

Duel Monsters: World Legacy Act 2

Jumpchain CYOA



Introduction

The second act of this story begins with tragedy: sweet Ib, childhood friend of brave Avram, younger sister to mighty Ningirsu, and rightful heir to the World Legacies, is dead, having sacrificed her own life to stop wicked Lee from killing her loved ones. Avram, wounded from battle and left in shock from having witnessed his best friend kill herself with his blade in order to save him, is knocked unconscious by Ningirsu, who takes both his sister's body and the blade that killed her with him. But this tragedy is not where our story ends, but where it begins.

For Ningirsu, a world without his beloved younger sister was not a world worth living in; to see her smile again, there was no sin he would not commit, no depths he would not sink to. Using the cores of the six Knightmares he had slain, Ningirsu discovered the truth of the world he lived in. With this knowledge, the young man began developing a plan. Using technology lost for millennia, Ningirsu will create a mechanical doll to hold his sister's spirit, as well as a great fortress called Babel guarded by an army of machines known as Orcusts. With the power of the World Legacy Armor, Lance, Shield, and Wand, Ningirsu will stop at nothing to bring his sister back, even if it means destroying and remaking the world.

But Ningirsu is not the only young man going on a journey. Upon awakening, Avram discovered that Ningirsu had taken not only Ib's body, but one of Avram's blades, each blade holding half the power of the World Key. He quickly realised just how dangerous Ningirsu's plans could be, and so sets out to gather allies to help him stop whatever Ningirsu might be scheming. Over the course of his adventures, Avram shall rediscover the other tribes, as well as the history of the world, and with their help shall reform Crusadia, in order to continue their mission to protect the world. With the power of the World Crown, they shall march against Ningirsu and his Orcust army. And the final World War will begin.

But there is still time before that great conflict. Nine years, to be exact. For now, both sides have only begun to form. You shall spend ten years in this world, both the nine years leading up to the World War and a year in whatever world comes after. To help you survive what is to come, take **1000cp**.

Locations

Avram will soon begin his journey across the world to find the other tribes, but where will your own journey begin? In order to decide, you may choose to roll a 1d6 for your starting location or pay 50cp to choose your location.

1. **World Lance:** You stand atop the World Lance, the towering World Legacy that nearly gave Iblee victory over her enemies now silent, still active but no longer unleashing its terrible power upon its master's enemy. Behind you lie the ruins of what was once a utopian city of science and technology, broken by Lee's first grab for power millennia ago. In the coming years, Ningirsu will lay claim to the World Lance among other World Legacies, but for now, Ningirsu has left it behind. Avram can still be found along with his dragon companion Imduk, having yet to start his journey. If you'd like to accompany him on his adventure, I'm sure he would be more than happy to have you.
2. **Blazing Otherlands:** Home of the Reclusia tribe, the Blazing Otherlands are an odd place with a gloomy atmosphere, with dead trees and perpetually cloudy skies. The architecture of the Reclusia is twisted and warped, with towers that seem to curve and homes that look almost as if they've been built into caverns and caves. The Reclusia themselves are rather odd creatures, covering themselves from head to toe with heavy, ornate clothing and large hats that work to almost fully obscure their small bodies, though if one looks closely it's possible to make out their chubby faces and fluffy ears. Once, they stood besides humanity as part of Crusadia. Soon, they will again.
3. **Beast King Garden:** Home of the Leonis tribe. The Beast King Garden could not be more different from the Blazing Otherlands, with bright, clear skies and rough, rocky terrain. Truthfully, it's less of a garden and more of a savannah, fitting for a race of what are essentially intelligent, oddly coloured lions. Don't be fooled by their animalistic appearance, however: the Leonis are incredibly clever, able to construct limited armor for themselves despite their bestial physique, and in a time long past members of this tribe were counted among the ranks of scientists and researchers that made up the original Crusadia. Soon, their warriors will join the ranks of the new Crusadia.

4. Sacred Tree Lake: Home of the Arboria tribe. Where the Blazing Otherlands are a dark, gloomy place, and the Beast King Garden is a harsh, wild terrain, the Sacred Tree Lake falls somewhere in the middle. Here, life flourishes, a vast forest with sunlight peaking through the branches and leaves to fall upon the Arboria. The Arboria resemble humanity most amongst the tribes, bearing pointed ears and lean physiques but otherwise appearing human. In any other world, they might have been known as elves! Along with the other tribes, they worked to keep the legendary World Crown hidden, but with the coming of Avram, they will finally find one worthy of bearing the great relic...and with the threat of Ningirsu and his Orcusts, a reason to use it.
5. Orcustrated Babel: Though construction has only just begun, the great tower Babel will soon cast its shadow over the world. It is from this imposing fortress that Ningirsu will set in motion his plan to destroy and remake the world, and it shall be both within and before Babel that the World War will take place, as the armies of Crusadia and Orcust do battle. That will not come for nearly a decade however, so until then, this place is oddly peaceful. Ningirsu is hard at work here, busy building both his fortress and his army, all while awaiting the day he will see his sister's smile again. Above, the World Wand awaits the day it will be used to strike the earth...
6. Free Choice: Well now, it would seem like fortune is smiling on you. You may choose any of the previous locations to start at free of charge.

Origins

Who you are will soon become very important as this world steadily approaches the World War, with armies, plans, and destinies clashing to determine the world's future. You may choose to either keep your gender from the previous jump, or change it by paying 50cp. Those of the **Crusadia**, **Knightmare**, and **Guardragon** origins may determine their age through a roll of $18 + 1d8$, while those of the **Orcust** origin will have only just been created by Ningirsu. If you had visited this world before in the **World Legacy Act 1** jump, you may choose to keep the same age you had then. All origins may be taken as Drop-Ins.

Crusadia: Thousands of years ago, the organisation known as Crusadia strove to protect the world from the Great Darkness. And soon, it will protect the world again. Whether you are human, Arboria, Leonis, or Reclusia, you are one of those who will fight for the reborn Crusadia, and for the world, against those who would see it brought to ruin! Of course, Crusadia has yet to be reformed, but with Avram setting out on his journey, it's only a matter of time. Perhaps you will be one of the organisation's founding members? As one of this world's new heroes, you will face many dangers in the future. Know, however, that you will not fight alone, and together, you shall protect the world just as the original Crusadia did before!

Orcust: Ningirsu truly loves his little sister Ib, and if his goal to destroy and remake the world in order to revive Ib and make her a god was not enough evidence of this, then the existence of the Orcust army should be further proof. You, like your fellow Orcusts, are by-products of Ningirsu's many, many experiments and attempts to forge a perfect new vessel for Ib's soul. Like the Krawlers of yesteryear, what the individual Orcust lacks in raw power, you more than makeup with numbers, with vast teeming hordes of monsters ready to fight any who would stand in the way of Ningirsu's plans. Most Orcusts resemble a cross between a musical instrument and a monster, though Galatea, the one meant to be a vessel for Ib's soul, had a more humanoid appearance. I wonder, are you just another part of the Orcustra, or are you hiding a soul of your own like Galatea did?

Knightmare: For all that Avram and Ningirsu might have grown in power and wisdom, they're still fools, believing that something as paltry as death could stop Lee and her plans. It didn't stop her the first time, why should it stop her now? Like Lee, you are a particularly malicious spirit, though you might not be bound to a corpse like she is now. You are neither an ally of Crusadia nor a member of the Orcustra, though of course you might pose as either to advance your own plans and schemes. Whatever you are, there's no doubt a truly wicked soul lies beneath the surface. A wicked soul that will not be denied their heart's desire, whether that's simply destruction or godhood itself. Yet even for one such as you, there is still a chance for redemption. Even you are not beyond salvation just yet. Whether or not you take that outstretched hand is up to you.

Guardragon: When the Creator made the world, he also created dragons to assist him. The dragons were to guide the world through the cycles of creation and destruction, and after the Creator imprisoned the Great Darkness within the Earth, they were to assist those who dwelt upon the Earth in keeping it imprisoned. However, over time, the dragons began to disappear, until all that is left now is Imduk...and you. You are one of the last dragons, though if events transpire as they did before, seven more may come into existence nine years from now, as the World Legacies take on the form of dragons. With just this, you aren't quite on the level of those divine beasts. But even a mortal dragon is nothing to scoff at.

Perks

Perks are discounted for their origin. Discounts are 50% except for 100cp perks, which are free.

