or perhaps their own physical mass. The Dead Counter ammunition produced after measuring the target is a dreadful black bolt that produces a gigantic explosion that almost looks as if someone reversed the colors, being primarily a black flash with green and blue flames.

Unfortunately, this works best on beings more than a thousand years old and who are on the scale of the gods, as newborns or life that has otherwise existed for less than a year won't really be hurt at all by it, and those on the scale of the Planets themselves will be too much for the Black Barrel Replica to measure. Of course, this does require a lot of magical energy to use, roughly on the level of a Command Seal. And of course, if you're fine not using the conceptual part of the weapon, it's still a devastating one able to melt stone to slag in an instant, although it won't harm powerful Servants or beings on their level too much in this manner. Do be careful where you aim this.

Apocalyptic Flaming Sword -600cp

Rangarok was a cataclysm of flame, destroying the Norse Age of Gods Texture, and paving the way for the Age of Man to arrive. But you may be wondering, what the hell was used to end the Norse Texture so thoroughly that even the myths are but fragments of what it should be? This sword is the answer. A Divine Construct made with the express purpose of annihilating a Texture, Laevatein is the embodiment of several kinds of malicious Authorities, and its blade is utterly lethal to anything that is alive, whether animal, human, or god. Its heat is immense and a massive danger in its own right, reaching four million degrees celsius when filled with great amounts of magical energy. And, of course, it has one special ability.

If you possess enough magical energy to fully activate it, you can perform a full swing of the sword, raising it high to point to the sky and then slashing it down to the ground, unleashing the cataclysmic flames meant to end the Age of Gods. These flames will very quickly spread across whatever planet you are on, incinerating anything and everything. Perhaps the only downside of this attack is that it is restricted to traveling through normal space: It won't be able to reach other dimensions or into Void Space. It cannot match the Human Incineration Ritual that Goetia performed purely because its flames do not spread to the past by themselves. And of course, the blade or its flames will not damage you, even if you aren't particularly resistant to fire. As a final note, you may choose this sword you obtain to wield some different element in similarly apocalyptic degrees, such as for example ice. What is it that you wish to destroy, that you wield this weapon, of all things?

The End And The Beginning -600cp

What happens when you merge the Authorities of Brahma, the Creator, and Shiva, the Destroyer? This blade, Mahapralaya. Looking by all accounts to be a laser sword projected from what looks to be a very fanciful sword guard with no hilt, the sheer power this sword can wield can remake the World itself. Before that, it is worth noting that to use it at full power, an utterly absurd amount of energy will be required, to the point that you might need 10 full days of harvesting the energy of a Fantasy Tree just to use it on a World as small and as simple as the 4th Lostbelt, roughly the size of India and with nothing but small stagnant villages of humans spread out across the land, and only a single form of monster prowling the wilds. Greater and more complex lands will require exponentially greater amounts of energy. Normally this sword would need thousands of years of gathering energy for the gods to use during the Hindu Age of Gods. You can of course use it on a smaller scale, in case you wish to obliterate a small group of enemies instead of the entire plane of existence you're in.

But of course, there's a reason this is so expensive energy-wise. When fully activated, Mahapralaya becomes the epicenter of a constantly-spreading wave of energy that annihilates everything it comes into contact with that spreads across all of space (thankfully not leaving whatever realm you used it on), and records it as information. In case it needs to be said, the wielder is exempt from this destruction. Even most of the greatest defenses available to the gods would only be able to stop it for a few seconds. That said, it is possible to escape from the destruction by leaving reality entirely, such as escaping a Lostbelt where this was used via Zero Sail. Additionally, it might be possible to weather the storm, in a manner of speaking, by bunkering within an omnidirectional conceptual defense that blocks anything without caveats. Also, using it at full power too often, such as more than once a century, can start to fray reality at the edges, eventually resulting in spacetime being so damaged that things like true time travel of more than ten thousand years by a Servant with some connection to a god of time becomes possible.

Then, once the destruction is done and all that is left of reality is a starry field with a nondescript ground, you can use the sword to sift through the complete record of everything destroyed, mess with it however you want, and then create it all once more as you bring the world into being. You could completely delete people from the world, modify things more to your liking, and generally change what is created back into existence as you will, even adding to it if you want to expand the contents of the World. This act is true creation, and for any practical or mystical purposes nothing is disrupted in any way by this sword's utilization if you don't actively wish it to be. Although it is worth noting that anything you're adding through this will need an additional amount of magical energy appropriate to manifesting it. Do be mindful that this will be a lot of information, and might take a while to parse, even for a god. What will you do with the World, once it is fully in your hand?

