

Class	Servant	Master
Saber (Melee)	Kotomine Kirei	Hassan (♀)
Archer (Melee)	Emiya Kiritsugu	Arturia Pendragon
Lancer (Magic)	Kayneth Archibald	Diarmuid ua Duibhne
Rider (Magic)	Tohsaka Tokiomi (tiny)	Gilgamesh (also tiny)
Caster (Magic)	Waver Velvet (not tiny)	Alexander
Assassin (Melee)	Uryuu Ryuunosuke	Gilles de Rais
Berserker (Magic)	Matou Kariya	Lancelot du Lac

The holy grail war is different in this AU in a few ways. Chief of these is:

- Holy Grail Wars are **always** every ten years and have been happening for as long as anyone can remember. The reason the ritual continues is said to be that the Grail devours those who aren't strong enough to take charge of it, but the truth is that no one's been a strong enough vessel through which it could receive true manifestation, so generally everyone who tries dies.
- The Master-Servant dynamic is more of an equal partnership. Masters and Servants fight side-by-side as a team.
- Servants are lingering ghosts of "extraordinary people" who've hung onto the world in search of their wish. These are generally recentish deaths as older spirits would have disappeared already, and aren't anything as grand as Heroic Spirits.
- Summoning is done without a catalyst. Instead, the Holy Grail partners a Master with a Servant who compliments their abilities. For example, a physically strong Master could get a more magically talented Servant, a close-range fighter may get long-range backup, or a Master with little tactical ability will get a wise Servant.
- the Command Seal doesn't get used up, and isn't for direct control. Instead it's a physical manifestation of the link between the two. It can be used for a Master to summon their Servant to their side and is the device that drains prana from one to the other.
- Masters aren't restricted to Magi. The Holy Grail origins are a mystery as well! It just pulls in people it thinks will fight for it and provide a lot of energy while they do. It's a malevolent being from another dimension that wishes to be brought into this world by consuming strong spirits. The process once it manifests is pretty much the same.
- Class containers are the same in essence but their requirements are a bit more lax. Class skills are the same, but stats are more variable as there are Magic-Type or

Melee-Type versions of every class.

OK CHARACTERS AND SHIT

- TEAM SABER

- **HASSAN** is a mysterious girl from the middle east! Part of a hidden tribe which operates as a collective, she came to the Grail War to wish for recognition as an individual.
- **KOTOMINE KIREI** was a master executor and all of that. He died on a mission that went terribly wrong. Shortly before death he was shown the great suffering of a large number of people, and his confusion at his own reaction caused his spirit to linger. He seeks the Holy Grail to understand his nature and believes that his existence as a Servant is proof of his right.
 - Team Saber is an almost exclusively melee team. Hassan's strength is in strike-and-flee combat from the shadows, while Kirei's stupid tank muscles and unstoppable forward offense keep the enemy engaged for her to pick at.

- TEAM ARCHER

- **ARTURIA PENDRAGON** (Knight Crew #1) is a high school girl and heir of a huge company of some sort. Due to a recent bloody incident, it was exposed that the company was abusing manual laborers. She feels great guilt that she was blind to the corruption until now, but finds herself unable to fix the problem due to public distrust of her family and the company itself being dissolved. She seeks the Holy Grail in order to reverse time to prevent the injustices from happening in the first place and ending in disaster.
- **EMIYA KIRITSUGU** was a Master in the previous Holy Grail war. Though he won through underhanded means, he witnessed the horror of the Grail first hand. He was able to avoid his soul being devoured due to the intervention of his Servant, but he died from the wounds he sustained at that time. He is participating in this War in order to destroy the Holy Grail, and the Holy Grail has chosen him as both a challenge and an attempt to collect its escaped prey.
 - Saber is a master of magic-enhanced swordplay, but she is young and naive. Kiritsugu as her servant provides both long-range backup and superior tactical experience.