Crusadia

Crusadia Leonis(100cp): You may or may not be a member of the Leonis tribe, but you have a beast king's heart. You have the courage to endure a harsh environment filled with potential predators and rivals, and the will to struggle on through adversity and famine. You will not falter, even when gazing upon a horde of enemies that outnumber you and your allies ten to one! And like the noble Leonis, such courage and will is obvious to anyone who sees you. None will think you are a coward. Of course, sometimes courage alone is not enough, and there may be times when even a beast king would be wise to turn tail and flee. Until such a day comes, however, you will stand tall.

Crusadia Arboria(100cp): Much like the elves of other worlds, the Arboria are nothing if not fair and graceful. Now, you share the same gift, even if you are not a member of that great tribe. Whether you are handsome or beautiful, yours is an appearance that would turn heads, even among the Arboria, enough perhaps to rival even their queen. Perhaps you are a relative of hers? Do not be concerned that your appearance will make you weak, your good looks and fair form will not detract from your skills, strength, and prowess as a warrior. After all, the Arborian queen is rather beautiful, and she will be one of the first members of the new Crusadia.

Crusadia Maximus(200cp): Crusadia is more than just an alliance between races: it is an unified coalition, a grand army to protect the world. And it wouldn't really be a crusade if no one were capable of commanding or fighting, now would it? Fortunately, you are quite capable of both. While you might not be a grand strategist or a legendary warrior, you'd certainly be capable of destroying the average Orcust, and you'd be an excellent squad leader. In fact, you could guide your allies to do twice the amount of damage they normally would, though this only works with small groups. Still, that might be just what you need to turn the tide of a pitched battle!

Crusadia Reclusia(200cp): It might not be obvious given their small size, but the Reclusia are surprisingly tough little fellows. Maybe there's a reason why they wear all that heavy clothing after all? Whatever the case, you'll find that the heavier the clothing you wear, the more protection it offers you. A heavy jacket might offer you the same sort of protection as heavy armour, and if you were to wear as many layers of clothing as the Reclusia do, to the point where most of your body is obscured from view, even the likes of the Orcust Harp Horrors would not be able to pierce your defences. There are limits to this, of course, you won't become invincible no matter how heavy your clothing is and you might find yourself encumbered if you wear too much, but it's a small price to pay for safety, right?

Crusadia Power(400cp): It would appear that you've been granted a gift: a transformation, much like the ones the future members of Crusadia will receive several years from now. This transformation offers a number of gifts: for one thing, your body has been altered to better suit your needs for combat. The resilient Reclusia were granted suits of magical armour, the graceful Arboria were granted wings, and the fierce Leonis were given manes of fire and bodies of steel, just as a few examples. In addition you find yourself growing stronger when facing powerful foes or vast numbers of enemies. You could find yourself defeating a being that would normally be beyond you, or tearing through hordes that might have otherwise worn you down. Unfortunately, even this power has limits: Crusadia found itself backed into a corner against Ningirsu's ultimate weapon, Orcustrion, after all. But with this, you are worthy of the title 'Crusadia'.

Crusadia Equimax(400cp): Of course, it might not always be easy to use a new form: Avram's own transformation was into that of a centaur, for example, and even for the Arboria, using wings when you were not born with them is far more difficult than you might think. That is an issue you will never struggle with, however. You seem to take to new forms and transformations like a duck to water, mastering them instantly, no matter how different they might be from your normal form. If you were granted wings, you could fly through the air as if you'd done so all your life; if you were given the body of a horse, you'd never fear stumbling or falling. If your foes were counting on you fumbling with an unfamiliar body, they will be very dismayed to see that's not the case.

Crusadia Revival(600cp): It says something about Avram's sheer charisma that within only a few years, he was able to gain the trust and loyalty of three different races, so much so that they would give him the mystical artifact that they had protected for millennia and follow him to war. Now you too possess such a mighty force of personality, able to befriend races as different from you as a lion is from a human being, unite tribes that had been separate for ages into an army to protect the world, or touch the heart of someone genuinely evil. But a golden tongue alone does not a leader make: you have a true mind for strategy and logistics, able to form a proper fighting force out of people that have not known war for thousands of years. Those who fight under you are stronger than they would have been if they'd fought for anyone else, and their morale is unbreakable, even in the face of the end of the world. Perhaps you shall be the one to revive Crusaida, not Avram?

Crusadia Testament(600cp): Avram was not born the heir of the World Legacies, not like Ib was. But thanks to the sacrifice of Blue Sky and the help of his friends, Avram was able to become an heir, and eventually, a god. Like Avram, through a gradual process you may slowly but surely become heir to a mystical or holy artifact, able to use more and more of its power as time goes on. Depending on the artifact, this might take more or less time, with something like the World Key, that great remnant of the Creator's power that gives one control over the other World Legacies, taking nearly a decade. Once the process is complete, however, that power is yours forever. Rise, adopted heir of the Creator, and take your throne.

Orcust

Orcust Brass Bombard(100cp): It's somewhat odd that the normally cold, serious Ningirsu created a horde of machines with musical instruments built into their bodies. Perhaps out of nostalgia for better times? Whatever the reason, it makes sense that he'd want the musical machines of the Orcustra to actually make pleasant music, which is why you now have a talent for a single musical instrument, whether it be the harps like the Harp Horrors or brass like the Brass Bombards. Even if you don't have your instrument literally built into you, your skill with it would be enough to earn you a place in any band or proper orchestra. And if it is built into you, you'll find yourself being able to make music with your passive movements. This can be toggled off if you'd like some peace and quiet.

Orcust Cymbal Skeleton(100cp): Truth be told, the concept of killing machines that are shaped like musical instruments or have musical instruments built into them sounds a bit ridiculous, doesn't it? Ridiculous as it might be, however, the Orcusts are just as deadly as they were designed to be, and it would be best not to forget that. No matter how silly or cute your form might be, you'll never have to worry about your foes taking you seriously: even if you looked like some combination of a robotic skeleton and a drum set, your enemies would still treat you like the deadly adversary you really are. Of course, sometimes it's better for your foes to underestimate you, so you can toggle this off if you wish. They'll stop laughing after you crush their skulls.

Orcust Harp Horror(200cp): As odd or silly an idea it might have been to create an army of musical fighting machines, one can't say it didn't work: the robotic monsters of the Orcustra might not have the sheer variety the Krawlers did, but they are on average far more dangerous. Like your fellow Orcusts, your mechanical body was made for battle, though how you do battle might depend on your instrument: the Brass Bombards can strike with long range bursts of sound, the Cymbal Skeletons strike and smash their foes with their cymbals, and the Harp Horrors excel at death from above attacks, flying on their harp shaped wings and rending their foes with their claws. Whatever your instrument, and however you use it, you're a deadly enemy for even an experienced adventurer!

Orcust Automaton(200cp): For as dangerous as they might be, the Orcusts are only by-products of Ningirsu's real goal: to create a proper vessel for his sister's soul. That goal was achieved with the creation of Galatea, the Orcust Automaton. But perhaps she wasn't his only success? Like Galatea, you have a more human appearance compared to the other Orcusts, though unlike her you need not resemble Ib. Aside from the obvious benefits having such a human-esque form might give you, you find that your body makes for an excellent vessel for the souls of others. Through you, a lost soul might find new life, or at the very least protection within your mechanical shell.

Orcust Orchestrator(400cp): Credit where it's due, Ningirsu certainly is a brilliant mind. Through his experiments on the blade he stole from Avram, the blade passed down to his former friend by the Mekk-Knight Blue Sky, Ningirsu was able to alter his body into something like that of a Mekk-Knight himself. Perhaps he used you in his experiments, because like him your body has been upgraded into one made for battle. Now, you could match one of the members of the new Crusadia in single combat, whereas before you might have been reduced to scrap metal. You also have a talent for reverse engineering technology and using it to improve yourself. Though be warned, even with all his brilliance and a sword carrying half the World Key's power, Ningirsu couldn't make himself a true heir to the World Key like Avram did. Just the same, you will never be a true heir, only an imitator.

Orcustrated Attack(400cp): Avram came close, very close, to stopping Ningirsu's plans. It took Ningirsu ambushing his former friend along with a horde of Orcusts to stall Avram long enough for the Orchestrator's plan to go into effect. But in the end, he was stalled long enough, and the World Wand did strike the earth. Like Ningirsu, you are a master of stall tactics and the game of 'keep away': whether it be using an army of musical machines backed by a mighty superweapon to keep an army of empowered heroes at bay or standing in the way of that army's leader to keep him from moving forward, you're more than capable of buying time for whatever plan your hatching to go into effect. This is no guarantee of success, of course, and you might have to put yourself at risk. And there's always the possibility your plans are just playing into someone else's scheme...