Roots Of Cosmic Fantasy -600cp

Designed by Marisbury, created by the Alien World CHALDEAS, implemented by the Alien God, the Trees of Fantasy are one of the most impactful inventions in modern times, perhaps even the whole of human history. Looking like titanic white trees and seemingly containing a conceptual model of galaxies within, these massive trees have a variety of functions, the least of which is generating significantly more magical energy than even Holy Grails, being only one or two orders of magnitude lesser than the total output of the Sun itself. Those connected to it, or who eat the tree somehow, can tap into this energy generation for truly absurd amounts of magical energy. And while the amount of energy generation is the same regardless of its state, the Tree of Fantasy does have some form of growth, slowly fragmenting the trunk to show the galaxy within, spreading its roots across the Planet it is on, and slowly covering the sky with its branches, and going from roughly being the size of a skyscraper to very quickly growing larger than mountains, and only becoming larger and larger over time.

When fully grown, a Fantasy Tree's branches will cover the entirety of the Planet it is rooted in, completely blocking cosmic rays and absorbing them for extra energy, as well as preventing anyone from leaving the planet. Thanks to the rules of this World this doesn't prevent the day/night cycle from existing, even with no sun in the sky, but that may not be the case in future jumps. Additionally, it can serve as an incredibly potent vessel, with a fully grown Fantasy Tree being capable of giving you a Celestial Rank vessel, although a freshly planted one might be a couple Ranks weaker. Additionally, while growing, it can generate about a dozen seeds for itself, flying things tougher than steel that look like a sphere attached to an upside down circular pyramid. These either patrol the surroundings of the Fantasy Tree or hunt down whatever the Tree deems a threat.

And of course, it is capable of simulating a history according to 'what-if' parameters and manifesting it into reality as a Lostbelt. The Lostbelt itself will be separated from the rest of reality by the Storm Walls, powerful storms that require not only dimensional travel capabilities but also some way of drilling through them, and which are very lethal for most life to be near. Additionally, the borders of the Lostbelt itself will be determined by how much the Fantasy Tree's roots have spread, potentially covering an entire Planet. If it reaches such a global scale, it'll be able to fully replace the timeline, no longer needing the Fantasy Tree to exist. If you would like some control over your Lostbelt, and be capable of carrying one to future jumps, please refer to the Return Of An Abandoned Fantasy section below. And finally, you can buy more at 300cp, 200cp if you have a discount on the item. Oh, as a side note, you can have your Tree of Fantasy take on some other form like a cursed castle with a lot of spiny tendrils, although this won't change how it functions, just the processes if it's too different, such as using curses instead of branches and roots or something.

Companions

Useless Fox -0/200/400cp

Coming from the northern tundras of Earth, this pink-haired Russian girl has ended up in your employ somehow, and for whatever reason she refuses to leave. She also completely denies any connections to the founder of the mercenary company NFF, perhaps she just happens to look the same. She is very competent at anything to do with cut-throat business and economics, but not exactly reliable at anything else. She is almost always smug and flirty with most people (especially with you), and very cruel to those she considers beneath her (which is anyone who is naive and trusting), although she has issues gauging the power of her enemies, so please don't let her get into fights unsupervised. Additionally, for some inexplicable reason, she's capable of splitting into two identical versions of herself, although she tends to identify either side with an 'of light' or 'of darkness' added to her name. Also, she can turn into a palm-sized, purple egg. Funniest shit I've ever seen.

For free she'll be a normal human outside of the weird transformations she can do, but for 200cp she'll be a High Rank being, with the potential to reach Monstrous Rank power with some work and absorbing a bunch of creatures with hair. If you don't have much patience, for 400cp she'll already be at the Monstrous Rank, able to conjure massive numbers of various mythological creatures, as well as able to take on a bizarre form that resembles a few dozen animals stitched together. It is recommended you still just have her work as a secretary, or she might end up biting more than she can chew by shit-talking the wrong people.

Apostles Of Jumper -800cp

Sometimes you just can't be arsed to do something yourself, and want some kind of subordinate to delegate tasks to. Well worry no more, because with this purchase you'll receive 3 (that's right, three) loyal and competent minions to do all the work you don't give enough of a shit about to do personally, but which is still important enough that you can't just ignore it until it goes away. All three of them are Top Rank, and you can freely decide what kind of powerset and personality you want them to have. You can make all of them synergize both with yourself and each other, forging an immensely dangerous strike force, or you could completely obliterate all chances of proper teamwork like an idiot and not only give them wildly unrelated abilities but also incompatible personalities so they can only function properly when working alone. It is recommended you don't try to copy the Alien God.

From Paradise -200cp

The Fairy of Paradise of the sixth Lostbelt was meant to amend the divergence point of the Lostbelt, by ringing six bells and traveling to Avalon to be used as materials for the forging of a Holy Sword. You may not have an Excalibur of your own, but with this option you can benefit from a trait that is similar to the result of said Fairy of Paradise. Mainly, you can import some kind of weapon, armor, tool, or other object that you can utilize in combat, and it'll gain a spirit of some kind whose power depends on the strength of whatever you imported into it. Something like Excalibur would result in a Top Rank spirit, for example. The powers they gain will be extensions and perhaps even some expansions of the abilities the imported item had, in a similar manner that the sword Excalibur resulted in abilities that buffs allies quite extensively. The personality and appearance of the spirit is up to you, although it'll be identical to Artoria Pendragon by default. Also, anything the spirit makes will metaphysically count as whatever item they were formed from, for some reason. Don't be too mean to your swordfu.