- TEAM LANCER

- **DIARMUID UA DUIBHNE** (Knight Crew #2) is a high school boy and a long-time friend of Arturia's. A "charming jock" type, his hobby is learning to wield different types of old-fashioned weapons. Though he goes through girlfriends quickly and has notorious bad luck with stalkers, he's a genuinely nice guy who stands up against bullies and treats girls well while they're dating. He was cursed during a strange incident at age 4, but he covers that shit with a bandaid. He joins the Holy Grail War not because he wants a wish granted, but because he fervently wishes to both protect and have friendly competition with his friends.
- **KAYNETH ARCHIBALD** is a magic prodigy who died an unfortunate death due

to a mundane accident. He was Knight Crew's senpai. He only died a year ago or so and has yet to come to terms with it. He fights for the Holy Grail hoping for revival and the love of his arranged fiancée, Sola-ui, who doesn't have any strong feelings about his death in particular. He is incredibly arrogant and unhappy that he's supposed to be "partners" with someone below him!!

- **SOLA-UI NUADA-RE SOPHIA-RI** is one of Diarmuid's stalkers. She was Kayneth's fiancée up to the point of his death, but it was an arranged marriage so she's grateful to be off the hook. She decides to support Team Lancer as a healer and researcher in order to help Diarmuid win. She outwardly agrees with his plan to let Kayneth wish on the grail, but in reality she intends to claim the wish for herself in order to be with Diarmuid.

- Kayneth's mercury allows him to maintain a mostly stationary position while attacking with tendrils (the qualification for "lancer"). While his magical force is strong, he lacks mobility and physical stamina. Diarmuid is dynamic and quick both physically and in reading a situation, but lacks defense and magic. This team is, skills-wise, an easy frontrunner! Unfortunately they don't get along, so it's up to Sola to keep them working as a team.

- **TEAM RIDER**

- **GILGAMESH** is the young heir (15) of a prestigious family of politicians; the old money sorts. With his father dead and his mother loving but distant and constantly away, the matters of managing his family's estate and finances tend to fall to him. Regarded as a prodigy from a young age, he was seen as the perfect heir, fair and charming but sharp and cutthroat when needed. However, recently (much to the concern of those around him), his personality has taken a turn for the worse, making him selfish and prone to arrogant tantrums. Even though his personality is terrible and his decisions rash, his aptitude for melee and magic means having a servant is only a formality, and he's convinced he can win on his own.
- **TOHSAKA TOKIOMI** is a mage boy (14) who died several decades ago. His family and their old allies, the Matou, both joined the Holy Grail war and became deadly enemies. The battle between adults caused a disaster in which Tokiomi's girlfriend died and he and his former best friend killed each other over it. He's stayed in this world with the desire to gain the Root for the current Tohsaka family, in order to prove to himself that his decision to participate in the feud was correct. With this in mind, he joins the Holy Grail War.
 - Tokiomi's abilities lie in both fire and wind, mainly the former. While he isn't that strong, his use of magic is efficient and practical (for example, his ability to "ride" air currents to float and glide). Gilgamesh is such a strong combatant in both melee and magic that he really only needs a Servant on a technicality. Since his melee skills are his superior and preferred ones, he got a magic-type Servant, but Tokiomi's real purpose is to mediate Gil's mental instability.

- TEAM CASTER

- **ALEXANDER** is a visionary young man (think a 20 year old version) who seeks to revolutionize the world. He's saddened by the state of politics now and believes that the world needs a strong and competent leader. To that end, he seeks the Holy Grail in order to gain power with which to conquer the world.
- **WAVER VELVET** is a grouchy magic professor assassinated for promoting non-traditional approaches to magic and challenging the mage politics status quo. He wasn't all that interested in the Holy Grail War initially, but he specifically sought to join Alexander because "maybe he'll kick those pompous old farts in their shriveled asses".
 - Alexander is pretty fucking bamf, physically. He's also a talented tactician and generally all-around awesome. HOWEVER his over-enthusiasm and the assumption that everyone else will agree with his ideals if he presents them insistently enough could cause him some trouble, and he lacks magical ability. Waver can provide magical backup without overshadowing Alexander's physical skill, and also provides a bit of necessary misanthropia. (They will work on each other, man)

- TEAM ASSASSIN

- **GILLES DE RAIS** is an aristocrat who became obsessed with the occult after the murder of the woman he loved by another wealthy man who went free. He hates a world in which such a thing is allowed to happen, and thus doesn't mind sacrificing it for the sake of his love. Over time, however, he's simply become addled and addicted to violence, ignoring that Jeanne wouldn't approve of those actions. He joins the Holy Grail War looking to revive her or destroy the world if that's not possible.
- **URYUU RYUUNOSUKE** is a young serial killer who was executed just days before the War begins. He has no wish and was only chosen as a Servant because he was the most compatible strong-willed ghost in the vicinity at the time of Gilles' ritual. He proceeds to stay in the War for the sake of seeing through Gilles' dream and killing people.
 - Gilles is kind of the opposite of Alexander. He's strong enough in magic to hold his own and only needs a little bit of physical backup here and there. Ryuunosuke is no combat fighter, but he knows how to trip people up in back alleys and whatnot. Plus Gilles just needed a Servant and their hearts called to each other and all that gay murder shit.