Orcustrated Return(600cp): The new Crusadia might be the inheritor of the original's spirit and name, but Ningirsu is the heir of their technological power and scientific prowess. With only the knowledge and memories within the cores of the Mekk-Knights to guide him, Ningirsu was able to build an army of machines, a vessel for his sister's soul, and a tower that stretched to the heavens. Now, that knowledge is yours: you are a brilliant inventor, able to recreate the various Orcust monsters, even the terrible weapon Orcustrion that managed to back Crusadia into a corner, as well as Orcust automatons like Galatea. You could even build a new Babel, though that would take a great amount of time and resources. And there's nothing to say you can't create other musical horrors. With this, you now stand as a peer to Ningirsu, in mind and intellect if nothing else.

Orcust Crescendo(600cp): Ningirsu's plans ultimately caused nothing but pain, for both himself and others: because of him, the earth was shattered, Ib's soul was nearly destroyed, and Lee nearly became a god. But when it mattered most, he stepped up to redeem himself, striking down Idle's mortal form to save Avram, Ib, and Crusadia. Like Ningirsu, once per jump when all hope seems lost, you will have an opportunity to do the impossible, to perform a miracle that will allow you to turn things around and protect the ones you love. Whether that means rapidly building a lance out of the broken parts of your mechanical army and using it to strike down a decaying titan or something else entirely, the opportunity will be before you. Let your performance never be forgotten.

Knightmare

World Legacy's Nightmare(100cp): You can say many things about Lee: that she's vile, that she's insane, that she's so stubborn even death can't keep her down for long, but you can't say she's lacking in style. Like her, you know how to put on a performance, and make your villainy something almost beautiful. Whether it's using holographic projectors to give yourself great wings of light or making a grand entrance that leaves everyone speechless, you know how to grab people's attention and keep it. It helps that you're actually rather attractive, though it's in a sharp, dangerous way, rather than the classic beauty of a fairy tale hero. You're the villain of the story, and you're going to make being evil look so very good.

World Legacy Token(100cp): But perhaps you no longer wish to be the villain. While Lee's fate at the end of this story is somewhat ambiguous, some argue that her remnants merged with the remnants of Galatea to become Fairy Galatea, becoming reborn as the fairy guide she once pretended to be. If you truly wish to leave your past behind you, you find it remarkably easy to do so, casting off your old identity like a worn out cloak. You must truly wish to change, of course, but if so, you can become someone new, your past no longer holding you back. Know that once you do this, however, there will be no going back: if Lee really did become Fairy Galatea, then that is who she will always be. Be certain this is what you want before you proceed.

Orcust Nightmare(200cp): One can only imagine the horror Ningirsu felt when he expected to see his little sister Ib's sweet smile, and saw Lee's wicked grin instead. Instead of reviving Ib in Galatea's body, he brought back Lee instead! You now bear a form much like Lee will in nine years, a twisted horror of flesh and metal that can be twisted even further. While theoretically it shouldn't be any more dangerous than a normal Orcust, and in fact might be less dangerous than some, your new body is surprisingly malleable. You could turn your hand into a massive blade or grow additional limbs, or stretch parts of yourself out to reach further. You won't need to imagine the horror your enemies will feel: you'll see it on their faces right before you tear them to shreds.

World Legacy Bestowal(200cp): At the end of everything, the fate of the world was ultimately in the hands of Avramax and Lee. One might think such a confrontation would end with a grand final battle, but instead it ended with Avramax showing his worst enemy mercy, and Lee deciding to take his outstretched hand. Your enemies are surprisingly merciful, no matter how much you've previously hurt them: even when they have you backed into a corner, they'd rather offer you their hand than simply finish you off. Even if they should despise you, they'd instead be willing to show kindness and compassion. Of course, you don't have to reciprocate: Lee could have chosen to strike Avramax one last time, dooming the world. Your enemies showing mercy might be the perfect chance to strike them while they're vulnerable. But if you do, and they survive, you won't get mercy a second time.

World Legacy Collapse(400cp): Truth be told, that Lee didn't spit in Avramax's face is more shocking than him showing her mercy, considering her evil will drove the World Gears, the very prototype of divinity, out of control. Like her, you are a particularly wicked, spiteful, and troublesome creature. You know the best ways to torment your foes and cause them pain, to ruin the victories and spoil their triumphs. You're also very difficult to actually get rid of, clinging onto life even as your body falls apart and your own power turns against you. Spite alone will not keep you alive forever, however, as your mind will eventually start to fray apart and your enemies might still finish you off. But you may be able to cling on long enough to obtain victory, or at least to take those you hate down with you.

World Legacy Monstrosity(400cp): In their darkest hour, Crusadia did not just face Nightmare Incarnation Idlee, but the mad World Legacy Guardragon Mandark, who devoted itself to Lee, as well as Lee's monstrous creation, the Deus X-Krawler, born from the wreckage of the Krawler horde. Like Idlee, you have a talent for both creating and earning the loyalty of monsters. You know how to take the parts of damaged machines or broken bodies to create new horrors to serve you, whether it be by fighting or some other purpose. You also have an odd aura that seems to attract the violent, the malicious, and the mad, making them wish to serve you. With this power, you will be god of nightmares and horrors.

Nightmare Incarnation(600cp): It breaks my heart to know that some dragons survived only to be devoured by a monster like you. Like Nightmare Incarnation Idlee, you too have assimilated a group of dragons, and it has given you a great and terrible new form. You have vastly grown in size, far larger than even a fully grown dragon, and while your upper body might still look human, your lower body is now that of a serpent. Upon your head are draconic horns, and upon your back wings made of magic. Not only that, but the heads of the five dragons you consumed are manifested in your hair to aid you in battle. You wield great physical and magical might, enough to threaten even the armies of Crusadia and the Orcusts. But something far more terrible than your power or form is that you may continue your feast, absorbing creatures you have some form of power or control over to make yourself even stronger. Truly, you seem less a god and more a devil.

World Legacy's Memory(600cp): Avram and Ningirsu might have discovered the truth of the world through tribal records and encrypted data, but Lee discovered the truth of the Creator and his Throne through mere fairy tales and stories. You now possess a mind equal to hers, able to piece together even the tiniest pieces of information to discover the full picture. With only a vague legend, you could discover that a god's throne was empty, and needed to be filled. With only surveys and public data, you could figure out that there was no one alive who could harness the power of an artifact, as well as how to arrange for someone who could to be born. But more than that, your prodigious mind is capable of developing schemes that can potentially take millennia to come to fruition without having to worry about them falling apart. Even with active interference, it would take a great deal of effort and unforeseen circumstances to foil your schemes, and even then good luck might see those schemes bouncing back. That divine power will be yours yet.

Guardragon

World Chalice Guardragon(100cp): Before their adventure began, Imduk was no great beast, no mighty monster, just a tiny little dragon living with his human friends, using old relics as chew toys without a care in the world. Like him, you have a cheerful spirit: it's very hard to keep you down, even if you're the last of your kind and the world outside is an absolute mess. That's not to say you can't feel sadness, but you're capable of bouncing back from it much better than other people can. You could see the apocalypse happen before your eyes and still find yourself able to smile. You are a dragon; you are stronger than all the world's sorrow.

Guardragon Pisty(100cp): The Confederation, for all that it was a utopia, was not perfect: their endless drive to obtain the world's resources to fuel their civilization led them to drive the dragons of old to extinction, or at least into hiding, given that the dragon whelp Imduk yet lives. As humiliating as it might be, there are times when even a dragon needs to simply disappear. You have a knack for hiding in spaces where others would never think to look, for evading searching eyes and searches. If you hide well enough, you might even convince people that you never existed to begin with, and all that you were is just a myth. Your pride might suffer, but at least you'll live to have pride.

Crusadia Draco(200cp): There might be times when even a dragon needs to go into hiding, but never forget: the dragons were commanded by the Creator to help defend the world He loved from destruction. Now, you stand ready to answer that command. Though you are not a fully grown dragon, you're no whelp, standing at around the same size as a very large dog. You're a deadly fighter, attacking with tooth and claw, and able to take to the skies with your wings. You're also rather durable, your scales capable of deflecting a Harp Horror's claws, even if you could not match it in strength. Finally, like the dragons of old who were commanded to defend the world alongside the little lives that lived on it, you have a talent for fighting in groups, working with others no matter how different they might be.

Guardragon Reincarnation(200cp): There's some karmic irony to the soul of Ib, Lee's victim and most hated enemy, merging with the dragon form of the World Chalice, which Lee used to cheat death and steal Ib's body in the first place, and then using it to steal her body back from Idle. While you probably didn't go through the same circumstances she did, you ended up with the same result: a human form, though one still bearing the features of your dragon body, such as horns and wings, and possessing the same strength and durability you had as a dragon. You may, if you wish, resume your proper dragon form at any time, and you will find that other monstrous forms you possess can also be turned into something more human.