Don’t You Believe In Fairies? -200cp

Come on, they’re nice. Being born of the Planet and having an intrinsic connection to nature and reality, they are entirely ageless and possess immense amounts of inborn power and the capability to simply brute force most simple tricks you could think of with magecraft such as conjuring delicious food, flying, or dealing grievous wounds. And also, they’re pathologically dependent on humans for genuine self-fulfillment, for some reason. This particular High Rank fae has latched onto you hard, even if you’re not actually a human, and it turns out that their ‘purpose’, the meaning of the existence of individual fairies, is to be your perfect romantic partner, whatever that would look like. They have an instinctive knowledge of all your tastes and their appearance will be incredibly attractive to you. The actual details of their personality and body type are up to you to decide, but if you like more than one kind of such things then fret not, because for an additional 100cp you can get another fairy with the same purpose, seemingly being some kind of copy or offshoot of the first fairy, who has a different personality and/or body type to the first one. You can purchase additional fae in this manner however many times you want, too. Try not to neglect them, or they may go violently insane and try to lock you somewhere so you don’t leave them again. But surely you won’t abandon such a loving fairy, right?

Rebel Against The Setting Sun -100cp

History is long past. Set in stone and unchanging, even those who can go back find it impossible to truly change things. But thanks to the whole Heroic Spirit business, some possibilities can survive regardless. Pick someone you know from this world, and with this purchase you'll get a version of them who kept fighting to survive to the bitter end, and possibly even survived. Maybe a red empress decided to keep going, or a blue king couldn't attain the death she sought. Whatever your choice, you'll essentially get the result of asking "what if they kept living?". For example, choosing Nero Claudius would present you with Draco, while choosing Artoria Pendragon would give you either Lancer Artoria or her Alter form. In terms of power they'll be comparable to however they would be as a Servant, not that anything will stop you from empowering them further. Show the World that sometimes, death is not truly the end.

A Fairy With No Name -100cp

The Nameless Forest of the sixth Lostbelt hides a village of rejects, who left the civilization of the Fairy Kingdom of Britain due to not fitting in or not wanting to pay taxes. One of these is a lot older than the others, and while she wandered too far in the Nameless Forest and forgot her name, her purpose of bringing hope to others still burns brightly in her heart, leading to her being taken advantage of and forced to do menial work by the other fairies of the village. Kind, hard working, submissive, shy, and completely lacking a backbone, this sweet girl wants nothing more than to be useful to those around her, and doing so gives her immense joy. This is even to the point of tears due to all her years of being bullied in the village. Ultimately, she'll completely lose her mind from the Mors curse and die. Strangely, with this purchase you'll find her at your side, as shy as she ever is, and cured of the Mors curse. Please be nice to her.

Return of an Abandoned Fantasy

(Requires Roots Of Cosmic Fantasy)

Lostbelts are pruned timelines. Simulated by a Fantasy Tree until the modern day and then manifested as a miniature World, it wouldn't be inaccurate to say that Lostbelts are the return of previous eras. And with each purchase of the Roots Of Cosmic Fantasy item, you may purchase your very own Lostbelt designed to your specifications, within reason given the level of the Lostbelt you purchase. Don't worry about Chaldea, you'll get your Lostbelt and Tree of Fantasy back when the jump ends. You'll find your Tree of Fantasy in the middle of the Lostbelt, and you could feasibly hide it in case you don't want its location to be obvious. And of course, during this jump you'll find a group of a few Servants from Pan-Human History that will work to undermine and destroy your Lostbelt, unless you pick a certain Modifier. In future jumps, you won't need to worry about this.

Notably, unless you pick the Mystery Origin and purchase a sufficiently high Rank, you won't be able to become the Lostbelt King. Which Rank is needed will be determined by the level of Lostbelt you purchase. As a Crypter, you'll likely be in charge of this Lostbelt, although your relationship with the Lostbelt King is up in the air, as unlikely as it is to be anything positive or friendly. That said, if you can get rid of the Lostbelt King somehow, you'll be able to connect someone else to the Tree of Fantasy, making them the new Lostbelt King, even a Servant instead of a living being. Unlike Singularities, Lostbelts are not stuck in one 'era'. They are nascent Worlds in their own right, and as such may feasibly develop normally. The main important aspect of your Lostbelt is the point of divergence from normal human history. The more cp you sink into the level of your Lostbelt, the farther back you can go.

As a side note, you can choose for your Tree of Fantasy to be hidden somewhere, such as how the one in Lostbelt 3 was hidden within the Fusang Tree.