- TEAM BERSERKER

- **LANCELOT DU LAC** (KNIGHT CREW #3) is Arturia's close friend and senpai. His parents were implicated in the same case as hers. He was aware of the abuses within the company as she was not, and is also more upset by the loss of his parents to prison than she is. Because she sees things so impersonally, he's begun to resent her. He enters the Holy Grail War in order to stop Arturia from winning, so that she's unable to rewrite everyone's pasts without their consent.
- **MATOU KARIYA** also died in the breakout of conflict between Matou and

Tohsaka. Until that fight, he and Tokiomi were very good friends (along with Aoi). When their families went to war, Tokiomi refused to abandon his family's will, thus betraying Kariya, who wanted the three of them to run away. Aoi was involved with the conflict due to her close relationship with Tokiomi, and her decision to stay forced Kariya to fight as well. In the end, Aoi died defending Tokiomi, which caused Kariya to snap. Tokiomi dispatched the hysterically violent Kariya, only to die of his own wounds mere moments afterwards. Neither of them was able to forgive or understand the other in the end. Kariya joins the Holy Grail war as a vengeful spirit consumed by madness, determined both to erase Tokiomi and the Grail that caused their tragedy.

- Lancelot is physically strong and only wished for a Servant that would be hard to stop. He's not a physical powerhouse but he can (almost!) match Arturia, so he's pretty confident. He is, however, not interested in anyone else. Therefore, Kariya's ability to swarm the enemy with flying bugs and devour them is pretty handy.

- **OTHER CHARACTERS**

- **TOHSAKA RIN & SAKURA** are the current Tohsaka children. They're too young to participate in the current Grail War, but are somewhat aware of it happening around them. They are also aware of Tokiomi having been haunting their house all this time, and have made a sort of imaginary friend out of him. It's Rin that Tokiomi intends to deliver his wish to.
- **MATOU BYAKUYA & SHINJI** are the current Matou kids. They are both too young to participate right now and also too incompetent. They've both experienced Kariya's haunting. Shinji thinks the idea of a ghost is stupid, though, because obviously if they had one it would appear to him clearly and become his familiar instead of just rattling doorknobs. Byakuya *does* see Kariya clearly, but he just shrieks and cries about it and is generally useless.
- **IRISVIEL VON EINZBERN** is a mysterious woman that appears to Arturia now and then to offer her advice and support. It's unclear at first whether she's alive or not. In the end it turns out that she's Kiritsugu's previous Servant, an artificially created "spirit" who was also his lover. She was unable to be devoured properly by the Grail due to Kiritsugu's escape, and is thus currently trapped whole inside of it. She's able to appear in this world because the Grail is manifesting, but can't exist in the same place as Kiritsugu, just in case being together would allow the Grail to swallow them like it should have. She instead aims to help him reach his goal by helping Arturia.

ROUGH TIMELINE:

- Arturia finds out about the Grail War when the Grail suddenly chooses her in the midst of her coping with her family's fall. At first she doesn't know what's going on, but Iri appears as just "someone who noticed the mark" and explains the rundown to her. Arturia elects not to tell her friends about it. However, Diarmuid also sees her mark and goes to study up himself. He explains what he found out to Lancelot and the two decide to attempt to enter on their own.
- After successfully obtaining a command spell, Diarmuid tells Arturia about his participation and purpose for fighting. Sola-ui overhears this conversation and volunteers to help him.
- Most summonings happen on a planned date -- the best night for "clean" summonings up for some time.
- Hassan and Alexander arrive coincidentally on the same plane. They briefly bump into each other and notice each other as Masters, but Hassan runs off before they can chat.
- Gilles makes his summoning a short time later, taking advantage of a different spike in earth's magic that fits his bloody style.

A LOT OF AFTER THIS IS JUST REHASHING OF CANON...