Guardragon Andrake(400cp): They say 'two heads are better than one', though I'm sure the real Andrake would fervently disagree, given how their two heads became enemies as soon as they were separated. Fortunately, that is not something you'll have to worry about: your second head is far more agreeable. You've grown a second head, a built-in partner to help you in battle, striking at your foes and keeping an eye out for ambushes or sneak attacks. Best of all, it's perfectly coordinated with you, so you won't have to worry about it getting in your way. Even better, just like Andrake did, you can separate into two dragons, maintaining the same perfect coordination! Perhaps two heads truly are better than one?

Guardragon Shield(400cp): When the World Wand struck the earth, the planet itself screamed in agony, the aftershock of that terrible blow laying the Orcustsra to waste. Crusadia might have also been destroyed, had it not been for Imduk sacrificing himself to create a mighty shield. Like him, you possess a talent for creating magical barriers, enough to repel any harm that might otherwise befall your allies. However, this comes at a cost: your barriers draw upon your energy, with greater protection coming at a greater cost. You could save a great army from the aftershock of a kinetic bombardment that cracked a world open, but the energy drain would almost assuredly be fatal. Yet wouldn't it be worth it save your friends?

World Legacy Guardragon(600cp): I'd say you have been touched by the World Ark, but it's still buried beneath the surface of the world. Are you, then, a fragment of the Creator's power given the form of a dragon, like the World Legacies will be during the World War? However it happened, you are a dragon comparable to Mardark and Almarduke, a living force of nature wielding truly devastating power. There is, at this moment, no singular being on the planet who can call themselves your equal, let alone your superior. Armies would be sundered by your divine wrath, and even the mightiest hero or monster would be helpless against you. So, the question is: are you like the dragons of old who protected the world, or will you follow the same path as mad Mardark, and sate your endless hunger for death?

Guardragon Justicia(600cp): It should perhaps come as no surprise that dragons, who were the first creations on this world, would be vital to this world's fate. Imduk, who saved Avram and Crusadia, and in doing so saved the world as well; the World Legacy Guardragons, who Idlee devoured to obtain divine power; and Justicia, who preserved Ib's soul and retrieved her body, starting Lee's downfall. Whether directly or indirectly, these dragons played a major role in how the story ended. As a dragon yourself, it is only right that the same should apply to you. Your actions, for good or for ill, have major ramifications: save the lives of your friends, and you might ruin a millennia-long plan. Aid a would-be tyrant, and you'll find her ascension all but guaranteed. Save but a single soul, and watch as the dominos fall and bring down a god with them. The fate of the World depends on the Guardragons, born from the World Legacy. The fate of the world depends on you.

Items

Perks are discounted for their origin. Discounts are 50% except for 100cp perks, which are free.

General

World Legacy Card Set(50cp): A collection like this would certainly be unique, in this world, at least. Your new collection possesses every card related to the second Act of the World Legacy storyline, featuring the archetypes “Crusadia”, “Orcust”, “World Legacy”, “Knightmare”, and “Guardragon”. But more than that, the collection also has cards you won’t find anywhere else, as they’re based on you, your companions, and your actions within this world. If you ever came to a world where ‘Duel Monsters’ was played, these cards would all be perfectly legal.

Card Tins(50cp): But perhaps it’s not enough to simply have cards reflecting this world or you and your companions. Perhaps you also wish to obtain cards like these in similar worlds? If so, then this item will grant your wish: in future worlds, you will receive tins containing cards reflecting the characters and events of that setting. Each tin contains three packs of eighteen cards themed around the world you receive them in. You will receive a new tin every year for the new characters and events that might happen or appear as time goes on. Similar to the card set above, these cards will all be perfectly legal in settings where ‘Duel Monsters’ is played.

Remnants of the Past(50cp): It seems there is more left of the Confederation that once united the world than their technology and their ruins after all. You now possess copies of the stories, myths, media, and culture of a nation that spanned the world and brought together all four tribes, humans, Arboria, Leonis, and Reclusia. What form that might take, I cannot say: I suppose you’ll have to discover that for yourself. Yet I am sure there would be many in this world who would be fascinated to see what came before them. To see a world that did not know the devastation of the Calamity.

Crusadia

Tribal Outfits(100cp): The rough but functional clothing of humanity, the heavy, all-concealing garments of the Reclusia, the elegant attire of the Arboria, even the bits of metal the Leonis call armour, you now have sets of clothing from each of the four tribes. Even better, you have versions of each set that work for different races; a set of the Reclusia's heavy clothing that would look good on a human, a version of the Arboria's gorgeous outfits that would make a Leonis look refined rather than silly, and of course lab coats that work for every race. After all, the Crusadia of old had scientists from all four tribes!

Crusadia Vanguard(200cp): How peculiar: though Crusadia has yet to be reformed, it seems there is already a small group of warriors from each tribe ready to follow you into battle. It's not a particularly large group, with only a dozen fighters, three from each race, but they're each rather talented, making up for their lack of quantity with quality. The Leonis excel at close quarters combat, the Arboria have a talent for hit and run tactics, the Reclusia can both soak up and dish out damage, and the humans are wonderful all-rounders who can shore up their allies. They all work together shockingly well, despite being of different races, and they're all loyal to you. Should any of them die, they will be replaced within a week.

A New Confederation(400cp): Well, not quite. The actual tribal confederation won't form for a number of years, but what you have here is a land where the four races have been gathered together. Humans, Arboria, Leonis, and Reclusia all make their homes here, and working together have managed to create a proper civilization, despite the best efforts of the Krawler hordes to destroy it in the past. For whatever reason, they have decided that you would make an excellent leader, and so you have been given authority over this land. While they're not unfamiliar with conflict, given how they've had to fight off the Krawlers before, they're not quite fit for war just yet, though you can change that. In addition, they've cobbled together records that will help you to understand the history of this world, though you'll need to sort out fact from fiction and myth. In future jumps, you may choose to set this tribal confederation down somewhere in the world or attach it to your warehouse. This is the start of something new.

World Crown(600cp): If you are to be a leader, then you ought to have a symbol of authority, and what better symbol of authority than this? Another of the World Legacies, the World Crown's power is simple but undeniably effective: using the power of the World Crown, one can transform entire armies, both figuratively and literally, granting them both new forms and far greater power. Hundreds or even thousands of people could be empowered to the point where they might tear through hordes of killing machines despite having never fought in pitched battle before. The wearer of the crown may transform themselves as well if they so desire, gaining greater strength and a new body. Crown yourself with divine power.

Orcust

Musical Instrument(100cp): Perhaps it was an instrument like this that inspired Ningirsu to create the Orcusts, machines based on and built around harps and cymbals and brass and more. You now have in your possession a musical instrument of your choice, one built out of the same material that makes up the Orcusts. It's actually rather well made, being both durable enough to withstand most accidents and even deliberate attempts to harm it, and producing lovely music even in the hands of an amateur, let alone someone who actually knows how to use it. Music is a truly lovely thing, and it's a shame it will be used for war.

Orcustrated Einsatz(200cp): Speaking of war, it appears that you have a small army of Orcust prototypes at your command. Perhaps Ningirsu wished to have you test his new machines to see if they actually have any value as weapons of war? Whatever the case, you now have one hundred and twenty Orcust machines at your disposal, from the flying Brass Bombards to the vicious Cymbal Skeletons to the deadly Harp Horrors. While they don't possess anything beyond a rudimentary intelligence, they're smart enough to follow orders and try to fulfill them to the best of their ability. Among your small army there are sixty Brass Bombards, forty Cymbal Skeletons, and twenty Harp Horrors. Though even a force such as this might not be a match for the Crusadia of the future, even experienced adventurers would find themselves slaughtered by your musical machines. Should you lose any of your Orcusts, they will be replaced within a few days.

Orcustrion(400cp): The Orcustra might not have been a match for Crusadia, but against this ultimate weapon, even the army empowered by the World Crown found itself at a disadvantage. This magnificent machine, which resembles the device known as an orchestrion, is a deadly weapon of war, unleashing blasts of sound that can rend flesh and pulverize bone. It's also shockingly durable, able to withstand dedicated assault from both weapons and magic. But what makes it truly dangerous is that the Orcustrion is able to depower enemies calling on might that is not their own, leaving them helpless before the magnificent machine's musical assault. Perhaps a clever foe might find a way around it, but it would take a grand act indeed to destroy it.