Lost Depth E, Recent Lostbelt +100cp

Your Lostbelt is... underwhelming might be a bit of a strong word. There could be a single Monstrous Rank being in it, and the next most powerful entity would be Mid Rank at best, and those might just be random beasts found in the wild. The power available within is only slightly better than Pan-Human History overall, and the divergence point can't be any earlier than a thousand years before the present. In order to be the Lostbelt King you must be of the Grand or Monstrous Rank at least. You might as well give up on the thought of your Lostbelt surviving against any of the others.

Lost Depth C, Young Lostbelt -0cp

Now we're talking. Your Lostbelt can at least contain an entire species of strong beasts like Giants, each individually Mid Rank at least, with some being somewhat stronger. Additionally, you can likely find entire armies of heroes or at least warriors who would be able to give most Servants trouble, as well as a handful of even more powerful heroes available that hover around Top Rank, and maybe even one being of the Grand Rank and one of the Monstrous Rank. It's at this level that you can start having one or two still living gods around, although they'll likely be on the lower end of the pantheons they survived from. The divergence point of the Lostbelt must at least be within human history, in other words no earlier than 5,000 years ago. If you want to be Lostbelt King, you'll need the Grand or Monstrous Rank at minimum. Overall, even if your Lostbelt has something resembling an industry, it'll have to work very hard to survive against the others. At least it's not entirely hopeless?

Lost Depth A+, Old Lostbelt -200cp

At this level is where you can get to the fun stuff, with possibly one Godlike Rank being, and possibly armies of Mid Rank soldiers, or at least endless amounts of Mid Rank critters. Civilization could be fairly advanced here, or perhaps not, but either way you do at least have a lot more leeway with the divergence point, possibly being up to 14,000 years ago, during the rampage of the White Titan. You can also have more powerful gods in your Lostbelt, such as perhaps a hero who ate the entire Hindu pantheon or something. You have a solid chance to win the Lostbelt free-for-all if it weren't for Chaldea running around and destroying all of them, provided you played your cards right and managed to unify the Lostbelt. To be Lostbelt King, you'll need the Monstrous or Godlike Rank at least.

Lost Depth EX, Ancient Lostbelt -400cp

And here we have the big stuff, a Lostbelt on par with Kirschtaria's. With the possibility of one Godlike Rank being or even a Celestial Rank one, and a small pantheon of gods from Grand to Monstrous, at this point you can start really bringing the gods back to modern times. Even the armies might be able to reliably produce High Rank beasts for pointing at enemies, you could even have your Lostbelt be layered like how the Atlantic Lostbelt had a whole space station nestled inside the Planet. The divergence point is entirely up to you now, it could even be 300 million years in the past if you really want. For the position of Lostbelt King, a Rank of Godlike or Celestial will be necessary. You have a solid chance of your Lostbelt coming out on top now. If only Chaldea weren't there.

Lostbelt Modifiers

Outside of the potency of what can be found within your Lostbelt, there are a few things here that will let you obtain some notable benefits or drawbacks, at a cost or bonus of cp. You may choose as many as you wish.

For the Modifiers that give cp, they will only give you cp once, even if you pick them for multiple Lostbelts you've purchased.

World, Not Belt -100cp

A bizarre series of coincidence has done something weird to the makeup of your Lostbelt, making it into what could be called a Lostworld instead. This might sound fancy, but aside from potentially freeing up your Fantasy Tree for other uses, this just means that the primary native species of your Lostbelt, likely humans but potentially some other species like fairies like with the sixth Lostbelt's Fairy Kingdom, are able to exist outside of your Lostbelt even if it doesn't attain supremacy over the Planet. You could feasibly evacuate the natives if you have the means to do so, should your Lostbelt be destroyed (almost an inevitability with Chaldea around).

A Perfect Civilization -200cp

Oh, well, it looks like your Lostbelt was only pruned from a lack of branching potential rather than humanity being extinct or something. Or if that's too opaque to understand, know that with this purchase the primary sapient civilization of your Lostbelt is utopian. Everyone is happy and fulfilled, if there's danger at all then there's thorough enough measures in place that they basically don't matter, and civilization is completely and utterly stagnant. Even if tens of millions of years were to pass, your civilization would not decay or improve in any way, for better or worse. As a side effect of this complete fulfillment of every member of the civilization, your Lostbelt lacks a connection to the Throne of Heroes, rendering it impossible for Servants to exist within it. That said, if some external entity, such as perhaps Chaldea, messes a bit with the population and introduces ideas like 'progress' and 'a better tomorrow' and 'storytelling' a connection to the Throne of Heroes will form and nullify that particular side benefit. Alternatively, if human civilization never existed in your Lostbelt in any way, shape, or form, you may simply make human Servants impossible, which while not quite as restrictive thanks to non-human Servants being relatively common, does mean it can't be worked against like with the other option.

