
The Sixth Holy Grail War

“Welcome to the Holy Grail Wars. You have been chosen as a Master, or summoned as a servant. For the uninitiated, or those who find their mage’s education to be lacking, let me fill in the gaps. Pay attention. Some of this information may improve your chances of survival.”

– Chuch Arbiter

As implied by the name, this is the sixth contest for The Holy Grail (0000). This isn’t *The* Holy Grail, nevertheless, the Church has presided over these trials for the last couple hundred years. The Holy Grail (0000) was created by the three first families, Eizenberg, Tohsaka and Matou, in a ritual so secret it is rumored that the details are lost even to these families.

The Holy Grail (0000) is an omnipotent wish granting object. Alas, only the one deemed worth by the Grail may make a wish on the Grail. Approximately every 60 years, The Holy Grail (0000) selects seven masters, summons seven servants, and appears in Fuyuki City Japan. The winning pair (master and servant) will have the opportunity to have their wish granted by The Holy Grail (0000).

Seven masters are chosen for this contest. The first families are given priority you might say. The last few masters to round out the set are often from very young mage families (only a few generations), and are thus at a disadvantage.

Seven servants are summoned for this contest as well. Each master summons one servant. When the last servant is summoned, the contest is considered begun. The servants are all *heroic spirits* –