Orcustrated Babel(600cp): A great tower called Babel stretching into the heavens, built by a man who sought the power of God, now doesn't that story sound familiar? Except Orcustrated Babel is not simply a tower, but a machine designed to connect with and call down the devastating World Wand. The project was a complete success, and the World Wand split the earth open. Now, you have your own great tower, a massive pillar stabbing into the sky. Once per jump, you may use Babel to call down the World Wand, and it will strike the planet with such terrible force as to tear its surface apart, the resulting aftershock destroying everything around it. Do be careful about calling down this dread power, however: Ningirsu would soon come to regret his actions as his dream became a nightmare. Be sure the same does not happen to you. In future jumps, you will be given a piece of machinery that when placed on the ground will sprout into a new Babel.

Knightmare

Divine Jewelry(100cp): If you're going to be a god, you ought to look like one, right? Whether it be a single brilliant gem upon your forehead or a far more gaudy display, you now have the sort of jewelry the divine idols of old were expected to wear. This doesn't really have any effect besides making you look good, though do keep in mind Nightmare Incarnation Idlee had a rather noticeable gem adorning her forehead despite being several times larger than even the Guardragons, let alone a human being. I'm sure you could sell some of these gems for some petty cash if you so desired, but wouldn't that be below a divine being such as you?

Old Lab(200cp): If Lee were to ever lay eyes upon this lab, you might see just a glimpse of nostalgia in those same eyes. By some miracle, one of the labs the Crusadia of old once owned has managed to survive the millennia relatively intact. It's still in a state of disrepair, of course, and the computers and electronic systems are in need of maintenance, but it's well worth the effort: stored within these systems are the blueprints for the Krawlers and Mekk-Knights that Crusadia created all those millennia ago. With the right resources and enough time, you might be able to recreate the machines the original Crusadia built to fight the Great Darkness. The past is yours, and with it, you'll claim the future.

Mekk-Knight of the Morning Star(400cp): And here I thought this model was destroyed millennia ago. Perhaps Crusadia built a backup? You now possess a copy of the Mekk-Knight of the Morning Star, and it more than lives up to its reputation as the ultimate Mekk-Knight. It's a truly deadly machine, wielding strength on par with a hero empowered by the World Crown. And, as befitting of a Mekk-Knight belonging to Lee, it's as hard to keep down as she is: it took all seven Mekk-Knights to destroy it millennia ago, while it was focused entirely on unsealing the Great Darkness. Finally, the Mekk-Knight of the Morning Star is capable of channeling the power of magical or divine relics, like the World Key. Lee used the original model to break the world. What will you use it for?

Deus X-Krawler(600cp): Lee, along with the rest of Crusadia, helped build the Krawlers. Millennia later, she would help deactivate them. Nearly ten years from now, she will use the wreckage of their hordes to build the Deus X-Krawler. Now, you have somehow obtained a copy of that Frankenstein machine for yourself. Aside from strength rivaling the Mekk-Knight of the Morning Star and durability such that it would take a weapon on par with the Orcustrition to damage it, the Deus X-Krawler possesses many gifts: for one, it can drill down to a planet's core, and feed on its power. For another, it can synchronize with other machines, even a machine like the World Gears of Theurlogical Demiurgy, which can make one a god. And finally, it can serve as a conduit for a soul. With all three together, it could drill to the planet's core, unearth the World Gears, and allow its master to transfer their soul inside that divine machine...

Guardragon

Chew Toy(100cp): Now I understand that, as a noble dragon, this might seem a little demeaning. But it's good for you, really! It'll help with your teeth. Besides, considering how many armies of killer machines there seem to be in this world, you ought to have experience chewing up metal. This little metal sphere is something only a dragon could consider a chew toy, but it does the trick, keeping your teeth in good shape and giving your jaw the exercise it needs. Oddly enough, it seems to grow as you do, being only the size of a ball for dragon whelps but being a person-sized sphere of metal for a dragon with divine blessing. If you ever lose it or chew through it completely, you'll find a replacement the next day.

Hiding Place(200cp): It's humiliating to admit it, but it's true: when the Confederation rose to power all those millennia ago, the time of the dragons came to an end. And while most think the dragons were rendered extinct, given the existence of Imduk the truth is apparent: they simply went into hiding. What you have here is probably one of the places where the dragons once hid; it might be a forest or a cavern, but whatever it is, it's a good place to hide. You'll find it easy to disappear here, sneaking into little cracks or hiding amongst bushes and trees. Even an advanced civilization with magic-powered machines and super computers built for analysis couldn't find you if you hid here. In future jumps, you will find similarly effective hiding places. Sometimes, even dragons must vanish.

Dragon Eggs(400cp): I'm not one to toss around the word 'miracle' lightly, but if there were ever an occasion to use such a word, this would be it: even though it seemed like Imduk was the last dragon left in the world, you have here before you a clutch of eight dragon eggs. It will take some time before they hatch, but you'll find that once they do, your new little friends will bond with you quickly, seeing you as a parent or at the very least as a caretaker and guardian. They are, initially, not all that impressive: as whelps, they'd barely be able to destroy a Krawler Spine. Yet as they grow older, you will find that they become tougher, stronger, faster. If you're willing to put in the time and effort, though they might not ever reach the heights of truly divine dragons, you'll find that they certainly live up to the legends of creatures that guarded the world. You'll get a new clutch of eggs every ten years.

World Ark(600cp): I was mistaken before; this is an appropriate moment to use the term ‘miracle’. Though considering the World Ark should only appear when the world has ended, or nearly so, it might instead be a cause for grave concern. In any case, you possess a copy of the World Ark, a great floating relic with authority over life and death. In practice, this means that the World Ark is able to revive the dead and grant life to the lifeless, as well as the ability to transform the living. The World Ark transformed the World Relics into Guardragons after scanning Imduk’s lifeless body, gave Lee new life within the body of the automaton Galatea, and both revived and fused with Imduk to become the two-headed dragon Andrake. Even after separating from him, it left him as the mighty World Chalice Guardragon Almarduke. Do be careful, however: the power of the World Ark is such that it is difficult to control. Ningirsu probably didn’t mean to turn the other World Legacies into dragons, and certainly didn’t mean to revive Lee instead of Ib.

Companions

Companion Import(50cp-400cp): As the time draws closer to the cataclysmic World War that will decide the fate of this world, now more than ever you’ll need allies and friends by your side. If you have already have allies and friends you’d like by your side, then may import them here, for 50cp per companion, up to 400cp for eight companions. Or, if you’re interested in making new friends, you may buy them here as well. Imported or created companions may freely choose any origin, and have 600cp to spend on perks.

Canon Companion(100cp): Of course, there might be characters who already live within this world and play a role in its story that you would wish to take with you into future worlds. Perhaps you wish to take Avram, or the other leaders of Crusaida with you. Maybe you want to have Ningirsu traveling by your side, offering him a chance at redemption, or maybe it’s Galatea who you want to give a chance to actually live. Perhaps you’d even like Lee to travel with you, for whatever reason. Whatever the case, with this option, if they agree to come with you, they will join you on your journey as a companion. I should give fair warning, however, that should Avram, Ib, or Lee merge with the World Gears and become a god, they will be unable to leave this world.

Crusadia Queen(50cp): Proud, beautiful, with an unbreakable will and an indomitable spirit, this Arborian monarch is like a figure out of a fairy tale. Not only is she a skilled fighter, but a brilliant and charismatic ruler and leader as well. Perhaps even more incredible, however, is that it seems like she has been blessed by the World Crown itself. Yes, she truly seems perfect. There are, however, just a few little cracks in that perfect image: you'll never see her using her transformation's wings, not even when showing off for her people. This is because she does not know how to use them, and is terrified about making a fool of herself in front of everyone else. Her many blessings have made her just a little haughty, and it would be just so embarrassing! She's also just a little too excited about bringing everyone together into a war against the Great Darkness. A crusade, if you will. And now, for whatever reason, she has decided you are worthy to stand by her side, though whether that's because she thinks you're a powerful warrior, respects you as a fellow leader, or just hopes you'll help teach her how to fly, I can't say. She possesses the **Crusadia Leonis**, **Crusadia Arboria**, **Crusadia Maximus**, **Crusadia Power**, and **Crusadia Revival** perks.