Nationalistic Lostbelt King (Cannot take if Lostbelt King) +200cp

Oh no. It looks like you've had some disagreements with whoever the Lostbelt King is, and they're no longer willing to work with you. Worse, whatever agenda they have is entirely incompatible with yours, and will put them at odds against you. If you want to foster the Lostbelt, they might end up accidentally (or intentionally) destroying the Lostbelt as they seek their goal, or if you want to destroy the Lostbelt or don't care about it, they might want to save and preserve it at all costs. Either way, you'll have few if any allies in your Lostbelt, and if you push things too much you might even become hunted by its inhabitants. Perhaps it's a mercy that the lower levels of Lostbelts will give the Lostbelt King less resources to use against you.

Ticking Time Bomb +200/400cp

It looks like your Lostbelt has a bit of a problem. Somewhere in it, almost certainly hidden and/or sealed, is a powerful being that wants nothing more than to destroy everything, both the Lostbelt itself and the Planet beyond it. Their Rank will depend on the level of Lostbelt you've purchased, with Lost Depths of E or C meaning they'll be of the Monstrous Rank, a Lost Depth of A+ putting them at Godlike Rank, and a Lost Depth of EX meaning that they'll be of the Celestial Rank. You may also purchase this up to three times if for some reason you want more existential threats in your Lostbelt. The first extra threat will be one Rank lower than the first one, while the last two will be two Ranks lower instead. You won't be able to use diplomacy against these threats if they get out (and they are guaranteed to get out at least once during the jump, even if only from Chaldea meddling), and will have to beat them up the hard way. For an additional 200cp this first threat will have eaten your Fantasy Tree, becoming the cornerstone of the Lostbelt and bringing it down with it if it is destroyed, and it'll even come back next jump if you kill it so your Lostbelt exists, unless you manage to extract the Fantasy Tree functions from it somehow.

Drawbacks

This section acts as an extension of the Drawbacks section in the baseline Fate/Grand Order jump.

I'll Show Them All +100cp

Or perhaps at least try. Whatever happened in your past you've attained a massive inferiority complex. Or perhaps it's some kind of depression? Whatever the case your self-confidence is in the trash, even if you have some actual backbone. You won't really be able to be positive, always focusing on how much better others are than you or on how impossible some task before you is. This doesn't really impact your actual abilities, but it might cause you to severely underestimate yourself. Perhaps with someone who knows your true value you might be able to be put to good use? Although perhaps that's not a very nice way to put it.

Act Like A True Oni +100cp

Or at least what you think your ideal role model is like. Or maybe not even that. In truth, you're quite innocent, a little naive even, and your whims can get quite bizarre sometimes depending on whether someone put some strange idea into your head or not. Your innocence also blinds you a bit as it tends to do, leading to some detachment to reality and focus on your own delusion, and you'd be fairly easy to fool with even a passing knowledge of your personality and preferences. Hopefully you have someone to supervise you.

Logic +100cp

Not everyone can just understand emotions, or know how to parse them. Unfortunately, you've become one of these people. Incredibly cold and goal-oriented with an 'ends justify the means' mentality, you basically never think about emotional ramifications of your actions or take them into account in your decision process, which will give you some problems during your time here. Worse, you don't actually lack emotions, so you might end up incredibly confused and pained if you did something that broke your heart without realizing, such as abandoning an old friend. Thankfully you can at least realize the problem if someone else points it out to you, in which case you might be able to work towards solving the problems caused by it. Let's hope you have patient friends.

My Disappointment Is Immeasurable And My Day Is Ruined +100cp

Do you like competent comrades? Do you like seeing respectable and reliable people accomplishing their goals? Do you like powerful beings actually living up to their own hype? Well, that's too bad then, because you're going to find a distressing number of people who don't fit the bill. Occasionally you'll be led to believe that someone is a massive threat you should be fully alert against, only for said threat to later be subdued through some dumb means, or at least through a method you find to be a letdown. Disappointment will become distressingly common for you during your stay here, and you can basically forget about gathering local allies, as they'll all be disappointingly incompetent one way or another. Perhaps it'd be better to rely on yourself.

Did Someone Ask For Horror? +200cp

The Outer Gods are immense and powerful beings lying outside of the World, eager to get back to Earth and rewrite all of the Textures on it, claiming to be its original inhabitants who were merely kicked out long ago. Unfortunately, you'll come to be drawn into their shenanigans as well now. You will frequently, three or four times a year, be drawn into some weird mess that came from the machinations of some Outer God or other, and it'll always be just weird and nonsensical enough to confuse you. Sometimes you'll even be dragged into the core of the plan, and be forced to become the Foreigner that tends to lie at the center of these events, made to serve as a gateway for the Outer God to enter reality. It won't be impossible to resist, even if it is immensely difficult without great power of your own, but if you don't sabotage the plan somehow then you'll have a global apocalyptic clusterfuck on your hands. Perhaps you should look for a certain Victorian man to help you.