- The war begins with what should be a friendly bout between Arturia and Diarmuid. However their Servants are both being butts and there's a lot of tension. This basically goes a lot like the fight on the docks in canon, with suitable differences.
- Gilgamesh and Tokiomi have a big discussion about how Tokiomi knows that Berserker and how lucky they were that he was in back-up position during that potential throwdown.
- Arturia is sad about Lancelot and Diarmuid tries to cheer her up. Sola is jealous and bored.
- Gilles is Gilles at Arturia and Diarmuid fights alongside her to protect her. Meanwhile Kayneth and Kiritsugu fight behind their backs because they both think their Masters are being too slow and lame about it!! Fortunately Gilles is driven off and the Servantbattle manages to be called off. Tensions rise!
- Team Saber shows up after Team Lancer leaves and they give Team Archer a lot of shit. When they start to lose Hassan pulls back and they leave. Arturia has a lot of upset feelings about everything and Iri shows up to talk her through them.
- Gilles & Ryuunosuke do some serious blood sacrificing in the background and shit. They've decided that they have the power to destroy the world on their own and proceed to summon a lot of monsters to do so.
- Team Saber vs Team Archer again. Again, Team Saber pulls back at the last possible moment, but it appears there's team dissonance!
- Team Rider and Team Berserker end up duking it out elsewhere. According to Lancelot this is because Kariya won't shut up until they take out Gil & Tokiomi (WHAT A PAIN HE HAS THINGS TO DO!!)
- Team Caster starts going around trying to gain allies, esp with Team Assassin being so creepy. Alexander is able to convince Arturia, Diarmuid, & (tentatively) Gilgamesh to get

on board vs Gilles.

- Monsters attack!!! It's a big mess generally, esp since Lancelot is losing it and having issues with Kariya and they're not really helping anyone. In the end Team Assassin is defeated and Team Berserker is severely damaged, while Gilgamesh abandons the alliance.
- Team Saber vs Team Rider, except where did Hassan go??? Oh Kirei killed her and is now really showing his true colours. Kirei also nearly gets Gil to switch things up and join him, but in the end Morality Leash Tokiomi works and Kirei leaves.
- Kiritsugu gets bored with all this fooling around. He goes after Team Lancer again because he's noticed the way they fight and that Kayneth is a huge threat. He successfully dispatches Kayneth. Arturia arrives just in time for Diarmuid to think she's backstabbing him in the name of her goals, before Kiritsugu kills him and Sola. She predictably flips at Kerry, who wanders off.
- Iri shows up again and explains again, but she leaves out the Grail being evil because she also really needs Arturia to get to it.
- Team Berserker vs Team Rider again. Tokiomi loses to Kariya while Lancelot keeps Gilgamesh occupied. Gil takes this very very badly. After Team Berserker leaves, Kirei shows up again and Gilgamesh teams up with him this time in the name of killing everyone because he's pissed.
- Team Caster witnesses the last couple of fights via familiar. Waver thinks this is a good time to research the Grail, since there are weird holes in Iri's story. After discovering the nature of the grail and doing some serious talking about shit they decide this is all balls and Alexander doesn't need some stupid evil Grail to take over the world for him. They're just going to do it themselves with his own inherent awesomeness. They decide to research ways to destroy the Grail and otherwise remove themselves from this fight.
- Gil & Kirei vs Kariya while Lancelot confronts Arturia. Kariya is taken out in battle and Arturia ends up forced to kill Lancelot in self-defense.
- Iri comes to help Arturia again, and this time she explains the truth of the Grail. Arturia is in despair and all that good shit.
- Gil & Kirei vs Team Archer. Team Archer wins.
- The grail manifests! As it does, Team Caster finally figures out what it actually is and that it can't be destroyed as it is now. They show up to tell Team Archer this. In order to destroy the Grail, it needs to be damaged from the inside and left to fester for some time. Team Archer agrees to self-sacrifice for this goal.
- A fake final fight happens! The Grail ends up eating Kiritsugu and Iri finally, and they serve as the crack inside the grail. The grail reacts to this by, as expected, retreating to wait for the next war. However, its sudden withdrawal leaves an explosion of residual magic that decimates the area.
- The remaining three characters call it a day. They vow to finish off the grail the next time it appears (HI FIFTH WAR CREW).