Mechanical Maiden(50cp): Galatea was only ever meant to be a vessel for Ib's soul, but she ended up gaining a soul and a will of her own, not that Ningirsu noticed until it was too late. And it would appear that Galatea wasn't the only one. Like Galatea, this automaton was meant to be a vessel for Ib, but was ultimately discarded as a failed prototype. Blinded by his obsession, Ningirsu missed just how brilliant his 'failed prototype' really was. She has a mind rivaling Ningirsu's own, possessing an understanding of the Orcusts equal to his. And though she's not built for combat, she's a clever automaton, knowing how to stall and delay the enemy until reinforcements can arrive or she has a chance to escape. Unfortunately, just because she has a brilliant mind doesn't mean Ningirsu discarding her didn't hurt: it left her shy, nervous, and insecure, trying her best to please and impress her creator and growing disheartened when he doesn't notice. Even still, she's a sweet little thing, with a kind heart, repairing damaged or broken Orcusts and singing to them. Maybe you were one of those Orcusts, perhaps you were kind to her, but she wants to help you, too. She possesses the **Orcust Brass Bombard**, **Orcust Cymbal Skeleton**, **Orcust Automaton**, **Orcustrated Attack**, and **Orcustrated Return** perks.

Project TIAMAT(50cp): Trapped within the ruins of an ancient lab, the entity known as Project TIAMAT has slumbered for millennia. She had been part of an experiment conducted in an attempt to infuse a human being with the power of a dragon. Her body was carefully altered and modified using cybernetics to ensure she survived the process, and then the essence of five different dragons was spliced into her form. As a result, she was transformed, becoming a titanic monster out of myth and legend. Unfortunately, her mind was transformed as well. Instead of seeking to protect the world, TIAMAT now wished to conquer it! Before she could begin her conquest, however, the Cataclysm happened. The lab was destroyed, and TIAMAT herself imprisoned within the ruins. And she might have remained imprisoned forever, had it not been for you. Whether you did it by accident or on purpose doesn't matter: finally after thousands of years, TIAMAT is free, and for her, it's time to conquer the Earth! TIAMAT is surprisingly excitable, taking great joy in being the villain and commanding armies of monsters. She's also rather fond of you, enough to grudgingly tone down her villainy or even act like a...hero. Eugh. She possesses the **World Legacy's Nightmare, World Legacy Token, Orcust Knightmare, World Legacy Monstrosity, and Knightmare Incarnation** perks.

Twin Dragons(50cp): Once, the dragons were the vassals of the Creator, serving him faithfully and overseeing the cycles of creation and destruction at his command. You would think that a dragon from that time period would be calm and composed, a sagely font of wisdom, a venerable figure. This particular dragon is anything but. He, or rather, they, given the twin heads of this ancient beast, can be best described as rude, crass, cantankerous, and temperamental. The two heads are constantly bickering, repeating the same arguments they've been having for eons. These arguments can erupt into outright violence, as they snap at one another literally instead of just figuratively. They were so busy arguing with each other, they never joined the other dragons on Earth. But now, something has finally managed to distract the two from their eternal argument: you. For whatever reason, the twin headed dragon is very interested in you, and they have decided to make themselves your ally. Maybe you can help them settle their debates? They possess the **World Chalice Guardragon, Guardragon Pisty, Crusadia Draco, Guardragon Andrade, and World Legacy Guardragon** perks.

Drawbacks

As wicked and selfish as Lee is, one almost has to admire how she was willing to sacrifice everything just for a shot at godhood. You too can obtain greater power, if you're willing to make the sacrifices, if you're willing to accept the risks. Do be careful you don't sacrifice too much, though: Lee lost more than her humanity in the end.

End of Intermission(ocp): It looks like you've played a part in this story before, perhaps as an upcoming World Hero, a member of the Krawler horde, a noble Mekk Knight, or a wicked schemer tied to the World Chalice. Whoever you were and whatever you did, you'll find that your actions and relationships from **Duel Monsters: World Legacy Act 1** will carry over to the story's second act. Your identity from that jump will also carry over, though how that works depends on your origins. Are you a Krawler who joined Crusadia, like another of your kind? A World Hero who sided with your former comrade, Ningirsu, allowing yourself to be transformed or modified? Or perhaps you're just trying to continue the schemes you were up to before, going from a false fairy to a true Knightmare? It's up to you.

Ningirsu the Siscon(100cp): It's never fun to have people twist your good intentions into something negative. To have your efforts to bring people together be portrayed as being a bossy control freak, to see your desire to make the world a better place be sneered at as being a self-righteous nuisance, or to hear your completely innocent and noble plan to create an army of robotic horrors to guard the kinetic bombardment weapon that would split the world open in order to revive your sister and make her a goddess be joked about as you being a pervert with lurid feelings for her. Well, be prepared for a lot of that, because for the rest of your time here there will be people who twist your intentions into something entirely different. The rumors will never be so bad that you can't make friends or allies, but expect to be the butt of more than a few jokes.

But The Future Refused To Change(100cp): Everything that will happen over the course of the next nine years, whether it be Ningirsu building Babel and the Orcustra or Avram rediscovering the other races and reforming Crusadia, will happen in order to set the stage for the World War. It would, therefore, be somewhat anticlimactic if an outside actor kept the World War from happening. That's no longer a problem, as you will no longer be able to prevent the World War. Not through sabotage, not through diplomacy, not even through outright violence. The armies of Crusadia reborn and the Orcustra will do battle, Avram and Ningirsu will face one another as enemies, and Lee will rise again for one last gamble for omnipotence. You may change the way the war ends, but one way or another, the World War will happen right on schedule.

Puzzling Out The Past(100cp): Credit where it's due, Avram and Ningirsu had to work hard to discover the true history of their world. Ningirsu had to figure out how to access the memories of the broken Mekk Knights turned Knightmares, while Avram had to search the archives of the other races, which required finding them. It wouldn't exactly be fair if you had an easier time figuring things out, now would it? Anytime you try to obtain information, the difficulty involved will increase: something as simple as figuring out the price of a meal will require a lot of questions, while trying to figure out the secrets of the old Confederation would require either an arduous journey or piercing the security of their greatest inventions. It won't be impossible to figure things out, but expect the harder questions to take an adventure of their own to answer.

Galatea's Sorrow(100cp): Poor Galatea. Built to be a vessel for Ib's soul, Galatea developed a soul of her own, coming to love Ningirsu as a brother, just like Ib had. But Ningirsu did not even realize she had a soul, let alone feelings, until it was too late. Now you too have a decidedly one-sided love for someone else. Perhaps it's a friend, or a sibling, or a parent, or an actual lover. Whoever they are, you truly love them, but they only see you as a tool, not recognizing your feelings or even your value as a person. It's not impossible to change this, but it would take something truly dramatic to bring about such a change. Be careful you don't sacrifice your very soul for their love.

Wicked Grin(100cp): Though one could argue she was redeemed in the end, there is no doubt that prior to that, Lee was evil as one could possibly be. Well, now there is one who equals her in malice: you. Much like the former scientist, you possess zero empathy or compassion for others, your heart as black as coal and as cold as ice. You care for no one but yourself, your only thoughts about the feelings of others being how you can manipulate them and how good it would feel to fill them with feelings of heartbreak and misery. In fact, you take such delight in the suffering of others, you might just be too busy tormenting them for your own amusement to actually finish them off. Perhaps even you could be redeemed one day, but it would take losing everything and being reduced to a truly pitiful, miserable state.

Dark Obsession(200cp): Ib's death broke something in Ningirsu. Right and wrong, good and evil, lost all meaning for him, and even the end of the world he'd grown up in would be acceptable if it meant getting her back. Just like him, some terrible tragedy has wounded you deeply, and left you with the sole desire to right that wrong, no matter what the cost. Perhaps it was the death of a loved one, or the loss of your home, or a betrayal by someone you considered close. Whatever the case, you will stop at nothing to 'fix' things, even if it means betraying childhood friends, killing innocents, or cracking the world open. And just as Ningirsu was rewarded with Lee's evil grin instead of Ib's kind smile, your own obsession will end with your dream utterly perverted. At least you will regain your sanity once that happens, your obsession fading to be replaced by guilt and horror.

Test Run(200cp): It's only logical to test a machine before putting it to use. Otherwise, how can you know it works? And while that's entirely logical, you may not appreciate being the one these machines are tested on. After all, the machines in question are the early prototypes of the Orcustra, byproducts of Ningirsu's quest to build a vessel for his sister. It appears that he's even more productive than he might have been before, since you'll be forced to deal with small hordes of the musical machines throughout the rest of your time here. Even if you are yourself a member of the Orcustra, Ningirsu will see this as a chance to test you and your own capabilities out. Fortunately, with just this, you're only considered a test dummy, not an enemy. Still, be careful: test dummies tend to get broken.