I'll Have You All To Myself +200cp

Relationships are usually meant to be a two-way street where both partners respect the other's dignity and personal space, and acknowledge that they can be friends with other people without compromising the relationships. You might need to explain this far too many times during this jump, as with this Drawback you'll find yourself to be a romantic magnet for people of your preferred gender, specifically those with a condition which could generously be called 'yandere', if not 'unhinged batshit insane obsession'. By the end of the first year you'll have at least three regularly sneaking into your room to hide under the bed, in the closet, and even inside the ceiling, somehow, and the number will only steadily increase from there. If you're lucky they might temporarily set aside their inevitable violent battle royale to ruthlessly remove any and all threats to your life, but this may be little relief. May the gods have mercy on your soul.

The Purpose Of Your Life +200cp

You've been given a mission by the World. Something which defines the purpose of your existence and will drive you endlessly onwards until you fulfill it. The problem is that the mission entails the complete and irreversible destruction of something that you love. Refusing to fulfill your mission will result in not only ever growing misfortune in your life, but also a rising depression and sadness within you that you won't be able to get rid of without resuming your task, becoming crippling 5 years in if you stubbornly refuse, and only getting worse as time goes on. You'll have to continue on and complete your mission, even if it kills you inside in the process and traumatizes you for a long time. But hey, at least you'll still be alive, right? Right?

One More Ordeal +200cp

We gotta milk this gacha for all it's worth, don't you know? You're not allowed to simply solve problems directly; whenever you're about to accomplish a big overarching goal, you'll just get a roadblock thrown in your way that will be time consuming to solve. Similarly to how Ordeal Call itself came out of nowhere at the end of the Cosmos In The Lostbelt story, you won't even be able to predict when you'll suddenly get a whole bunch of work dropped on you. At the very least, such roadblocks won't be as dangerous as the actual main threats you deal with, and won't take as much time as all the work you did up to that point, but it can still be quite dangerous if you let your guard down. At least it's a good source of extra experience?

You Called The Ordeals +400cp

The logic of this world can be rather hard to follow at the best of times, and the truly bizarre things are borderline incomprehensible. Unfortunately, you won't have the luxury of exposition, as now you'll find that people pretty much always give vague as fuck non-explanatory answers to your questions, or perhaps give metaphors that don't help at all. Normally it wouldn't be too bad, but given the conceptual nature of magic in this world, not knowing what the hell is going on is likely to be a bigger obstacle than you expect. Good luck.

For You +400cp

It takes a certain type of person to hate someone with every fiber of your being for petty reasons. Unfortunately, you're one such person. Your negative feelings towards others are greatly amplified; annoyance becomes frustration, irritation becomes rage, and actually having even a small reason to hate someone will lead you to depths of contempt seen only in the most intense legends of history. You may very well start prioritizing fucking over the people you hate over your own life.

Your Own Britain +400cp

There may be a bit more than a dozen trustworthy fae in the sixth Lostbelts, but this is among an entire population likely numbering in the tens of millions, all of whom are psychopaths only kept civil by the laws enforced by Queen Morgan. And now, you'll come to understand her ruthlessness. Just like in the Fairy Kingdom, you will only ever meet handfuls of trustworthy people among seas of treacherous bastards ready to undermine and sabotage your efforts the moment you show even a smidgen of weakness. Even carefully selecting which people you count as allies isn't enough to avoid having at least a few two-faced bastards among your forces, which can and likely will make your plans and life come crumbling down if you don't keep them in line violently. As frustrated as this might make you, remember that Tonelico dealt with this for millennia. Perhaps you could bond with her over this?

The Tenth Ring +400cp

Raw power isn't everything in this world. With the right compatibility, even the greatest can be felled in this World. And you are no exception. Somewhere in the Planet is something, or someone, who has the capability to simply end you. It might be as subtle as a man with a certain golden ring or as obvious as a sun goddess in one of the Lostbelts, whatever it is and however it accomplishes the act of destroying you, you won't have easy access to them. Thankfully it won't come up normally and you'll be just fine for the most part, but if you try to perform any massive changes to the Planet, on the scale of the Incineration of Humanity or the Bleaching of the Earth, or even simply trying to destroy almost half of the Planet or something, then it'll appear and defeat you before you accomplish your goal. Perhaps it'd be wiser to put any large scale plans on hold.

Miracles Of A Hero +400cp

The greatest feats require the greatest sacrifices. And yet, the greatest heroes experience the greatest miracles. Whatever it is that you're going to do, whether saving or dooming the World, will require you to sacrifice your life. Don't worry, you'll be brought back afterwards to see the fruits of your labor as your sacrifice does indeed help your allies accomplish or at least make significant progress. Unfortunately, this miracle of revival has a caveat; you will be massively weakened. For about a year after this sacrifice you'll be completely powerless, and about comparable to a human, and afterwards you'll only regain a lesser form of your abilities, on top of needing to develop yourself further to gain a measure of your original power even with the downgraded abilities you'll have. Thankfully you'll be restored to your original capability when the jump ends. If you were a normal human already before the sacrifice, well then maybe you have half of your limbs crippled for a year or something?