Stolen Crowns(200cp): That's peculiar. Avram has not even begun his journey yet, let alone activated the World Crown and reformed Crusadia, yet it seems as if soldiers from the four tribes of the former Confederation bearing transformations not unlike what Avram shall grant his comrades in the future. Perhaps they figured out another way to obtain the World Crown's power, even without it being active? Regardless, for the rest of your time here, you will be hunted by squads of warriors bearing mystical might and the fighting prowess of veteran soldiers. Each squad may only have a few fighters, but they more than make up for the lack of quantity with quality. Fortunately, these warriors only look like the soldiers of Crusadia reborn: no need to fear becoming an enemy of the future alliance with just this.

World Legacy of Conflict(200cp): This might come as something of a surprise, but truth be told, the world is rather peaceful right now. The Krawler hordes have been disabled, the corrupted Mekk-Knights turned Knightmares have fallen, and Lee is at least temporarily dead. While the World War will lead to the end of this world and the birth of another, that's nearly a decade away. But what if things were not so peaceful? No matter who or where you are, you will find yourself stumbling across hidden threats. Perhaps they are other weapons of war created by Crusadia and the Confederation, perhaps they are monsters left behind from the old battles over the World Key, perhaps they are thugs and villains emerging from their hiding holes now that the Krawlers are not around to suppress them. It may not be a common occurrence, but rest assured your time here will be anything but peaceful.

A Hand Withheld(200cp): It's rather incredible that Avram was able to so easily gain the trust of the other tribes, to the point where they were willing to hand over their secrets and knowledge to him as well as the divine artifact they'd been entrusted with before joining him in his fight against Ningirsu. One would think millennia of isolation would foster mistrust and paranoia towards outsiders. Well, at least in your case, it will: you will find that very few people are willing to trust you or accept you without significant effort to gain that trust. This does not necessarily mean they will be hostile towards you, but it does mean that most will hold you at arms' length. Considering how important bonds and comrades are in this world, that's something of an issue.

Not According to Keikaku(300cp): I'd say you have my pity, but if you're anything like Lee, who shares your difficulties here, you probably deserve this. Just like Lee, you will find your plans being interfered with by circumstances wildly beyond your control: a threat you didn't know about popping up out of nowhere, a brand new power that your enemy has never displayed appearing at a crucial moment, some bizarre coincidence or circumstance saving someone who you'd otherwise have destroyed, all these and more piling up the moment triumph seems in reach. I'd call it karma, but then, you may not be like Lee, and so you may not deserve this. You might still be able to eke out a win; Lee nearly did. But with destiny itself seeming to be your enemy, expect any meaningful victory to be an arduous slog.

Bloody Betrayal(300cp): This world is no stranger to betrayal. Millennia ago, Lee betrayed Crusadia, and the world, in her quest for divine power. Today, Ningirsu has betrayed Avram, and over the course of his plan the world, in his quest to revive his sister. Now, history has repeated itself, and you too have been betrayed. Someone you considered an ally has betrayed you, not out of malice, but for the sake of their own ambition. And just as Lee stole the Mekk-Knight of the Morning Star, and Ningirsu stole one of Avram's swords, your former friend has stolen something from you as well, something crucial, something that will make them a threat even to you. And just as the Mekk-Knights fought to stop Lee, and just as Avram will one day fight Ningirsu, you too must face your former friend. Even if you don't care about this world, should their plan succeed, you will die as well.

Two Heads...(300cp): ...are not always better than one. There is something within you, Jumper, another mind, and it is not a friendly one. Perhaps it is another being entirely, like Lee when she possessed Ib or Ib herself when she moved to kill herself to stop Iblee. Perhaps it is another aspect of you, like the twin heads of Guardragon Andrake. Whatever the case, this other existence is determined to overtake you and destroy you, allowing it to take full control of your shared body. Its personality is something utterly abhorrent to you, just as the wicked Lee was to the kindly Ib, or the bloodthirsty Mardark to the protective Almarduke. You will have to fight it for control of your body until the end of your time here, where it will separate from you and try to kill you directly. Can you overcome your other half?

Draconic Resurgence(300cp): Under any other circumstances, I would call this a miracle: as it turns out, the dragons really did go into hiding, and Imduk's egg ended up in the Celestial Forest by accident. But if this is a miracle, then it is the miracle of a wrathful deity, because the dragons have risen to punish the tiny lives of this world for betraying them, and for causing such damage to their master's creation. A great army of dragons has risen up, and to make matters worse they are led by one of the most ancient dragons, one who was once a vassal for the Creator himself. Such a force would be capable of contending with both Crusadia and the Orcustra at their height at the same time. But seeing as neither of those armies exist just yet, it will be up to you to somehow protect the tiny lives of this world. Especially since the dragons seem to view you as an intruder upon creation...

Mirror Force(300cp): Avram recreated Crusadia to stop Ningirsu's plan. Ningirsu built the Orcusts to stop Avram from stopping his plan. Lee hijacked Ningirsu's attempt to revive his sister in order to revive herself. Ib hijacked the draconic form of the World Chalice to steal her body back. With every action, there seems to be a reaction, and such will be the case for you as well. Whether you're obtaining a powerup or building up an army, your enemies will somehow always find a way to develop a counter of their own. This does not necessarily make them your equal, per say, but the difference will be as significant as building up an army to stop your former friend's evil plan, only to find that he's built his own army. By himself. Somehow.

Scenarios

In truth, the World War that is to come is but the latest in a long cycle of conflicts between those who desire to protect this world, and those who desire to claim the power of the Creator and remake his work. The many stories of battles between noble heroes and the Great Darkness are actually stories of mortals battling one another, with those on one side fighting to release the Great Darkness, while those on the other fought to reimprison it using the World Key, the last remnant of the Creator's power on this Earth. This is because the 'Great Darkness' is actually the World Gears of Theurlogical Demiurgy, once an instrument of the Creator's will, but more than that, the vessel and perhaps even source of his power.

The World Gears are where all gods and divinities come from, functioning as an apotheosis program: anyone who merges with and controls the World Gears will become a god, wielding the power to create and destroy worlds and even stars with the snap of a finger. The being that created this universe once resided within the World Gears, and used them to direct creation, but when their power grew too much for him to control, he imprisoned it within the center of what would come to be known as the Earth. Though the Creator faded away shortly thereafter, he left behind the World Key, which could be used to seal his former throne away...or release and even control it.

Yet the World Key can only be used by a proper user, a rightful heir. It is for this reason that Lee set in motion the Calamity, so that one such as Ib might be born and so that Lee might take control of her. It is for this reason that Ningirsu seeks to crack the world open with the World Wand using Orcustrated Babel, to call forth the World Ark, reviving his sister and helping her become a god. It is for this reason that Blue Sky gave up his existence for Avram's sake, so he would become a worthy inheritor for the World Key.

Perhaps you yourself would like a chance at divinity? Or to help someone else become a god? If so, then this path shall be open to you. However, you will need to take the **But The Future Refused To Change** drawback, as without the World War there can be no ascension. You will have to face Crusadia, the Orcustra, and Lee.

Route 1: Take the Throne

If godhood is your desire, this is the route for you. Be warned, however, that this is the more complicated and difficult route, as it requires several factors: firstly and most importantly, you must be able to wield the World Key, and through it control the other World Legacies as well as the World Gears. Without this, this route is impossible. There are multiple ways to accomplish this: if you came here from **Duel Monsters: World Legacy Act 1** with the **Crowned by the World Chalice** perk and the **World Key** item, then you have already fulfilled this requirement. If you do not have the World Key but do have the ability to use it, you will need to take Blue Sky's blades, one of which is in the possession of Avram and the other with Ningirsu, as Blue Sky took the World Key into himself and merged it with the two blades.

Things become much more complicated if you have neither the World Key nor the ability to actually use it. Not only do you need to obtain at least one of Blue Sky's two blades, you also need to find a way to actually use it. Possessing Avram or Ib could be an option, but Avram has the protection of fate now, as do Ningirsu and Lee, the former of whom is in possession of Ib's corpse and the latter of whom is waiting within Ib's body to take control again as soon as the girl is revived. You could in theory try to hijack Avram or Ib's body once the World War begins and that protection fades, but that will be quite the fight.

Secondly, you will need access to all the World Legacies. All of them. And given that the World Ark will only appear if it thinks the world will soon be destroyed, it means you either need to let the World Wand strike the Earth during the World War, or cause a similar enough level of damage to call the World Ark forth without actually destroying the world.

Thirdly and finally, assuming you have met all the previous requirements, you will need to first become one with the World Legacies, through one method or another, before merging with World Gears. You will certainly have to face Idlee, and you may have to face Avram, Ningirsu, Crusadia, and any other enemies you have. Once you begin merging with the World Gears, you'll have to deal with the remnant of Lee's soul clinging onto it. Convincing her to give up her obsession won't be easy.