Stronger Than Anything We've Fought Before +600cp

Don't you know? There's always a bigger fish. Or a bigger alien enemy, in this case. Normally your final 2 years wouldn't see anything on the level of ORT appear again and could feasibly allow you to relax from the mess that was FGO's storyline, but with this drawback that is no longer the case. What this changes is one simple thing; the escalation doesn't stop. By the midpoint of the second to last year you'll have to fight something even more powerful and dangerous than ORT, whatever it might be, and during the last one you might have to fight a galaxy or five. Just ORT alone nearly destroyed Chaldea and the Planet, and now you'll have to face even greater enemies with no guarantee of circumstances favoring you. Are you brave enough to face the stars repeatedly? Whatever happens, trust in your allies, and you possibly kinda maybe hopefully might have a chance merely to survive.

Scenarios

Cosmos Denial

Goetia incinerated all of human history, and turned the energies collected from such a feat towards traveling back to the beginning of the World. Tiamat brought forth her Chaos Tide to produce Lahmu, powerful beings that would never abandon her. Kiara worked towards fusing herself with the Core of the Planet. Kama arranged her nurturing into her own Universe. Zeus executed protocols to store all of Olympus into him and sail the stars. Kirchstaria Wodime devised a ritual to turn all humans into god-like beings. Morgan Le Fay worked tirelessly to maintain her Lostbelt no matter what the World threw her way. All these, and more, share two things in common. One, they all worked to supplant reality with something they wished for, whether out of selfishness, selflessness, or otherwise.

Two, each and every single one of them failed.

And now, it's your turn to reject reality and substitute it with your own.

It does not matter who you are, what you are, what you will do, who you will use. Your objective is simple. You must succeed where all those before you have failed, and replace Pan-Human History with a reality of your own design. However, there is a reason all others who attempted this failed. Chaldea. You will need to fight against the Master of Chaldea, whose luck will be in full effect against you. They will obtain valuable allies, be guided towards efficiently sabotaging your efforts, and be almost impossible to truly get rid of. Your victory is not guaranteed. Likewise, however, your defeat is not certain either. Can you succeed where none else has before? Or will you fall to your own hubris, brought low by Chaldea and your plans dismantled?

Should you somehow succeed, your reward will be as simple as your goal. Whatever form of reality you implement, you get to take it along with you, as well as anything it contains or is cosmically attached to. Engulf the Planet with a Lostbelt of your design, and the Planet shall be yours. Expand to the whole solar system, it shall be yours. Satisfy yourself with a mere continent, and you will merely receive said continent. Anchor your Texture with Rhongomyniad, and the Tower shall follow you. In future worlds, you may choose how you insert your Texture on the world. And of course, you can keep expanding your reality in future worlds, should you wish.

Larval Jumper

Not everyone starts at an immense level of power. Some simply have to make do with what they have and do their best to climb up the power ladder through their own unique methods. And now, you've joined the climb. Your only objective is to become as powerful as you can become. You may freely extend the duration of your stay for as long as you wish until you succeed or give up.

Maybe you'll take the quick route and stuff curses and desires into yourself to become a corrupt being of depravity. Maybe you'll attempt to become marked by the Planet as a Beast and receive a powerful soul/Saint Graph. Perhaps you'll engrave your personality and soul as a spell and stuff it with a metric fuckton of magical energy. Maybe conceptually fusing with space within a confined area then spreading across the Planet would be more your speed. You could seek to become a nascent World and grow yourself as much as you can before the Planet either kills you or ejects you elsewhere. Or maybe you'd like to implement a plan for 3000 years and then suddenly incinerate the entire timeline, catapulting you in power from the sheer energy you've accumulated. The only condition is that it must be permanent, or at least indefinite. Buffing yourself to hell and back wouldn't count, but genuinely upgrading your Spirit Origin, your soul in other words, would work.

Whatever your method is, whether copying one that has been tried or performing one of your own design, your reward shall be simple and straightforward: You'll get to keep the power you've attained, as if you've purchased it as a Rank. Needless to say, the more powerful you are to begin with, the more power and thorough planning you will need to rise, and the more you seek to grow, the harder your task will be. Many before you have sought strength and some have even attained it. It remains to be seen whether you are a failure or if you will attain glory.

What Could Have Been

The Incineration of Humanity was not actually something that Marisbury planned. The bomb that Lev Lainur planted killed most of the Masters and left Team A in a near-death state, preserved only thanks to the cryogenic function of the Rayshifting coffins. Within, the Alien God made an offer to the leader of the team, Kirschtaria Wodime, saying that in exchange for working for them, it would revive him. Wodime in turn told the Alien God that he would only accept if it revived his fellow Team A members as well. And the Alien God agreed. There was a caveat to the revival though; Wodime had to complete a simulation of the seven Singularities of Solomon, essentially surviving Part 1 and attaining victory. And unfortunately, with the exception of Daybit, who seems to have been excluded from the Alien God's plan by reviving himself, Wodime had to carry his teammates along on their own adventures. In essence, Wodime was forced to complete Part 1 of FGO 5 times.

And, in case you want to do something similar and experience an alternate possibility of what might have happened if some of the Team A members survived, with this Scenario you may go through such a situation yourself as well, repeating the experience of the 7 Singularities alongside the Crypters (except Daybit) as fellow Masters. Unlike Wodime, you have the option of tinkering with your experience a bit. You may repeat the experience several times with one Crypter each round like Wodime did, do one single run of the 7 Singularities with all 6 Crypters sans Daybit around, or anything in between. Whatever you go with doesn't quite matter for the reward, as its conditions are the same.

In essence, for each Crypter that survives to the end of the simulation, you get to take them along with you to reality as a Companion, and gain some ability based on them as well. The abilities are as follows; Kadoc surviving nets you the ability to block a handful of deleterious supernatural effects from being applied to you per battle. Ophelia's survival instead gives you a strange form of luck that ensures that hits that land on you never land on critical points of your body on accident or luck, and even making weapons with abilities that draw them to weak points have a high chance of failure. Akuta's survival gives you the ability to heal by a significant amount whenever hit by the trump cards of your enemies, such as Noble Phantasms, potentially saving your life if you would've otherwise died. Peperoncino living to the end rewards you with an ability that gives you a decent chance of removing one buff on the enemy with each attack you make. Beryl's survival nets you nothing, the miserable bastard. And finally, Wodime's survival nets you an ability that allows you to double the power of your own trump cards once per battle. Hopefully you've forged strong bonds of friendship, or the Crypters may not survive to the end.

Notes

If you take the Chain Incineration Ritual or the A Change Of Plans drawbacks while choosing a Cosmos In The Lostbelt Location, Goetia will inexplicably return with a vengeance from the sheer "I told you so" he feels.

If you've bought the Fenis Chaldea item, then you will get it back once the jump ends, as it's destroyed in the prologue of Cosmos In The Lostbelt.

With this Addon, The Last Master scenario adds to its rewards the following items: A Record Of Heroism, Ortinax Exoskeleton, Lifespan of Ebony, and Last Stand Of Humanity.

Companions don't get the +500cp from the Addon Toggle.

As a Crypter, you can choose to be a muggle or a Magus/magecraft user of some kind. Without certain perks you'll be generally unremarkable though.

If you get the Celestial Rank and Alien Modifier, you might feasibly be able to get to the level of an undiminished ORT if you use something on the level of the sun as your core, like Kukulkan.

On Fenis Chaldea

Apparently, CHALDEAS is a whole-ass other world due to how faithfully it recreated the Earth, complete with internal events and unexpected shit happening like the birth of the Alien God. For your Fenis Chaldea, in future jumps, you'll be able to use it for similar purposes as Marisbury, if you figure out how, and won't need to worry about CHALDEAS/the Alien World having a plan or agenda of its own already.

Outside of this, all the other functions of the item will still work as intended.

On Craft Of A Mage and A Refined Ideal

When I say "learnable", I mean stuff that could be taught to anyone without issue. It's fine if it requires some physiological thing like Magic Circuits for magecraft, but it doesn't apply to individual and unique powers like Mystic Eyes, which are obtained from birth and can't be given to others by simple teaching, needing instead a transplant or body modification.

Welcome to:
Cosmos In The Lostbelt
AKA What The Fuck Is Going On
AKA Nasu's Inescapable Wild Ride
AKA Fate/Grand Order Z
AKA Fate/Grand Clusterfuck 2: Alien Boogaloo
AKA Fate/Grand Shonen
AKA The Escalation Train Has Left The Station
AKA There's Always A Bigger Beast
AKA Turns Out Goetia Tried To Prevent This Shit
AKA Hey, Did You Remember Olga Exists?
AKA World's Fucked 2.0: Honk Honk Edition
AKA CHALDEAS was the evil guy all along
AKA Fate/Grand Order: Marisbury "Keikaku Fucking Doori" Animusphere
AKA The Entire Observable Universe Would Hate Mankind
AKA Out-Fucking Played By A Dead Man
AKA Even Eldritch Extra-Universal Deities Want Marisbury To Fail
AKA What The Fuck Was Marisbury Doing
AKA You Used Non-Standard Servants So Repent Motherfucker
AKA You Thought It Was Over Well Think Again
AKA LMAO You Thought Space Existed?

v2.0