Yet the reward for success might just be worth it: upon completing the scenario, you will ascend, being granted a new form, just as Avramax was when he became Avida, Rebuilder of Worlds. If you wish, your new form shall be like that of a divine machine, a great colossus of holy metal with the power to create and destroy worlds and stars, revive and transform the dead, create incredible artifacts such as a new World Key bearing all the powers of the World Legacies, and even restore those whose very souls have been destroyed or shattered, merging them together to create something new. Though you may not be omnipotent, you shall be most certainly worthy of the title of a god. I hope that you will be a kind one.

Route 2: Kingmaker

But perhaps you do not wish to become a god yourself, but instead help another claim the throne instead? It could be because you do not hunger for power, or that you care for this particular person, or simply that since you can't take the throne yourself, you'll help the candidate you like most take it instead. Whatever the reason, your goal becomes far simpler: help Avram, Ib, or Lee become a god.

For this scenario, you won't need to do anything just yet: you might help Avram or Ningirsu strengthen their respective forces, or might make preparations so that when Lee returns you can aid her, but the work only truly begins once the World War begins. As before, the World Ark must appear, so even if you're supporting Avram, it might be best to allow the World Wand to strike the Earth. This is where the difficulty begins:

If you're supporting Avram or Ib, then be prepared to face off against Idlee, who will be putting up far more of a fight than she already did this time around. Mardark, the World Legacy Guardragon who decided to follow Idlee, will not randomly disappear, but will instead fight to protect his master with all the might of a proper divine dragon, while Idlee herself will seek to finish off Crusadia and her other enemies quickly instead of playing around. She will also seek to devour Justicia, the Guardragon formed from the World Chalice bearing Ib's soul, as soon as it appears, which cannot be allowed to happen lest all hope be lost.

You must retrieve Ib's body from Idlee before she can become a goddess herself, and then protect Avram and Ib from Idlee's rage so that one of them might become the World Hero via merging with the World Legacies, thus allowing them to merge with the World Gears. A decaying Idlee will devour Mardark, still loyal to her for some reason, in order to gain the strength to survive Longirsu's attack, so you will have to finish her off yourself. But once a World Hero rises, even if the World Gears are sent into a rampage by a spiteful Lee, you can be rest assured that you've won.

Siding with Lee, however, makes things more complicated, because you will be facing everyone else. You will face Avram, backed by Crusadia. You will face Ningirsu, already forging new weapons and the machines from the ruins of his army and fortress. You will face Ib, in the form of the Guardragon Jusiticia. And you will face Imduk, reborn as the World Chalice Guardragon Almarduke, Mardark's equal and opposite. And you must also face any other enemies you've made, all at once. You must protect Idlee from all her enemies, especially Ib, for if Ib retrieves her body, all is lost. You will have to stall for time until the World Gears are brought up to the surface of the planet, and help Idlee to reclaim the World Chalice, the last remaining World Legacy, which was transformed into Justicia.

Should you succeed, Idlee will finally accomplish the plan she set in motion millennia ago, and become a god. She's surprisingly gracious, given how cruel and treacherous she's been over the ages. There might even be some genuine gratitude somewhere beneath her smug, sadistic delight. Maybe.

Regardless of who you supported, your reward will be the same thing: a new World Key, bearing all the abilities of the World Legacies: the incredible offensive power of the World Lance; the incredible defensive power of the World Shield; the ability to empower and transform others like the World Chalice and World Crown; the power to control and change life itself like the World Ark; the ability to summon a mighty guardian like the World Armor; the power to call down strikes from the heavens like the World Wand; and of course, all of the many powers of the original World Key, from activating or deactivating magical artifacts, to locking or unlocking seals, to even destroying souls. Truly a divine artifact, wouldn't you say?

Ending

The World War is over, and the world has changed forever. How did the story end this time, I wonder? Did it end as it had before, bittersweet but hopeful? Did it end in tragedy, with a madwoman rising to godhood? Or perhaps did it have a happy ending after all? Regardless, the story is over, and you have three choices before you:

Go Home: Perhaps the ending of the story of the World Legacy is the end of your own tale as well, and you wish to return home? If so, you may take all that you have earned back with you, whether they be perks, items, companions, or more. Take care, Jumper.

Stay Here: Or perhaps you'd like to spend more time in whatever new world came about from the end of the World War? Perhaps you've made some friends here, or have work you feel has not yet been completed. If so, you may choose to end your chain and remain in this world. Time will resume in your original world, you will be declared missing for a time and then eventually assumed dead. Your family, friends, and loved ones will mourn you, but eventually find peace.

Move On: Or perhaps you'd like to continue your journey, discovering all the wonders of brand new worlds just waiting to be explored? In which case, you will once more continue on to a new world, onto a new adventure. Wherever you go from here, I wish you luck!

Notes

This jump is based on the first half of the Duel Monsters: World Legacy card storyline, featuring the following archetypes: “Crusadia”, “Orcust”, “Guardragon”, and “Knightmare”. Though in the case of “Knightmare”, it’s more based on the lore for Lee.

Power levels are, similarly to the previous World Legacy jump, a little wonky. The only pure example of ‘this thing is this level of strong’ is the power offered by merging with the World Gear, with one translation explicitly saying ‘worlds can be destroyed with the snap of a finger’ with the other getting into ‘even stars can be created or destroyed’. Besides that, there are no hard statements on just how strong everyone really is.

That being said, similarly to the last act, the heroes of Crusadia tear their way through the hordes of Orcust machines, and only really get stopped by Orcustrion, which has a card effect that depowers linked monsters AKA the Crusadia monsters empowered by the World Crown. So at the very least, everyone important is going to be tearing through machines and combat robots pretty easily. Then you have Knightmare Incarnation Idlee, Mardark, and Almarduke, who going by the lore, attack points, and card effects, should be army killers.

If I had to rate it on ‘order of raw power in regards to perks’, I’d say **Orcust Knightmare < Crusadia Draco < Crusadia Maximus < Orcust Harp Horror < Orcust Orchestrator = Crusadia Power < Knightmare Incarnation < World Legacy Guardragon.**

That being said, even if they have less power, certain perks make up for it with different effects. For example, **Crusadia Power**, while technically equal to **Orcust Orchestrator**, has the edge in straight up combat, while **Orcust Orchestrator** can let you reverse engineer other forms of technology to upgrade yourself. Meanwhile, while **Orcust Knightmare** is the weakest of the 200cp combat perks, it gives you more adaptability and versatility in a fight.

The ultimate fate of Lee is something of a mystery. Going by the lore and the card effect of World Legacy Bestowal, Avramax encounters the last remnant of Lee’s soul, still stubbornly clinging onto the power of the World Legacies, but manages to convince her to let go, allowing him to become Avida. After this, there’s speculation she either merged with Avida or became Fairy Galatea, implying she became one with the revived/restored Galatea. I’m personally in the latter camp, since it would give Lee a chance to redeem herself in a new life and connects well with her finally letting go with her obsession over godhood.

If **But The Future Refused To Change** seems railroad, it's because frankly, without the World War, there is no story here. Everything is build up to the World War, the World War itself, and the aftermath. Nothing else happens. There are no other threats, there are no other plots. It's just 'Ningirsu starts a plan to break the world, revive Ib, and make her a god, Avram rebuilds Crusadia to stop him, they fight, the world gets broken, Lee is revived, they fight, Ib comes back and retakes her body, more fighting, Ningirsu/Longirsu kills Idle, Idle's evil drives the World Gears berserk, Avram becomes Avramax after becoming a true heir to the World Key and fusing with the other World Legacies through the power of friendship or something, starts fighting the World Gears, meets Lee's soul, learns the real truth of the world, becomes a god, new world is born, Ib gets new name and the new World Key and a quest to seal it away, Longirsu gets new body and Fairy Galatea and follows Ib as a shadow, the end.'

I'm drastically over simplifying it, but the point is, there is no real story here without the World War. So a drawback to make it guaranteed to happen seemed fitting.

I was thinking of adding a drawback about how Avram, despite being the main protagonist, doesn't get all that much spotlight, but then again, he becomes a god in the end, and Ib explicitly views him as her most precious and important person. Which is hilarious, given how obsessive Ningirsu was over her. Ib likes her childhood friend/crush a hell of a lot more than her brother, apparently.

As for how any of this works if you changed the ending of the last act so that none of this should happen, fanwank.

If you want to read the actual lore/story, you can find two different translations for it here:

<https://github.com/ProjectIgnis/LORE>

<https://ygorganization.com/atinytaleoftimeconcerningwarbetweenfriends/>